

Hit Point Press Patreon

HUMBLEWOOD™

MARSHFOOT GALLUS & BARD COLLEGE OF COURTLY JESTS
DECEMBER 2025



HITPOINT™
PRESS

HUMBLEWOOD™

DECEMBER 2025

Credits

Writing & Game Design: Jordan Richer

Editing: Jordan Richer

Art: Josiah 'Jo' Cameron

Graphic Design: Madison Pflance

Project Management: Victoria Jeffrey

Producer: Ricardo Evangelho

HITPOINT
PRESS

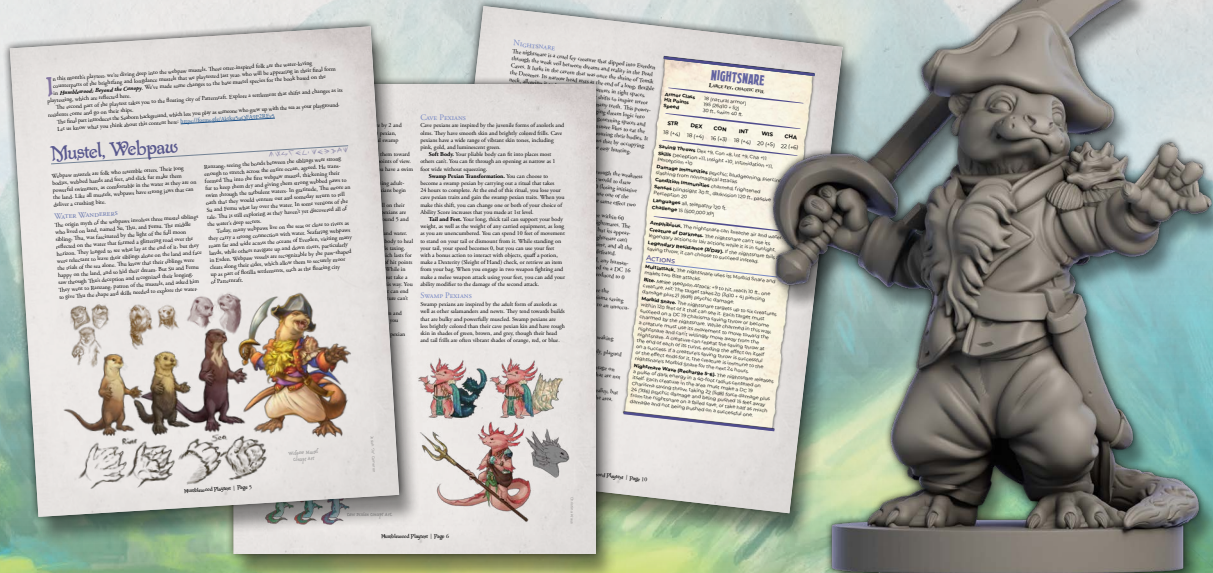


Humblewood: Marshfoot Gallus & Bard College of Courty Jests is Copyright © 2025 Hit Point Press Inc., 2487 Kaladar Ave, Unit 213, Ottawa, Ontario, K1V 8B9, Canada. All rights reserved. All characters and their distinctive likenesses are property of Hit Point Press Inc. in Canada, US and other countries.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

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

Join Hit Point Press and try out new content for 5e!

Find new mini STLs, magic items, locations, lore and more on our Patreon.



Choose a Membership Level



Each month we make one of the previous
Patreon releases FREE!

Playtest PDFs

+ Mini STLs

+ Monthly Magic Items

+ Discount Codes



GOT FEEDBACK? WE'D LOVE TO HEAR IT!

Leave us your feedback!

<https://forms.gle/TZG34X7mMgy5tJd2A>

Join our Discord server!

<https://discord.gg/FURq2pQ>

Join the Reddit community!

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

This month's release introduces a new subrace of gallus: the Marshfoot! Inspired by ducks and other waterfowl, the marshfoot are strong swimmers who believe in self-sufficiency and teaching others how to take care of themselves as well. Additionally, you'll find a new subclass for the bard, the College of Courtly Jests! Get into parties, then cut people to ribbons with your sharp words!

