

Races of the Wood

ALL VALKS & L7SE

The various folk who make up the world of Humblewood are divided into two categories: the birdfolk and the humblefolk. While they resemble animals, the folk who inhabit the cities, towns, and villages of Humblewood are all humanoids.

This chapter outlines the ten core races, five birdfolk and five humblefolk, who make up the majority of characters found in the Wood. It also details various character creation options, new class options, backgrounds, feats, and spells to help you make your own Humblewood adventurer.

THE BIRDFOLK

The birdfolk races of Humblewood are as diverse and unique as the forest itself. Only the skillful survive the forest, and the birdfolk have become masters of both the forest floor and the canopies above, creating several settlements (known colloquially as “perches”) throughout the Wood. Despite regional differences and cultural peculiarities among the different kinds of birdfolk in the Wood, the birdfolk races nevertheless share much of their culture, language, history, and origin

myths. This solidarity has allowed them to work together and prosper, creating a harmony in the Wood which has lasted for an age.

While a diverse group, adapted for a variety of environments within the Wood, birdfolk also share several physical traits which have allowed them to find common ground in the construction of their perches. Beyond the obvious physical similarities, all birdfolk possess arms covered in feathers, which extend into wing-like appendages. While incapable of true powered flight, the strong hollow bones and lightweight bodies of birdfolk allow them to easily use their feathered arms to glide, and unless severely encumbered, all birdfolk can recover gracefully from what would otherwise be a deadly fall. In some birdfolk races these wings have grown strong enough to bear their owners upwards in a mighty flap, while others instead developed talons which make for both deadly defensive weapons and useful tools for scaling tall trees.

The birdfolk have established themselves as a political force to be reckoned with in Humblewood. They shaped their mighty capital from the great tree Alderheart, and from this

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5ft

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the BIRDFOLK



LUMA

CORVUM

RAPTOR

GALLUS

STRIG

bastion of safety their ruling body, the Birdfolk Council, makes decisions which impact all of Humblewood. The birdfolk are well-defended from outside threats thanks to the Perch Guard, a force of soldiers trained in both aerial and ground combat, that keeps their cities and the denizens within safe.

While Alderheart has been a beacon of peace and harmony for many years, the coming of the fires has thrown the region into chaos. The Perch Guard forces are spread thin across the canopy cities, barely able to secure the main roads for merchants while keeping their homes safe from the blazes. Now the great birdfolk cities face more threats from bandits and forest fires than ever before. Through it all, though, the birdfolk trust in solidarity, between themselves and the diverse groups of habitants who call their perches home, to weather the coming storm as they have so many times before.

THE HUMBLEFOLK

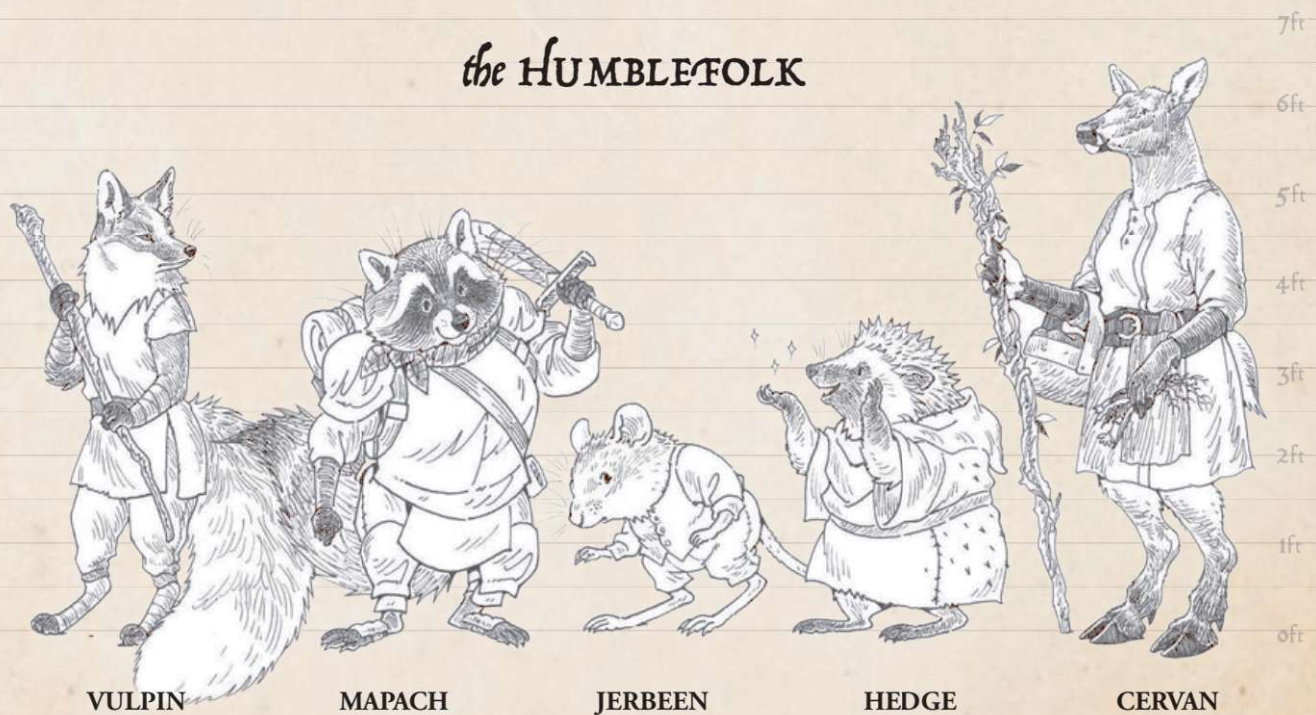
Not all denizens of Humblewood are birdfolk. The term “humblefolk” is used throughout the Wood to refer to the non-birdfolk peoples who live a little closer to the forest floor. Unlike the birdfolk, whose shared language, histories, myths, and culture have allowed them to exist in harmony for most of Humblewood’s history, the humblefolk represent a disparate group of peoples, cultures, and ways of seeing the world, many of whom haven’t always seen eye to eye.

Ages ago, an accord was struck between the people of the forest floor to unite against roving bandits and quell the in-fighting that was wreaking havoc across the Wood. This accord was known as the “Humblefolk Treaty” and was witnessed by the birdfolk, who were just then beginning to shape the trunk of Alderheart. The birdfolk offered the humblefolk safety within their great city, and many accepted

their offer. Over time, more and more humblefolk migrated to newly-established birdfolk perches, though many found birdfolk architecture to be restrictive for creatures without wings. In the same way, some groups of birdfolk, feeling too crowded within the booming perches, began to spread out and seek shelter within small woodland villages. Even today, the birdfolk who choose to live on the forest floor find themselves stigmatized, as a life in the canopy is considered proper in birdfolk society.

After the establishment of the treaty, humblefolk began to live once again in small woodland villages beneath the trees, although now in more diverse communities alongside some ground-dwelling birdfolk. With the expansion of the Humblefolk Treaty to allow humblefolk to call upon Perch Guard garrisons in times of crisis, and the birdfolk militias keeping the roads safe for merchant caravans, the Wood truly entered a golden age. Life for many humblefolk was peaceful and prosperous...until the fires came.

With the spreading flames, humblefolk villagers petitioned the overextended Perch Guard for aid, only to see help arrive too late, if at all. To make matters worse, after many years the divisions between the humblefolk communities have intensified: those who found prosperity in the birdfolk cities have adopted a perch-dweller’s perspective, while those who live in the woodlands face a constant threat from brigands and forest fires. Others have even left to join the newly reformed Bandit Coalition, seeing not only a path for survival, but a chance to get even with the perch-dwelling birdfolk for broken oaths and unequal treatment. Yet, where the treaty holds, vibrant humblefolk communities can still be found. The humblefolk are resilient, and each race will devise a way to survive in this dangerous wood.



Corvum



Corvums are a crow-like race with dark feathers and sharp minds. Their reputation in birdfolk society is nothing short of villainous, and they are regularly cast as the antagonists of any given situation. It's hard to say whether the corvums are distrusted because they behave the way they do, or if they behave the way they do because they are distrusted.

