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DECAPON & REEF ANCILE
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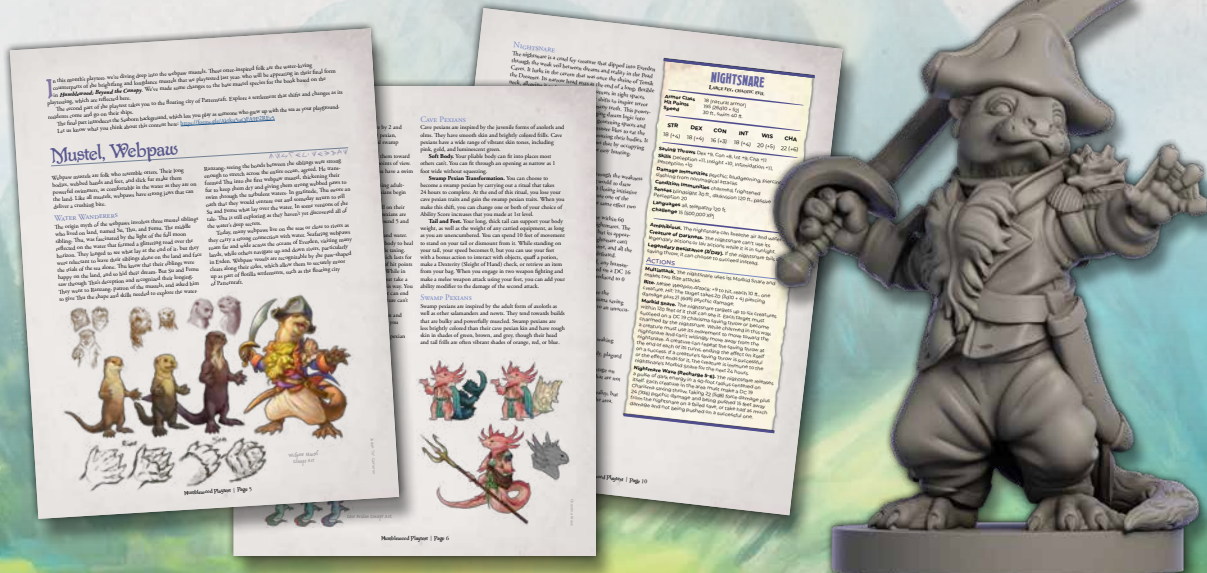


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No need to be crabby adventurers! Today we are diving deep to bring you the decapon species. These crustacean inspired folk were the winners of our animal poll on Patreon to decide the next Humblefied species.

Next, we dive down to Reef Ancile, a coral fortress that stands proud against the storms swirling around the coast of the Gasparian Isles.

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Decapon

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TOUGH SHELLS, PASSIONATE HEARTS

Decapons hail from the seas of Everden. Their soft bodies are covered with sturdy shells that protect them from blows. Two of their ten legs are adapted to function as hands. They can also use these claws as natural weapons.

Shaped by the sea where the tides are predictable but little else is, a decapon's sensibilities may appear strange and unsettling to landfolk, particularly their fatalistic attitude toward death and destruction. Some mistakenly believe them to be unemotional, but they express their deep feelings through gestures and actions rather than through facial expressions. Decapons can be swift to anger, especially when they are not understood.

VISITORS FROM THE WATER

Decapons on land are a rare sight. Those who venture out of the water must overcome their inability to breathe air by either magical or mechanical means or with the help of their allies. Thus, decapons have a strong gadgeteering tradition focused on devices that help them explore the rest of Everden.

SEA SPEECH

The decapon language is both spoken and signed. Communication difficulties can emerge as Decapon can't be spoken in air. While decapons' natural telepathy helps them communicate with other species, it can be unnerving to those not used to hearing another creature's thoughts in their head. Decapon has a written form, but it is only ever scratched into wet sand to be washed away soon after. Decapons have a rich tradition of fleeting poetry, often scratching out a short verse or two to capture their feelings about the current moment.

ROUGH WAVES

Life underwater follows the rhythms of the tides. To prevent their belongings from being washed away, decapons must construct sturdy homes using shells and stones. The largest decapon city, Reef Ancile, is built within a huge coral reef. Decapons farm seaweeds and raise seabugs. However, a single storm can wash away a whole decapon settlement in a moment. Therefore, decapons do not have strong ties to their homes or possessions, readily starting over in a new location with little fuss. This resilient attitude is promoted by the clerics of the decapon Amarathine, Ryl the Constant.



DECAPON NAMES

Decapons typically use three names. The first two are a voiced name and a sign name in Decapon. The third is what they call a landname. This is the name they use with folk who can't speak Decapon.