Let us know what you think about this content here: <https://forms.gle/Xmv85yECcwuAfbMK6>

New Race: Marshfoot Gallus

NEW RACE: MARSHFOOT GALLUS

OF WEBBED FEET

In the early days, the gallus, creatures of farm and field, would make their homes near rivers and lakes but would never dare to cross them. A new amaranthine named Wellin of the Rapids Flow, looking to make their mark on Everden, came across these land-locked birdfolk and was saddened about how small their world was. Wellin found a gallus who was tending to some reeds by the riverside and appeared to them as a plump goldfish in the water. "Come! Join me for a swim!" said Wellin, but the gallus was nervous. "You have fins, and smooth scales—I won't stand a chance without those!" replied the gallus. "Well then," said Wellin, "if that is all it would take for you to join me..." With a single twirl in the water, Wellin granted the gallus webbed feet like a fish's fins, and slicked back their feathers to help them glide through the water. With these new alterations, the first marshfoot gallus took to the water and never looked back.

TEACH A BIRD TO FISH

The culture of the marshfoot gallus is that of self-sufficiency, believing that knowing how to take care of yourself and teaching other folk how to do the same is one of life's biggest priorities and greatest pleasures. Families of marshfoot gallus travel up and down Wesden's waterways in large covered catamarans, visiting villages and towns to do trade and teach young folk how to fish and swim.

There are some amongst the various marshfoot communities that think this practice of openly sharing these skills with anyone interested is setting the marshfoot gallus back—especially when it comes to their mercantile endeavors. If everyone knows how to fish, why should they buy from the marshfoot catamaran markets? These are a vocal minority, fortunately, and the tradition of teaching self-sufficient skills continues on strong.



Josiah "Jo" Cameron

AQUATIC ACROBATICS

Swimming is sacred to the marshfoot gallus, and fledglings learn how to swim before they can walk. As a way to encourage some friendly competition between marshfoot families and to show off their swimming talents, the various catamarans will organize regular races and diving competitions near villages. These exhibitions have no prizes (except for bragging rights) and competitors of all skill levels are celebrated equally.

MARSHFOOT GALLUS NAMES

Marshfoot gallus names tend to have ties to the lands in which they live: rivers, lakes and marshes.

Female names: Cress, Delia, Flo, Henni, Lilee, Meandra, Orla, Salica, Tipper, Veera

Male names: Alder, Deckard, Hawthorn, Hemlock, Poole, River, Reed, Sal, Vern, Webb

MARSHFOOT GALLUS TRAITS

Ability Score Increases. Increase one ability score by 2 and another ability score by 1. To play a typical marshfoot gallus choose Dexterity and Charisma.

Speed. Your base walking speed is 30 feet.

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

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.

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.

Lineage Options. You can choose the bright, huden or marshfoot lineage option.

MARSHFOOT

As a marshfoot gallus, you are self-sufficient, and like to help others become self-sufficient as well. Rivers and lakes are your home, and you can move through water like a fish.

Waterborne. You have a swim speed equal to your movement speed.

Self Sufficient. You have proficiency with your choice of cooking utensils, long bow, vehicles (land) or vehicles (water).

Skilled Diver. While in water, you can take the dash action as a bonus action. You can use this trait a number of times equal to your proficiency bonus, and recover all uses of it after a long rest.

COLLEGE OF COURTLY JESTS

Bards of the College of Courtly Jests see through people like they were spirits, and can cut them down with a single clever turn of phrase. Your ability to read a room and see who are the movies and shakers in the crowd is unparalleled. You are welcome at any party as your jokes and jests bring much merriment, and your insight into people's intentions is invaluable.

WITH THE IN CROWD

When you choose this subclass at 3rd level, your ability to read folks' intentions and charm your way into any social situation is infamous. You are proficient with the Wisdom (Insight) skill, and, whenever you make a skill check using Insight you can add double your proficiency bonus to the roll. Additionally, you can use your Charisma instead of Wisdom when making Insight skill checks.

SUBTLE JABS

Also at 3rd level, you know how to poke fun at someone in a way that can trip them up. As a bonus action, you can expend one use of your Bardic Inspiration and choose one creature you can see within 60 feet of you. The creature has disadvantage on the next saving throw it makes before the end of your next turn.

CUT TO THE QUICK

At 6th level, you are a master at seeing right. When you make a Wisdom or Charisma (Insight) check, you can treat a d20 roll of 9 or lower as a 10.

DEADLY JEST

Starting at 14th level, your cutting commentary can cause actual harm to anyone who falls prey to it. Whenever you expend one use of your Bardic Inspiration, you can choose one creature who can hear you within 30 feet. That creature must make a Wisdom saving throw against your spell save DC, taking 4d10 psychic damage on a failed save, and half as much damage on a successful one. This damage increases to 4d12 psychic damage when you reach level 17 in this class, alongside the upgrade to your Bardic Inspiration die.