FOR PERSONAL GAIN

It is widely believed that corvums only look out for themselves. Sometimes this presents as flexible morals, and at other times it simply means they follow a personal code instead of subscribing to general law. Either way, corvums are a crafty race and they tend to get what they want, one way or another.

Corvums are typically found in positions with a modicum of power, such as advisors or minor officials. The stigma they face usually prevents them from attaining too prominent a position in birdfolk society, but corvums are adept at working behind the scenes, spreading their influence subtly and to great effect.

TOO SMART

Corvums are commonly accepted, sometimes begrudgingly, to be among the smartest of birdfolk. Keen observers, they trade in information the way others trade goods. They are hungry for knowledge and leverage it to further their goals whenever possible. Their undeniable skill in matters of logistics and planning make them valuable to councils and powerful individuals alike.

CORVUM TRAITS

Ability Score Increase. Your Intelligence score increases by 2.

Age. Corvums reach adulthood at around 18 years. They live slightly shorter lives than other birdfolk, approximately 70 years.

Alignment. Shrewd and capable, corvums prefer moral flexibility and are more likely to be neutral than either good or evil. Nonetheless, corvums see the benefit of rules, even if many attempt to turn them to their own advantage. Because of this they favor lawful alignments.

Size. Corvums cut imposing figures, standing between 4 and a half and 5 and a half feet tall, encompassing a variety of different builds. They weigh around 100 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Glide. Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

Talons. Your sharp claws aid you in unarmed combat and while climbing. Your damage for an unarmed strike is 1d4 piercing damage. Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

Learned. You gain proficiency in one of the following skills: Arcana, History, Nature, or Religion.

Appraising Eye. You have an almost supernatural ability to appraise objects. By spending an action examining any object, you can determine any magical properties the item has, how they might be used or activated, as well as a fair estimation of market price. Using this skill strains the eyes, and you must complete a long or short rest before you can use it again.

Languages. You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

Subrace. There are two main subraces of corvum: dusk and kindled. Choose one of these subraces.



DUSK CORVUM

As a dusk corvum, you are more at home in the bustle of society than in the wilds of the forest. You understand subtle social cues the way a hunter understands their prey, and you're just as quick to capitalize on an advantage.

Ability Score Increase. Your Dexterity score increases by 1.

Skulker. You have advantage on Dexterity (Stealth) checks made in dim light or darkness.

Street Smarts. You gain proficiency in the Insight skill.

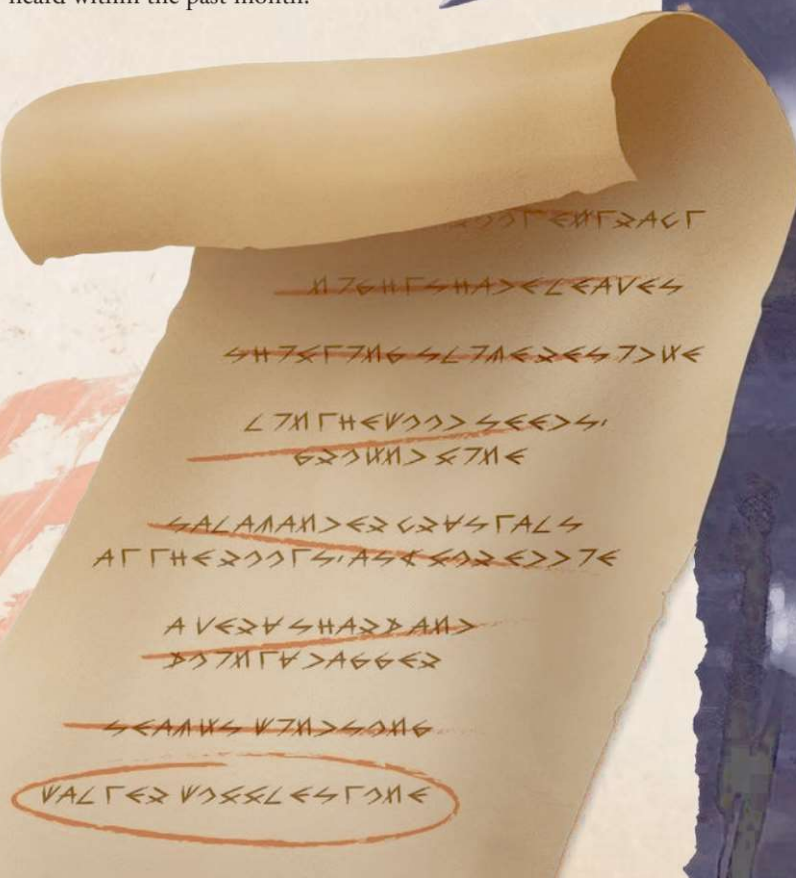
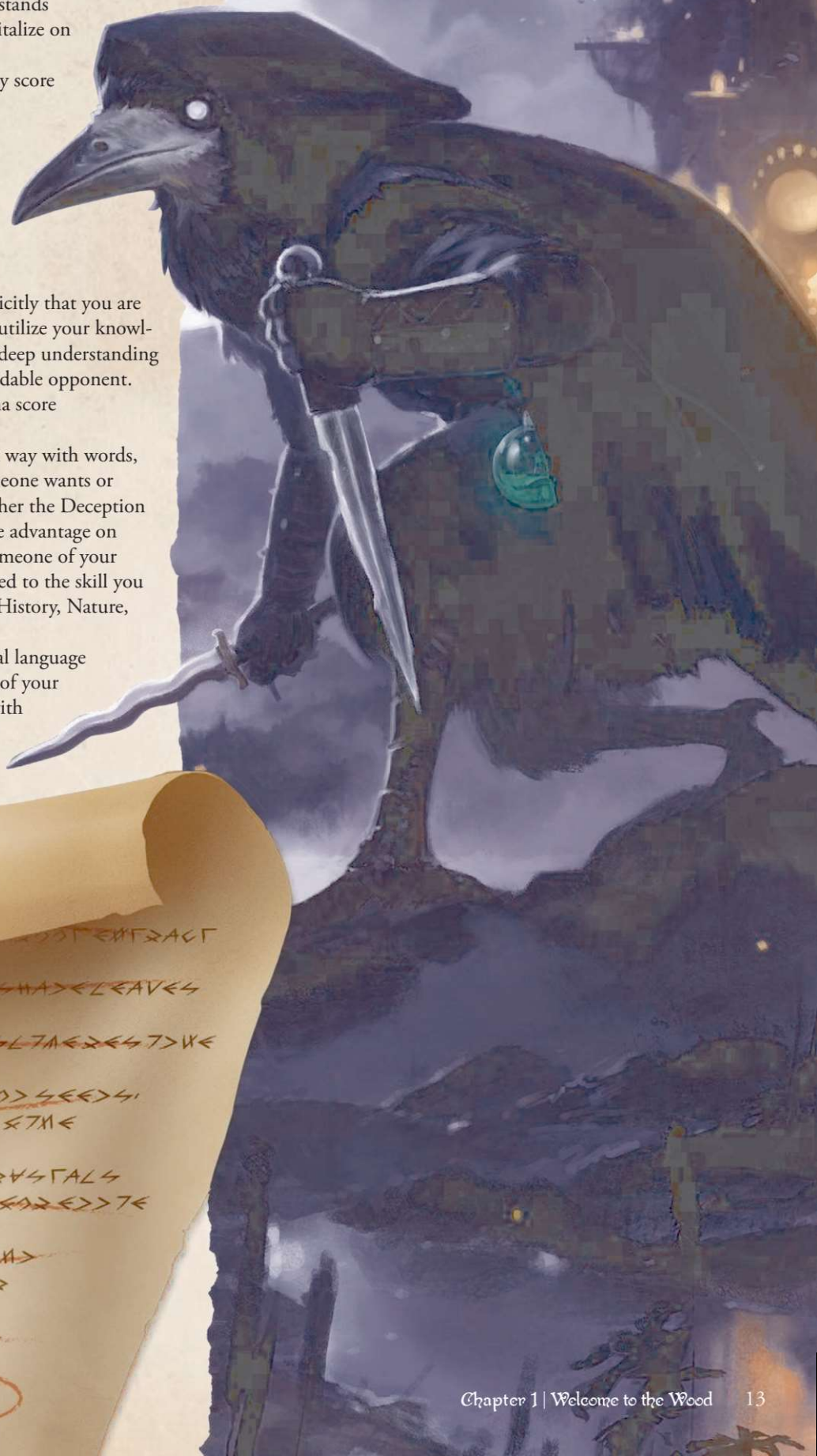
KINDLED CORVUM

As a kindled corvum, you know implicitly that you are the smartest in the room. Your ability to utilize your knowledge to your advantage, along with your deep understanding of others motivations, makes you a formidable opponent.