Example voiced Decapon names: Bllb, Flp, Glls, Lbbl, Lssl, Plp, Rrllp, Slbb, Ssbl, Zllp

Example signed Decapon names: Sign for seafoam made near eyestalk, sign for axe made with both claws, sign for poet signed twice, sign for lucky made near legs, sign for bubbles made slowly

Example landnames: Beket, Clipper, Gill, Lubber, Ripple, Parley, Seacrown, Shaw, Zep

DECAPON TRAITS

Ability Score Increases. Increase one ability score by 2 and another ability score by 1. To play a typical shoal decapon choose Dexterity and Constitution and to play a typical vasty decapon choose Strength and Constitution.

Speed. Your base walking speed is 30 feet. You have a swim speed equal to half your walking speed.

Age. Decapons reach adulthood around 20 years of age. They can live up to 200 years and show few signs of age even in later life.

Size. Decapons have long or wide bodies and a low stance. Your size is Medium or Small.

Decapon Telepathy. You can telepathically communicate your thoughts to creatures within 120 feet of you that know at least one language. You can't use your telepathy while incapacitated.

Tough Shell. Your hard shell wards off blows. It gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

Waterbreather. You can breathe underwater. When you are not immersed in water, you can breathe the water trapped in your shell for 10 minutes before you start to suffocate. You must be fully immersed in water for 1 minute to refill your shell with water before you can leave the water without beginning to suffocate again.

Languages. You can speak, read, and write Decapon and understand, read, and write one other language.

Lineage Options. You can choose the shoal or vasty lineage option.

SHOAL

Shoal decapons are inspired by crabs. They are more nimble than their vasty cousins and are usually smaller with rounded bodies.

Crevise Defence. When you make a successful Stealth (Dexterity) check to hide, until the start of your next turn even if you are detected, attacks made against you are made with disadvantage, and you have advantage on saving throws against spells with damaging areas of effect.

Sideways Scuttle. As a reaction when you are targeted with a melee attack you can move 5 feet, causing the attack to be made at disadvantage. This movement does not trigger opportunity attacks. You can use this ability a number of times equal to your proficiency bonus each day.

Snipper. When you hit with an unarmed strike with your claws, you deal an extra 1d4 Piercing damage.

VASTY

Vasty decapons are inspired by lobsters and crayfish. They have long tails and are generally heavier than their shoal cousins. They also make a good fit for larger and heavier crab species.

Crusher. One of your claws has a fearsome grip. Creatures make checks and saving throws to escape your grapples with disadvantage.

Cutter. One of your claws can rip and tear. Once per turn, when you hit with an unarmed strike using your cutter claw, it deals slashing damage equal to 1d6 + your Strength modifier and you gain advantage on the next unarmed strike you make against the same target before the end of your next turn.

Lobstering Retreat. When you are hit with an attack, you can use your reaction to move up to your speed directly away from the attacker. This movement does not trigger opportunity attacks. Once you have used this ability, you can't use it again until you finish a short or long rest.

5.5E VERSION

To play a decapon in 5.5e, do not use the Ability Score Increases described here. Instead, your Ability Score Increases come from your Background. Your creature type is Humanoid.

REEF ANCILE

Within the walls of Reef Ancile, the rushing of the sea is gentled to a sway. Folk swim to and fro, and sea life teems in the uncountable holes and crevices. A bright red spray of coral stands at the base of a tall blue tower of coral. Soft tentacles emerge from the wall, beckoning you forward.

Shelter From The Storm. Off the eastern coast of the Gasparian Isles lies a vast coral reef that is home to the most enduring settlement in all of Everden's seas. The winding passageways and sturdy brackets of Reef Ancile protect the residents from the Eternal Storm that rages above the waves, cutting off the isles from the rest of Everden.

Rainbow Neighborhoods. With many species of coral making up its walls and buildings, Reef Ancile is wildly colorful. Districts are named for their hues, such as the Aquamarine Pallisade, Bronze Bartizan, and Tangerine Tower.

Living City. Similar to the great Evertrees Alderheart and Halara, the foundation of Reef Ancile is alive. However, rather than a great tree, the city is built within and around a huge, living coral reef. An organization similar to the Tenders, called the Coral Chorus, communes with the polyps and cares for them as they grow the bony structure that protects the city. The reef has a communal intelligence made up of thousands

of corals, and communication with it can be overwhelming to those who aren't properly trained. There is no equivalent of treeshaping in the reef, and the Coral Chorus does not dictate the direction of the corals' growth, only relay their often highly alien wishes to the citizens of Reef Ancile.