Ability Score Increase. Your Charisma score increases by 1.

Convincing. Kindled corvums have a way with words, and are accomplished at saying what someone wants or needs to hear. You have proficiency in either the Deception or Persuasion skill. Additionally, you have advantage on all Charisma checks made to convince someone of your exceptional knowledge on any topic related to the skill you selected with your learned trait (Arcana, History, Nature, or Religion).

Sharp Mind. You learn one additional language of your choice, gain proficiency in a tool of your choice, and are able to accurately recall with perfect clarity anything you have seen or heard within the past month.



Gallus



The gallus commonly dwell in small, familial communities as opposed to the grand perches of the Wood. Of the birdfolk, they are the most likely to be found living among the humblefolk. Gallus have a deep respect for nature and a love of gardening unmatched by other birdfolk. They value their social bonds above all else, and are always ready to help their neighbors and promote the common good. They are polite but have little patience for deceit and rudeness.

A VARIED FOLK

The gallus are a varied folk, resembling as many different varieties of wildfowl as there are trees in the Wood. Some are pheasant-like, others are grouse-like, while some resemble chickens or turkeys. There are dozens of variations of feathers, colors, and patterns even between gallus of the same subrace. The gallus are proud of their appearances but not to the point of vanity. Maintaining good grooming is akin to keeping a knife sharp and shows a level of respect for oneself.

Birdfolk are generally welcoming to other races, but the gallus are particularly well-known for their willingness to include virtually anyone in social or familial groups. In gallus culture, it is customary to always offer your seat at a table to guests. This is seen as the basis of a popular and hilarious children's story about a meal growing too cold to eat as the gallus continually give up their seats to late arrivals at a party.

SALT OF THE EARTH

Gallus are a social and communal folk. They tend to form close-knit communities wherever they roost, and their sense of pride for their community runs deep. When tragedy leaves children in their village orphaned, it is customary for gallus families to take them in. Gallus value honest work, such as farming and smithing, and share labor equally between all community members. There is nothing a gallus would not give to their neighbors in a time of need.

While other birdfolk might look down on gallus for their common ways, the gallus have excellent interpersonal skills. They are insightful and empathetic, but not to the point of being socially exploitable. The gallus have an ear for the truth, and are often capable of rooting out lies and dishonesty.

GALLUS TRAITS

Ability Score Increase. Your Wisdom score increases by 2.

Age. While ages fluctuate, gallus reach maturity around 18 and can live anywhere between 70 and 100 years.

Alignment. Most gallus are lawful good. They are a salt-of-the-earth sort of folk who believe in justice, the value of hard work, and the importance of respecting others.

Size. Gallus are the most varied of the birdfolk races, ranging from just under 4 feet to just over 5 feet tall, and showing many unique builds. The variety of shapes and sizes means

they also encompass a variety of weights, but most average around 90 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Glide. Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

Wing Flap. As a bonus action, you can use your powerful feathered arms to propel yourself upward a distance equal to half your movement speed. You can use it in conjunction with a regular jump, but not while gliding.

Communal. Whenever you make an Intelligence (History) check related to the history of your race, culture, or community, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Militia Training. You have proficiency in simple weapons.

Of the People. You gain proficiency with the artisan tools of your choice: brewer's supplies, carpenter's tools, or smith's tools.

Languages. You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.



Subrace. There are two main subraces of gallus: bright and huden. Choose one of these subraces.

BRIGHT GALLUS

As a bright gallus, you are a natural leader. Growing up in your close-knit community has taught you how to inspire others and rally folks to a common cause. This air of command follows you wherever you roam.

Ability Score Increase. Your Charisma score increases by 1.

Inspiring. By spending an action and giving words of advice or encouragement, you can inspire an ally who is able to see and hear you. The ally can roll a d4 and add the number rolled to their next ability check, attack roll, or saving throw.

Understanding. You have proficiency in the Insight skill.

HUDEN GALLUS

As a huden gallus, you are of the land. Like the Amaranthine Hanera, you have a unique connection to the Great Rhythm of nature, and in return the Rhythm grants you many gifts. This innate bond with nature may alienate you from city life, but you will always have a home within the more remote parts of the Wood.

Ability Score Increase. Your Dexterity score increases by 1.

One With the Wood. You have proficiency in the Nature skill.

Seedspeech. Your connection to the Great Rhythm is such that you can speak with the greenery of the forest itself. Through speech and touch you can communicate simple ideas to living plants. You are able to interpret their responses in simple language. Plants in the Wood do not experience the world in terms of sight, but most can feel differences in temperature, describe things that have touched them, as well as hear vibrations that happened around them (including speech).



Luma

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Lumas are a race of polar opposites when it comes to their role in perch society. They are as often shunned for their eccentricities as they are celebrated for them. Lumas are smaller than most birdfolk, and resemble either doves or pigeons. Many have ruffs of feathers that shine with unique iridescent colors, something which can be seen as either alluring or unusual. Most fledgling lumas approach social situations with hesitation, until a time when society inevitably labels them an outcast or a notable figure, and the individual naturally adapts to the role.

TOUCHED

To most, lumas seem perpetually disorganized and distracted, which has lead to a belief that they are of low

intelligence. In truth, lumas have a unique perception of the world. They are able to interpret information in an uncommon way, allowing them to see possibilities others cannot.

These inherent talents, sometimes dismissed as luck, can be improved upon with training and study. Pairing their natural gifts with magical education, powerful luma wizards and radical scholars have been at the forefront of magical innovation for some time in Humblewood.



OF TWO WORLDS

While most lumas find their peculiar nature to be a hindrance in society, some make use of their gifts to climb the social ladder. These individuals inspire curiosity and have an air of authority about them. This divide in social standing among lumas can make for curious and strained relationships among families and friends.

Other lumas find it difficult to exist in the larger society of birdfolk cities. It is said that this is a main contributing factor for the close-knit, and exclusive luma districts in larger cities. Lumas tend to keep to themselves, preferring the company of those who understand them rather than those who pass judgement.

LUMA TRAITS

Ability Score Increase. Your Charisma score increases by 2.

Age. Lumas are short-lived reaching adulthood around 20 years. Few lumas live beyond 70 years.

Alignment. Spurred by personal interests and flights of fancy, lumas lean towards chaotic alignments. While generally good natured, those that have been spurned by society find it hard to see the benefits of altruism, but even under such circumstances lumas are rarely evil.

Size. Lumas are the shortest and lightest of the birdfolk, standing roughly 3 feet tall and weighing only around 30 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Glide. Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield

(though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

Wing Flap. As a bonus action, you can use your powerful feathered arms to propel yourself upward a distance equal to half your movement speed. You can use it in conjunction with a regular jump, but not while gliding.

Touched. You know one cantrip from the sorcerer spell list. Charisma is your spellcasting ability for this cantrip.

Fated. Whether by luck or a guiding presence, you always seem to find your way. You can choose to reroll any attack, skill check, or saving throw. You can decide to do this after your roll, but only before the outcome of the roll has been determined. You can't use this feature again until you have completed a long rest.

Languages. You can speak, read, and write Birdfolk. You can also understand Auran, though you cannot speak it naturally.

Subrace. There are two main subraces of luma: sable and sera. Choose one of these subraces.

SABLE LUMA

As a sable luma, you are often found on the fringes of social situations. While you are overlooked by the crowd, your gifts are undeniable. You are destined for greatness.

Ability Score Increase. Your Constitution score increases by 1.

Hard to Read. Your innate eccentricities make it hard for other folk to figure you out. When someone performs a Wisdom (Insight) check against you, they have disadvantage on their roll. Additionally, you gain advantage on Charisma (Deception) checks made against creatures that are not lumas.

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

SERA LUMA

As a sera luma, you are revered and celebrated by those around you. You have an almost unnatural beauty and grace, inspiring admiration in some and jealousy in others.

Ability Score Increase. Your Wisdom score increases by 1.

Center of Attention. You have proficiency in the Performance skill.

Songbird. When you perform, you can demonstrate the innate and mystical power of your Charisma. You may cast the *charm person* spell once per long rest. This spell does not require any somatic components to cast. Charisma is your spellcasting ability for this spell.



Raptor



When the birdfolk think of hunters or rangers, they picture a raptor. Resembling small hawks, eagles, and other birds of prey, they have sharp talons and agile builds that help them effortlessly glide through the canopy. These birdfolk are swift and strong with an uncanny knack for tracking. They are rarely prey, and are quick to turn the tables when finding themselves hunted.

PERCEPTIVE AWARENESS

Given their heightened senses, often raptors appear to be distracted or deep in thought. In reality, they are processing the wealth of sensory information they receive from their particularly keen eyes and sensitive ears. While many folk are only ever aware of what goes on directly around them, raptors have an extremely wide field of awareness.

Raptors are adept at living off the land. They are skilled hunters, usually leading the harvesting of meat and skins for their perches. Raptors are especially well versed in stalking prey from great heights, lining up impossible shots that their prey could not predict.

NATURAL PREDATOR

While many of the birdfolk races are culturally communal, raptors don't have a great sense of connectedness, nor do they tend to create their own perches. They are more likely to adopt a transient lifestyle, moving from perch to perch, or to simply live in the vast forests of the Wood itself.

Though typically quiet, raptors are not averse to forming relationships with other birdfolk. Despite their reserved nature, raptors value personal bonds more highly than societal or even familial ties.

RAPTOR TRAITS

Ability Score Increase. Your Dexterity score increases by 2.

Age. Raptors reach maturity around 20 years. They can live longer than any other birdfolk race, over 100 years.

Alignment. Raptors tend towards neutral alignments. Preferring the path of naturalists and hunters, raptors rarely see value in order for the sake of order, and are often more pragmatic than idealistic.

Size. Raptors are lean, muscular hunters, but they stand less than 4 feet tall. Their light builds usually lend themselves to bodies that weigh far less than one would expect for their height, averaging around only 35 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.



Glide. Using your feathered arms, you can slow your fall, and glide short distances. When falling you can use your reaction to spread your arms, stiffen your wing feathers, and slow your descent. While doing so, you continue to fall gently at a speed of 60 feet per round, taking no fall damage when you land. If you would fall at least 10 feet in this way, you may fly up to your movement speed in one direction you choose, although you cannot choose to move upwards, landing in the space you finish your movement. You cannot glide while carrying heavy weapons or wielding a shield (though you may drop any held items as part of your reaction to spread your arms). You cannot glide while wearing heavy armor, or if you are encumbered.

Talons. Your sharp claws aid you in unarmed combat and while climbing. Your damage for an unarmed strike is 1d4 piercing damage. Additionally, you have advantage on Strength (Athletics) checks made to climb any surface your talons could reasonably grip.

Keen Senses. You have proficiency in the Perception skill.

Woodland Hunter. Your accuracy allows you to treat three-quarters cover as half cover and half cover as no cover.

Hunter's Training. You have proficiency with the longbow, short bow, and spear. Additionally, your familiarity with the longbow means that it is not considered a heavy weapon for you.



Languages. You can speak, read, and write Bird-folk. You can also understand Auran, though you cannot speak it naturally.

Subrace. There are two main subraces of raptor: mistral and maran. Choose one of these subraces.

MARAN RAPTOR

As a maran raptor, you are as at home in the water as you are in the trees. You also have a wealth of patience, acting only when it best suits your goals.

Ability Score Increase. Your Intelligence score increases by 1.

Swimmer. You have a swimming speed of 25 feet.

Patient. When you react with a readied action, you have advantage on the first attack roll, skill check, or ability check you make as a part of that action.

MISTRAL RAPTOR

As a mistral raptor, you are most at home far from the ground. You can range for miles in the Wood without ever setting talon to soil, moving more confidently through the branches than some move on flat ground.

Ability Score Increase. Your Wisdom score increases by 1.

Agile. You have proficiency in the Acrobatics skill.

Aerial Defense. Creatures that attack you while you are falling, gliding, or jumping have disadvantage on their attack roll.



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Subrace. There are two main subraces of strigs: swift and stout. Choose one of these subraces.

STOUT STRIG

As a stout strig, you are as hearty as you are strong, able to weather hardship and impose your will on the world around you.

Ability Score Increase. Your Constitution score increases by 1.

Imposing. You have proficiency in the Intimidation skill.

Brawler. When you successfully attack a target with your talons, you can choose to grapple that target as a bonus action.

SWIFT STRIG

As a swift strig, you are a powerful force in the Wood who ranges far and wide without ever missing a step. You are most capable when immersed in the forest.

Ability Score Increase. Your Dexterity score increases by 1.

Swift. Your base walking speed increases to 35 feet.

Survivor. You have proficiency in the Survival skill.



Cervan

EXLIGHTEXLES LEADESS

Cervans are a versatile deer-like folk who make their homes in small, intimate villages throughout Humblewood. More insular than other humblefolk, cervans often reside deep in the most ancient parts of Humblewood's vast forest, in tree stands and groves far from birdfolk perches.

HALE AND HEARTY

Cervans have a robust physique and are rarely sick. They are one of the longest-lived races among the humblefolk. Though their wariness has earned them a reputation as timid, cervans are cautious because they remain active and alert, and generally prefer practice to contemplation. Cervans like to pursue skills independently in order to give themselves a sense of purpose. This striving is what propels some cervans to positions of great import throughout the Wood. A happy cervan is one who is hard at work.

WARY AND PRACTICAL

One of the reasons cervans form such close-knit communities is a mistrust of outsiders. Before the Treaty, vulpin raiders and mapach thieves were serious threats. These times have long since passed, but cervans still possess a wariness that makes it hard for others to gain their trust. After the implementation of the Humblefolk Treaty, many cervans continued to live by the old ways. However, some cervan villages have since started to contain the odd family of jerbeen, or a few lone hedges. Even under such circumstances, cervans have maintained positions of leadership and delegated responsibilities to make sure that villages are run in accordance with the old cervan teachings, ensuring that work necessary for survival in the most remote villages is accomplished, so that all its inhabitants may be kept healthy and happy.

The ability to balance their innate caution with practical considerations is one of the cervans' greatest strengths. Cervans teach that the best means of survival in any situation is to remain calm and weigh one's options. The best cervan leaders favor this approach.

THE SIGHT

Cervans have a unique ability to bounce back and survive a physical shock that might kill others. Occasionally, cervans who survive such traumas are granted mystical visions. Sometimes these are flashes of insight into the world around them, sometimes portents of doom, and other times visions of a far away future. Known among cervans as "The Sight", this phenomenon is elusive, and out of the control of mortals. Cervans who have seen visions in this way are known as "The Sighted", and after this initial event, some will suddenly find themselves receptive to visions of the past, present, and future.

A cervan whose Sight has been triggered is encouraged to hone it, so that they might take on the role of a seer within their village. However, these efforts aren't always met with success. The Sight will sometimes visit a cervan only once in their lifetime, with no amount of training granting a glimpse of such visions again. This is believed to be for the best, as cervans acknowledge that those who are truly Sighted carry knowledge that can be both a blessing and a curse.

THE BLESSING OF CAIRITH

While it's not unusual for some cervans to have small antlers or buds visible on their heads, only rarely is a cervan born who can grow a full set of antlers. These cervans are a different subrace—pronghorns—and are thought to be specially blessed by their Amaranthine Cairith, a sacred spirit of life and growth believed to watch over all cervans. Unlike other subraces, pronghorn and grove cervans are the same people. The arrival of a pronghorn cervan is an event to celebrate, as it can occur only once in a generation.

CERVAN TRAITS

Ability Score Increase. Your Constitution score increases by 2.