Stormwashed. The city has thrived for hundreds of years despite the power of the storm above. Yet it still causes many problems for Reef Ancile. When the storm is quiet, folk can venture out to the seaweed farms that surround the city, but they must be wary and hurry back whenever the storm approaches once more as it whips the seas into a deadly frenzy. Therefore, much of the city is given over to growing sea plants and raising fish and seabugs for food.

Ryl's Shield. Local legend says that Reef Ancile was formed from the living coral shield of the Amaranthine Ryl. He stood his ground in a battle so long that the coral grew into a reef all around him. A central, arched chamber called Ryl's Shield serves as the temple to the Amaranthine.

NPCs in Reef Ancile

The entire city lies underwater, and most of its residents are decapons, though there is a large community of pexians too. Anyone who lives or travels here must find a way to breathe underwater.

Here are some examples of the kinds of NPCs that could be encountered in Reef Ancile.

NPCs in Reef Ancile

d6 NPC

- 1 Klln [they/them] is a young shoal decapon who dreams of exploring the Gasparian Isles.
- 2 A hulking vasty decapon named Jllp [he/him] is the senior signer in the Coral Chorus. He is responsible for translating the coral's communications into Decapon Sign Language.
- 3 Patterpen [she/her] is an esquiroy chronicler who gathers the oral history of the city and inscribes it in waterproof tomes. She lives in a comfortable air filled cavern constructed by her vasty decapon gadgeteer friend, Waver [she/her].
- 4 Shimin [they/them] is a pexian artist. They make delicate glass bottles filled with shifting, swirling pigments. They have a secondary business selling expensive "cures" they claim come from potent land recipes.
- 5 Fingle the Deep [he/him] is a webpaw mustel sorcerer. He was shipwrecked long ago and found shelter in the city by casting *water breathing* every day, but he longs to be able to return to the open ocean.
- 6 Llpllb [she/her] is a shoal decapon cleric of Ryl. She has dedicated her life to venturing into the storm whenever it rages hardest to seek anyone lost beyond the city's limits.

ADVENTURE HOOKS

Crab Grab Bag (Low Level.) While traveling through the city, one of the party's bags is snipped from their shoulders by a shoal decapon thief. The tiny thief scuttles away, leading the party on a chase through the winding tunnels deep into the city, where a thief lord has gathered a crew of orphaned children. If they find him, the thief lord offers the party a job—steal a sacred cup from the temple of Rhyl.

Bleached Bone Wight. (Mid Level.) Corals in the Celedon Rampart are dying, bleaching bone white. A necromancer who telepathically communed with the dying corals too long is now shaping the coral skeletons into terrible undead horrors. The locals need the party's aid to stop the necromancer, but also to discover what is causing the corals to die in the first place.

War Against the Wind King (High Level.) A faction within the city has arisen that opposes the Wind King, who rules the skies over the Gasparian Isles. They want to overthrow him and end his control over the Eternal Storm that keeps the cityfolk from moving freely beyond their home. During the next ebb in the storm, they plan to invade the Gasparian Isles, aiming to lay siege to Castle Argest, cutting off its supplies and forcing the Wind King to surrender. Will the party side with the reef, the sky castle, or the island folk caught in between?

WHAT LURKS IN REEF ANCILE

Life in the sea is difficult and dangerous. While the reef offers protection to many folk, it also attracts predators such as sharks and octopi. When affected by dark magic, chunks of dead coral can become dangerous **coral bone wights**.

CORAL BONE WIGHT

These shambling masses of dead coral bound together by necromantic energy are a violent mockery of the living beings that once provided folk with shelter. Their bone-white skeletons twist and branch, becoming deadly weapons that can drain the vitality and the living color from their victims.

CORAL BONE WIGHT

MEDIUM UNDEAD, NEUTRAL EVIL

Armor Class 15
Hit Points 71 (11d8 + 22)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE
STR	16	+3	+3	INT	3	-4	-4
DEX	12	+1	+1	WIS	13	+1	+1
CON	14	+2	+2	CHA	6	-2	-2

Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Immunities blinded, deafened, exhaustion, poisoned

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 11

Languages —

Challenge 3 (700 XP)

TRAITS

Deep Dead. The bone wight has Disadvantage on attacks made while not underwater.

Rough Surface. A creature that touches the bone wight or hits it with a melee attack while within 5 feet of it takes 3 (1d6) slashing damage.

ACTIONS

Multiattack. The bone wight makes two Scrape attacks.

Scrape. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Color Drain. The bone wight touches one or two creatures within 5 feet of it. The target must succeed on a DC 14 Constitution saving throw or take 7 (2d6) necrotic damage. Additionally, if the target is a spellcaster, it must make a DC 14 Charisma saving throw. On a failure, the target expends one spell slot of the lowest level it has available without casting a spell.