Age. Cervans reach maturity around 12 years. They live long lives compared to the rest of the Humblefolk, between 100 and 150 years, something they attribute as much to their way of life as the blessing of Cairith. Pronghorns generally live longer than grove cervans, which is considered a sign of Cairith's favor.

Alignment. Cervans are pragmatic in their thinking, and generally prefer to keep their philosophies flexible in order to prioritize what they believe is important for both themselves and their communities. They lean towards neutral alignments.

Size. Grove cervans stand between 5 and 6 feet tall, and have light builds, weighing between 130 and 180 pounds.

Pronghorn cervans are taller and tend toward heavier, more muscular builds, standing around 7 feet tall, and sometimes weighing over 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Practical. Cervans are eminently practical and like to spend their time learning useful skills for life in their woodland villages. You gain proficiency in one of the following skills: Athletics, Medicine, Nature, or Survival.



Surge of Vigor. All cervans possess a great tenacity and will to survive, which allows them to bounce back from even the most devastating blows. If an attack deals over half of your current remaining hit points in damage, (even if your hit points are reduced to 0 by the attack) you immediately regain hit points equal to 1d12 + your Constitution Modifier. You can't use this feature again until you have completed a long rest.

Languages. You can speak, read, and write Birdfolk, and speak Cervan (Cervan has no written component).

Subrace. There are two main subraces of cervans: grove or pronghorn. Choose one of these subraces.

GROVE CERVAN

As a grove cervan, you are swift and agile, able to quickly maneuver out of harm's way. You are also incredibly versatile, and can fulfill a variety of roles within a village or an adventuring party.

Ability Score Increase. Your Dexterity score increases by 1.

Swift. Your base walking speed increases to 35 feet.

Standing Leap. Your base long jump is 30 feet, and your base high jump is 15 feet, with or without a running start.

Nimble Step. Opportunity attacks made against you are rolled with disadvantage.

PRONGHORN CERVAN

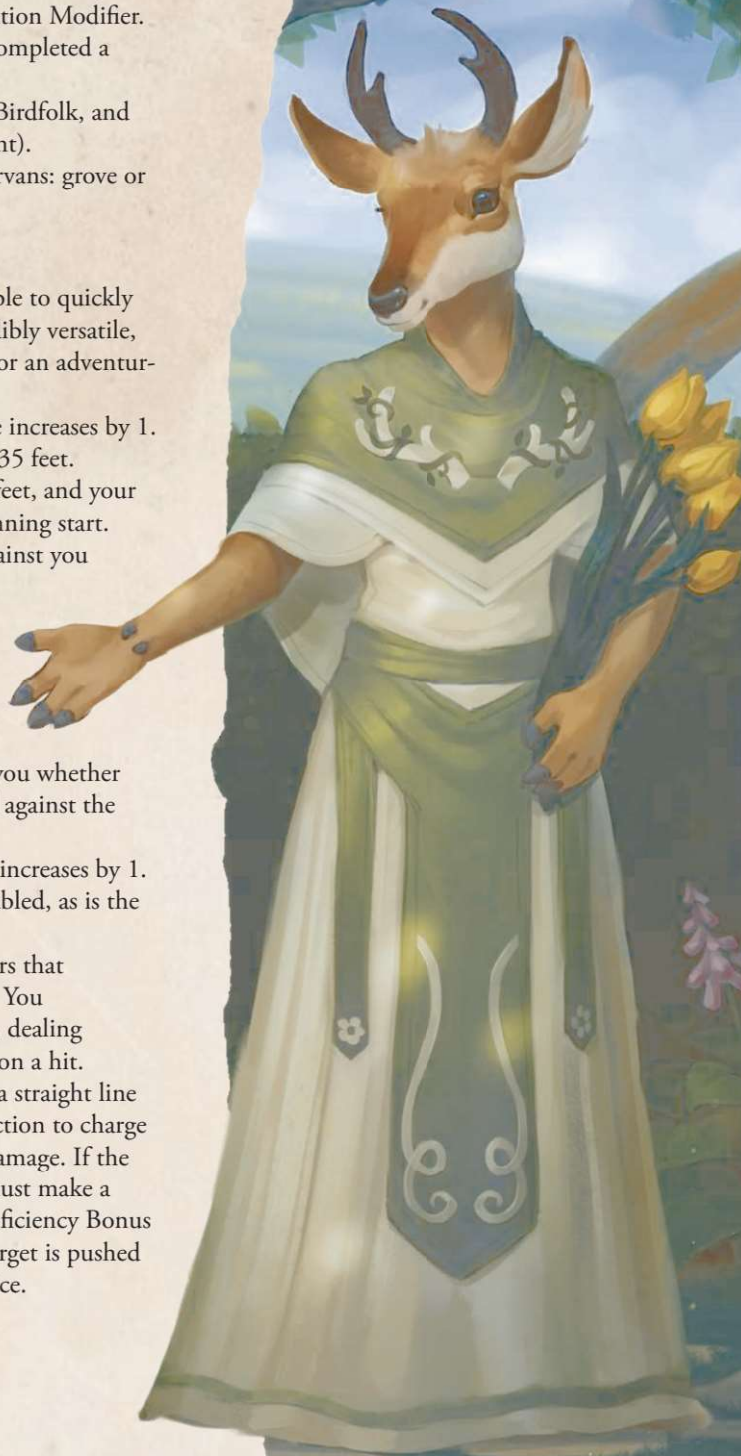
As a pronghorn cervan, you were born larger and stronger than others in the community and found yourself laden with expectations from a very young age. It is up to you whether you embrace your position of privilege, or rebel against the constraints thrust upon you by cervan society.

Ability Score Increase. Your Strength score increases by 1.

Robust Build. Your carrying capacity is doubled, as is the weight you can push, drag, or lift.

Antlers. You have a set of large, strong antlers that can be used to make devastating charge attacks. You can use your unarmed strike to gore opponents, dealing 1d6 + your Strength Modifier piercing damage on a hit.

Additionally, if you move at least 20 feet in a straight line towards an opponent, you can spend a bonus action to charge them, dealing an extra 1d6 points of piercing damage. If the target of your charge is Large or smaller, they must make a Strength saving throw against a DC of your Proficiency Bonus + 8 + your Strength Modifier. On failure, the target is pushed 10 feet away from you into a space of your choice.



Hedge

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The most diplomatic and good natured of all the humble-folk, hedges like to live quiet lives in villages throughout the Wood, or within the safety of birdfolk perches. They resemble hedgehogs, although the quills that cover their backs are far tougher, hard enough to repel blades and sharp enough to pierce the solid hides of monstrous creatures. Despite their sturdiness, hedges are sensitive and emotional creatures, who display meekness more than bravado. Their meek demeanor and deference in social situations has earned them a reputation as cowards in the eyes of outsiders. But rather than being born of cowardice, their behavior stems from a desire to respect the feelings and sensitivities of others, something considered to be of utmost importance in hedge society.

SENSITIVE AND KIND

Hedges have an incredible capacity for empathy, and tend to view all creatures, from the smallest beetle to the largest beast, as being equally deserving of respect and dignity. They are known across the Wood for being excellent conflict mediators, and usually find themselves acting as diplomats or emissaries between factions trying to broker an agreement.

Hedges feel most at home when everyone gets along. They are one of the few races who truly understand that conflict is not an evil force but simply represents an imbalance which must be resolved. This is not to say that hedges have never known strife, only that their proactive approach to mediation, coupled with their deep respect for the dignity of all living creatures, results in fewer occasions for conflict. Yet, when a serious conflict does arise, hedges who feel they have been truly and deeply wronged can close themselves off from the rest of their society, sometimes resulting in splits in a community.

One of the reasons hedges display such deep empathy and compassion towards others is due to the intensity of the emotions they feel. The strength of these emotions applies as much to positive feelings it does negative, meaning emotional wounds run deep with hedges.

ONE WITH THE FOREST

Gifted with a unique connection to the Great Rhythm, hedges are tied into the natural world in a fashion similar to the connection possessed by some gallus. This has granted hedges special magical gifts, such as the ability to speak with the smallest ground-dwelling creatures in the Wood, and the power to cause flowers to bloom. It is quite common for hedges to have a variety of animal friends who share their home.

Hedges who dwell outside of the birdfolk cities prefer to live in individual burrows under the great roots of trees. Communities of hedges enjoy living surrounded by nature, near clearings within the forest or lone copses. Central meeting

areas and communal gardens can be constructed in the spaces between burrows. Hedges love gardening, and tend to keep a few small gardens wherever they live.

DRESSED FOR COMFORT

Hedges need special consideration when wearing clothes, and favor loose tunics, baggy trousers, flowing robes, and other clothes which fit easily over their quills. When not actively flared out, these tough quills naturally flatten, becoming smooth to the touch. However, if suddenly frightened, their quills reflexively flare out and stiffen, an accident which can ruin a hedge's clothing.

Adventuring clothes made specifically for hedges are available in nearly every major city in Humblewood, and tailors throughout the Wood are familiar with making alterations to suit a hedge's needs.

HEDGE TRAITS

Ability Score Increase. Your Charisma score increases by 2, and your Wisdom score increases by 1.

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 a great respect for the balance of nature.

Size. Hedges have short, rounded body shapes, standing between 3 and 4 feet in height, and weighing between 40 and 70 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.



Natural Burrowers. You have a burrowing speed of 15 feet. You are capable of burrowing through soil, but are unable to dig through anything more substantial with just your clawed hands.

Spiny Quills. The backs of hedges are covered with spiny quills, which makes it impossible for hedges to wear armor. These quills provide exceptional protection, therefore you have a base armor class of 14 + your Dexterity modifier. Even though you can't wear armor, you can still benefit from the armor class bonus provided by shields so long as you are proficient with them.

Curl Up. You can use your action to curl up, exposing attackers to a wall of your toughened quills. While curled up you cannot move, attack, or cast spells with somatic components, and your base armor class becomes 19. You cannot benefit from any Dexterity bonus to armor class while curled up, but you can still use shields.

Any creature that misses you with a melee attack while you are curled up takes 2d4 points of piercing damage from your sharp quills. If a creature hits you while you are curled up, you are knocked prone in your space at the end of the turn. You may uncurl yourself at any point during your turn.

Forest Magic. You have a deep connection to the magic of the Wood. You know the *druidcraft* cantrip. Additionally, you can cast *animal messenger* as a 2nd level spell once with this trait, and regain the ability to do so after a short or long rest. Charisma is your spellcasting ability for these spells.

Speak With Bugs. Through sounds and gestures, you can communicate simple ideas with creatures of the beast subtype that represent insects, spiders, worms, and other creepy crawlies, regardless of their size.

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





"I shall reclaim the Gasparian Isles and return my family to their homeland"

*- Pico Piante,
Swashbuckler Extraordinaire*

Jerbeen

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Jerbeens are small mouse-like folk with long, furred tails that help them balance. In proportion to the rest of their body, a jerbeen's legs are long and powerful. Jerbeens can be found in a variety of places across the Wood, usually forming their own communities within birdfolk perches and humblefolk villages. Seldom do they live alone. A jerbeen's home can contain several generations, including extended family and cousins living together under one roof. Jerbeens have a strong sense of family and like to surround themselves with good company wherever they rest.

OUTSIZE COURAGE

Jerbeens are the smallest inhabitants of Humblewood, dwarfed by nearly every kind of creature they encounter. While they are quick and nimble, and possess an affable attitude, they are not very strong, brave, or powerful on their own. When they stand with a group, jerbeens are emboldened: the presence of others reassures them, granting them the courage to face even the largest threats head on. They excel in team strategies, helping one another solve problems that could not be surmounted alone.

COMMUNITY FIRST

The communal slant of jerbeens stems from more than just their love of good company: jerbeen are kind and considerate creatures, known for their joviality and charm. Being small and not particularly strong gives them a perspective that allows them to easily empathize with others, though not all jerbeens share this compassionate outlook. Some respond to the dangers outside their community by becoming insular and fearing all non-jerbeens. Jerbeens value privacy, but true isolation from friends, families, or loved ones is considered to be the worst possible fate a jerbeen could suffer.

JERBEEN TRAITS

Ability Score Increase. Your Dexterity increases by 2, and your Charisma score increases by 1.

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 co-operative nature.



Size. Jerbeens have incredibly small and light bodies, standing between 2 and 3 feet tall, and weighing between 20 and 40 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

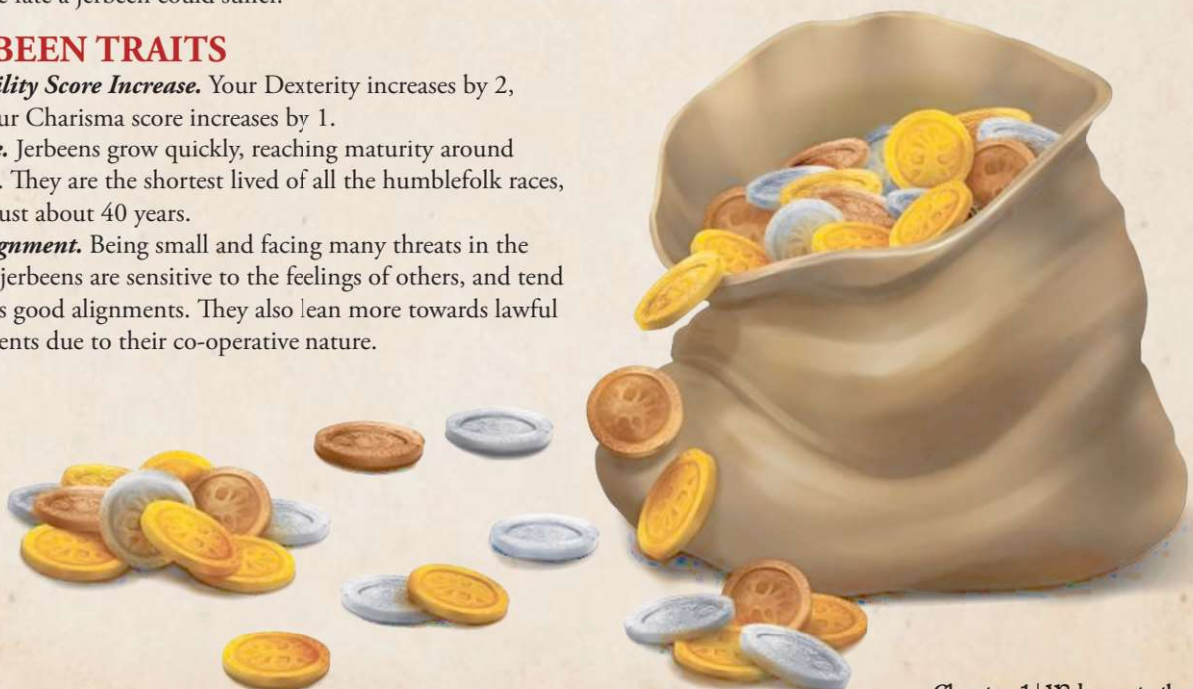
Standing Leap. Your base long jump is 30 feet, and your base high jump is 15 feet, with or without a running start.

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

Take Heart. You have advantage on Strength saving throws and saving throws against being frightened as long as you are within 5 feet of an ally who isn't frightened or incapacitated that you can both see and hear.

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

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



Mapach

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Naturally curious, mapachs are a medium-sized racoon-like race. They are crafty, hearty, and tough, but their true strength lies in the potential they see when looking at the world around them. Mapachs have incredibly light hands and a great degree of fine motor control that doesn't diminish with age. They are also adept at climbing and sneaking. This, combined with their love of trinkets, has earned them an undeserved reputation as thieves. While there are exceptions, most mapachs are quite good-natured, if a little eccentric.

RESILIENT OPPORTUNISTS

Mapachs are adept at surviving tough woodland conditions, and at intuiting the right course of action when faced with a problem. They are also inveterate opportunists. Some may consider them brash, but mapachs know that opportunities rarely present themselves and are quick to act on them. Mapachs are alert and have a keen awareness of their surroundings. Only the truly foolhardy among them are taken in by obvious traps.

CANNY CRAFTSPEOPLE

One of the traits mapachs are most well-known for is their ability to find a use for just about anything. This knack for creating functional or useful items out of debris, junk, or on-hand materials is known as "scroungecraft", and is a cultural staple among mapachs. This activity is considered an art form among mapachs, on par with the high art of other peoples. Scroungecrafting demonstrates creativity, ingenuity, and resourcefulness, but is misunderstood by outsiders who see it as primitive or crude. Genius ideas created by mapach hands frequently began as scroungecraft prototypes. Many who have built such interesting or unique creations achieve celebrity status among mapachs, going on to showcase their skills in loosely-organized scroungecraft fairs.

HUBS OF INVENTION

Mapachs are often loners, but when they do establish communities with humblefolk or birdfolk, they have a habit of fostering innovation wherever they go. Mapach ingenuity was responsible for the contraption upon which Alderheart's pulley system was based. The pulley system was so successful that birdfolk perches beyond Alderheart have adopted the technology.



MAPACH TRAITS

Ability Score Increase. Your Wisdom score increases by 2, and your Constitution score increases by 1.

Age. Mapachs mature quickly, reaching adulthood around 8 years. Despite this they have fairly average lifespans, the oldest among them living just past 60 years.

Alignment. Mapachs don't favor good over evil, with most choosing to remain neutral. They also lean towards the freedom of chaotic alignments.

Size. Mapachs stand between 4 and 5 feet tall, and encompass a variety of builds from svelt to wide, weighing between 90 and 160 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. Mapachs are most comfortable under the cloak of night.

Expert Climbers. You have a climb speed of 20 feet.

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

Scroungecraft. You are proficient with tinker's tools. Additionally, you have the ability to construct crude but functional versions of common items using materials present in your surroundings. You may spend 10 minutes to craft these materials into any tool or piece of adventuring gear worth 30 gold pieces or less. The item will be completely functional, even capable of passing for a disguise (if you crafted an article of clothing). Tools, along with any other item that would logically break on its first use (caltrops, arrows), will become useless afterward. Scroungecraft items will otherwise last 1 hour before falling apart.

Depending on the materials available, a Game Master (GM) may rule that you cannot craft an item in this way. For example, a vial of acid might be easy to make if you happen to be near a nest of acidic beetle larvae, or bark can be bound into a makeshift flask, but it would be difficult to create a passable facsimile of silken robes from a pile of leaves.

Should you have access to the proper materials, you can spend 8 hours converting an item you have scroungecraft in this way into a permanent version, so long as you start this process before the item falls apart. Items crafted in such a way will function exactly as a normal version of the item, and if you have proficiency in the tools used to craft them, they can even look professionally-crafted. Otherwise, they retain a rather rough, cobbled-together appearance. You can also use scroungecraft to repair broken equipment, provided you have the materials on hand. Though, how long your repairs hold together is up to the GM.

Skulker. You have advantage on Stealth checks made in dim light and darkness.

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



Vulpin

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Vulpins are fox-like in appearance, with light builds and sharp fangs. One of the least understood and most often vilified humblefolk in the Wood, vulpins have earned a bad reputation that isn't entirely deserved. Much of this stems from the fact that vulpins are ambitious. Sometimes their drive to succeed can make it difficult for them to empathize with others. Vulpins feel just as deeply as other folk of the Wood, but they possess a keen survival instinct which sometimes causes them to take courses of action that are selfish. Moreover, they are sharp and savvy, possessing an uncanny force of personality that allows them to easily sway the trust of others. In the right situations, vulpins can be true friends, and in the wrong ones, deadly enemies.

ARTFUL AND CUNNING

Vulpins are naturally intelligent, rivalled only by corvums. However, where corvums are studious, vulpins are more creative. They enjoy the arts and the pursuit of leisure. Some devote their lives to mastering an art form; learning sculpture, poetry, or refined swordplay. Even though vulpins come from every walk of life, they also have a reputation for being snobbish and looking down on others.

All vulpins have a natural connection to the magic of the Wood, though they channel it in specialized ways. The right look from a vulpin can bewitch or terrify, and vulpins who are truly skilled can command an entire room through sheer force of presence.

PRODIGIOUS PREDATORS

Before the Humblefolk Treaty was signed, vulpins controlled a large part of the Wood outside the influence of the birdfolk, and bands of vulpin raiders provided their own kin with a wealth of plundered goods at the expense of birdfolk and other humblefolk alike. Those days are long since gone, but the memory of the sinister vulpin has yet to fade from the minds of the humblefolk, who endured great suffering at their hands.

A few vulpins have attempted to change public opinion, but the majority are unconcerned with their notoriety. Vulpins learn from a young age that they are of two natures: the sophisticated and the savage. While sophistication and elegance are generally preferred, it is considered common sense that vulpins should know when to keep their fangs hidden and when to bear them.

VULPIN TRAITS

Ability Score Increase. Your Intelligence score increases by 2, and your Charisma score increases by 1.

Age. Vulpins mature at an average pace, and can be comparatively long-lived. They reach adulthood at 15 years, and live well past 90 years.

Alignment. Vulpins aren't innately evil, but their difficulty empathizing with others means they are only rarely good aligned. Most vulpins find strict authority distasteful, preferring chaotic alignments over lawful ones.

Size. Vulpins cut dashing figures and are usually lean and muscular. They stand between 4 and a half and 5 and a half feet tall, but are relatively lightweight, weighing between 90 and 140 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You are adept at hunting at night. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bite. You have sharp fangs 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.

Evasive. You add your Intelligence modifier as a bonus on all Dexterity saving throws.

Bewitching Guile. You can cast *charm person* as a 1st level spell with this trait, and regain the ability to do so when you finish a long rest. When you reach 3rd level, you can cast *ambush prey* as a 2nd level spell with this trait, and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast *fear* with this trait, and regain the ability to do so when you finish a long rest. Intelligence is your spell-casting ability for these spells.

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





*"My dearest, though your dangerous and reckless lifestyle worries me so,
I know that you will outwit any opponent who comes your way..."*

- Love letter excerpt from Tybalt Hillshaw to his bandit lover

Characters In the Wood



This chapter outlines how you can customize your character, everything from physical characteristics, backgrounds, class options, feats, and spells, all in keeping with the flavor of Humblewood.

CHARACTER DETAILS

Your character is more than just a collection of rules. Here are a few tools to help you flesh out the look and feel of your character.

SEX & GENDER

The sex or gender of a character doesn't confer any special bonuses or penalties. Playable races do not exhibit physical characteristics based on sex, and traits such as plumage, markings, and size difference are not associated with a specific sex or gender. The most significant variations in physical appearance come down to a character's subrace.

HEIGHT AND WEIGHT

The table below can be used to decide your character's height and weight. These are based on the information provided in each race's description, and reflect the natural variation that occurs within the different folk of the Wood.

To use this table, first locate your character's race, and roll for their height modifier. Add this result in inches to the base height shown in the previous column. Next, using the appropriate column, roll for your weight modifier. Some races have a flat weight modifier. If this is the case, simply use the number provided in this column. Then, take the number you rolled for the height modifier, and multiply it by the weight modifier. Add this result in pounds to your race's base weight.

You may notice that the weights for birdfolk races are significantly lower than for humblefolk of similar size. The birdfolk have hollow bones, reinforced by special internal structures that act as struts. Along with other weight-reducing adaptations, this allows birdfolk to glide. Birdfolk characters are not negatively impacted by their lower weight.

RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Cervan (Grove)	4'8"	+2d10	110 lb.	× (1d4) lb.
Cervan (Pronghorn)	6'1"	+2d10	120 lb.	× (2d4) lb.
Corvum	4'4"	+2d10	70 lb.	× (1d4) lb.
Gallus	3'4"	+3d10	55 lb.	× (1d4) lb.
Hedge	2'11"	+2d6	30 lb.	× (1d4) lb.
Jerbeen	2'4"	+2d4	20 lb.	× (1d2) lb.
Luma	2'8"	+2d4	25 lb.	× 1 lb.
Mapach	3'11"	+2d6	85 lb.	× (2d4) lb.
Raptor	2'11"	+2d6	25 lb.	× 1 lb.
Strig	3'10"	+2d10	80 lb.	× (1d6) lb.
Vulpin	4'2"	+2d10	80 lb.	× (2d4) lb.

ALTERING RACE SIZE

The sizes listed in the racial descriptions represent suggested averages of the various races. Players can adjust these sizes depending on the kind of birdfolk or humblefolk character they'd like to play. Some varieties of strig, a race that takes their physical characteristics from owls, could be smaller sized, around 3 feet tall, if desired. Similarly, raptors, a race whose physical characteristics resemble birds of prey, could reach around 5 feet in height. For the sake of simplicity we advise that, regardless of the physical measurements of a character, they follow the size category rules of their race (Medium or Small). In the lore, this can be expressed by saying that even a small strig is solid and strong, where even a taller raptor is light and agile. This will make calculating things that rely on size categories much easier, rather than having to remember which size variant a player has chosen for a race.

Alternatively, if the races presented here are too big when placed in comparison to humans in other campaign settings, size categories can be adjusted accordingly. This is entirely a matter of taste. It is recommended to do whatever makes the most sense for the kinds of worlds you'd like to build and the kinds of stories you'd like to tell.

VARIANT RULE: DIFFERENT LOOKS FOR BIRDFOLK AND HUMBLEFOLK

The Wood covers a vast area of different environments. As such, birdfolk and humblefolk can showcase a variety of different forms. At the discretion of the GM, your Humblewood character may look different than other members of its race. While not exhaustive, we've provided examples of suitable analogs for different kinds of animals from which a playable race could take inspiration. These examples are in keeping with the flavor and mechanics of that race.

CERVAN

Cervan characters could be imagined as elk, moose, or antelopes. Any hoofed creature with horns would fit the bill, especially those native to forest or mountainous environments. While not every cervan has horns, the ability to grow them is seen as a blessing of Cairith, and is a part of their culture.

CORVUM

Birds which are known for their dark coloration, such as crows, blackbirds and grackles, would be a good visual fit. Despite typically being dark-feathered, a variety of colorful corvids exist. Jays, nutcrackers, and jackdaws are good examples.

No matter which type of bird is being used for visual inspiration for your corvum, it is important that they have at least one black feather. Black feathers on a corvum are known as the “Mark of Gesme” and they are thought to impart some of Gesme’s reckless curiosity.

GALLUS

Gallus characters are usually represented by land fowl of all kinds, ranging from those with small rounded bodies, suited to ground life, to those with longer proportions. Waterfowl, such as ducks or geese, could be used as visual inspiration for communities of gallus living by Humblewood’s wetlands. Other fowl, such as peacocks, could also be used. While not closely-related to fowl, herons, storks, and bitterns could be a good reference for taller, marshland-dwelling communities of gallus.

Gallus characters with ostentatious, colorful plumage are generally better suited to the bright gallus subrace, while those with modest, earth-toned feathers might be better suited to the huden gallus subrace.

HEDGE

While inspired by hedgehogs, having a hedge character based on a quilled animal that inhabits forests, such as a porcupine, would also make sense. Although they would probably not be native to Humblewood, armadillos, pangolins, or echidnas would also work.

JERBEEN

The jerbeens are inspired by jerboas, a kind of jumping mouse. Other small rodents with mouse-like proportions, including chinchillas, could be used for visual inspiration as well. Though a greater stretch, the jerbeen’s speed, size, and communal way of life would make them an ideal analog for races based on rabbits or hares.

LUMA

Lumas are inspired by doves and pigeons, but their size and high charisma means that small songbirds such as chickadees, wrens, sparrows, and cardinals would also be a good fit. A bird-of-paradise could be used as well due to their focus on performance, though they might be better suited for visitors to Humblewood from more tropical regions. Birds with brighter or more decorative plumage would correspond to sera lumas, while those with more muted feathers would be better as sable lumas.

MAPACH

Inspired by raccoons, mapach characters can reference members of the weasel family, such as ferrets and badgers. Mapachs are hearty and crafty, and possess a climbing speed, which means many members of this family, including polecats, would be good fits.



RAPTOR

Raptors take after smaller birds of prey, like falcons and hawks, but using larger species, like eagles or vultures as a reference would also work for raptor characters. Maran raptors could also take visual inspiration from seabirds, notably petrels or shearwaters, due to their swim speed.

STRIG

Strigs usually resemble owls of all kinds. Owls comprise a very large and diverse family of birds, and examples can be found which are small, large, or unique in appearance. For larger, more intimidating strigs, the great gray owl or giant scops owl can provide a robust presence, while smaller strigs could take inspiration from the little owl, or boreal owl. Regardless of their size, stout strigs tend to be bulkier, with denser feathers, while swift strigs have more slender and streamlined bodies.

VULPIN

Vulpins generally look like foxes, but an alternative visual reference would be wolves, coyotes, or other hunting canines that could be commonly found in a forest environment. Vulpins should be represented as wild animals, to illustrate the duality of their sophisticated yet savage nature. Breeds of tamed dogs would not be a good fit.

LANGUAGES OF THE WOOD

Race determines the language your character can speak by default, and your background might give you access to one or more additional language of your choice. You are free to select these from among the languages offered in other 5e material, but there are several languages which are specific to the Wood.

The standard languages listed below are part of common life in Humblewood, and are spoken widely. Sylvan, along with various dialects of Primordial (Auran, Aquan, Ignan, and Terran) are uncommon languages known only by few in the Wood, but they can prove exceptionally useful in communicating with the various fey and elemental Humblewood residents.

Each birdfolk race possesses a unique and mystical connection to the element of air, which allows them to understand Auran from birth, although they are unable to speak it naturally. Birdfolk who wish to become fluent in this dialect must take the time to learn. Because Auran is a dialect of Primordial, birdfolk innately understand Aquan, Ignan, and Terran as well, though not perfectly. Compared to Auran, the other dialects of Primordial sound stilted or broken to birdfolk. While they can understand simple concepts presented in these dialects, more complicated matters are lost in translation.

COMMON AND BIRDFOLK

Birdfolk takes the place of Common in Humblewood. As the language of trade and custom, folk of the Wood take the time to learn it. Other 5e races who choose to visit Humblewood will want to know Birdfolk. Likewise, birdfolk or humblefolk characters visiting other lands should add Common to their language list.

STANDARD LANGUAGES

Language	Typical Speakers	Script
Birdfolk	Birdfolk, Humblefolk	Birdfolk
Cervan	Cervans	—
Hedge	Hedges	Sylvan
Jerbeen	Jerbeens	Birdfolk
Mapach	Mapachs	Mapach
Vulpin	Vulpins	Vulpin

BIRDFOLK

Birdfolk is a language of clicks, caws, and whistles. Though primarily oral, a system for writing Birdfolk in pictograms was developed long before the founding of Alderheart and has since transformed into a set of abstract glyphs representing different sounds. Birdfolk can be written quickly with a quill, or scratched easily with a claw, and has been widely adopted throughout the Wood.

CERVAN

Cervan is a complex language with no written script. It is seen as disrespectful to try and transcribe it using Birdfolk characters. Much of cervan history is preserved by village elders and passed down orally through the generations as stories, songs, and sayings. The adage, “What is essential to learn lies in the teaching”, is often invoked to illustrate this point.

HEDGE

Hedge is a language meant to be spoken softly. It confounds many who try to learn it due to the prevalence of passive voice and the deferential manners built into conversation. These are meant to ensure that everyone’s feelings are heard and respected. It is written using a variation of Sylvan script.

JERBEEN

Jerbeen is a system of squeaks and clicks represented in writing by using a variant of Birdfolk alphabet. It is a polite but direct language designed to communicate information quickly and effectively between multiple listeners.

MAPACH

Mapach is a very technically dense language that often incorporates rough equations and estimations of physical properties in normal conversation. Awareness of one’s surroundings is key to survival, and the Mapach language emphasizes this. Mapach uses its own script of glyphs made of various lines, dashes, and dots.

VULPIN

Vulpin is a language of growls, snarls, and yips. It is written in its own flowing cursive script. Speakers are taught to switch between low and high class versions of Vulpin depending on the context. The biggest stumbling block for new speakers is learning when to use which form.

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