

# CHILD OF THE SEAS

*A new sea-faring race,  
complete with  
three subraces*



by FEDERICO PILLERI

arts by

Herbert James Draper, Ilya Yefimovich Repin, and John William Waterhouse



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## CHILD OF THE SEAS

The waters of the world are wide and deep, and unknown for those who live above, dwelling on dry land and adventuring only briefly on the surface of the sea. And yet many races call home the depths of the oceans, numerous are the dwellers of the reef; they usually avoid any contact with the surface folk, for conflict will certainly follow should such different civilizations meet each other.

Those who dwell above often fear and hate all the sea folk, for among them there are some quite violent and vile races, true monsters and horrors whose raids left their marks on history and legends alike.

Sometimes however the contacts between humans and waterborne races are quite friendly, and bear the sweet fruit of a child. The result of such unions is a so-called child of the seas, a member of a rare and enigmatic race of mixed heritage that possesses the blessing of the oceans. Sadly, there is a chance that the birth of a child of the sea is not the blossom of love, but rather an unwanted "gift" from a horrible experience; such half-blooded babies are often abandoned by their mothers, as often are those among the children of the seas that are born from a sea-faring parent. The ocean is vast and uncharted, and those poor souls will never know their parents... a fact that sometimes is a true blessing.

### AS MULTIFARIOUS AS THE OCEAN

Many are the sentient beings that inhabit the oceans and roam its depths, and every child of the seas displays the traits of the marine parent. Typically, they possess webbed fingers and toes, while their lungs are equally capable of breathing air and water; some children of the seas, however, show no webbing, or possess retractable webs, while others have little, functional fins along their limbs, or exhibit little gills across their neck.

Usually, those traits match in giving to a single child of the seas a greater or lesser human appearance, but as noted before the members of this alleged "race" display no such thing as a common appearance. Skin, eyes and hair color are equally various, often reflecting

the hue inherited from the land-dwelling parent.

However, the most beautiful of the shades children of the seas display are those that reflect their waterborne nature: coral-red or ultramarine hair, aquamarine or teal eyes, even pale green skin.



### HIDDEN, BELOVED OR HATED

As they grow, children of the seas tend to fall into two broad categories: those whose "deformities", according to the human eye, are non-existing or easy to conceal, and those whose otherness cannot be denied. Among the latter, some children of the seas unequivocally betray the heritage of vile, savage and despised monstrous humanoids. Their ichthic or batrachian features are enough to brand them as outcast, equally feared and hated, not differently from half-orcs and other half-breeds.

On the contrary, the children of the seas that display the heritage of a siren or a mermaid are universally admired, and often ships contend to have them on board as living "lucky charms".

## LONGING FOR WATER

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All the children of the seas share an inborn affinity with water in all its form: even before they learn to walk, they are capable of swimming with an inborn confidence that many grownup sailors lack.

Thus, many of them seek their destiny across the seas: the ocean is their second, if not first, home, the only place where they can be really free, where their diversity becomes an advantage; the vast, unexplored expanse of water where they hope to find the truth about their heritage.

## CHILDREN OF THE SEAS NAMES

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As children of the seas are typically born and raised among humans, their names tend to reflect the tradition of the society they grew into. Only those who are raised among their marine parents possess peculiar names, according to the culture that raised them.

Some of those names are evocative Aquan words... while others reflect the madness that lies at the darkest depths of the oceans.



## CHILD OF THE SEAS TRAITS

Your child of the seas character has certain characteristics in common with all other children of the seas.

**Ability Score Increase.** Your Constitution score increases by 1.

**Age.** Children of the seas mature and age at the same rate as humans; according to legends, when they die they are born anew among their sea-faring parents, but there are no facts to prove this myth.

**Alignment.** The legacy of a child of the seas does not predict his or her alignment: as human beings do, children of the sea are free to pursue their own dreams and ideals.

**Size.** Children of the sea are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Amphibious.** You can breathe air and water.

**Swim.** You have a swimming speed of 30 feet.

**Languages.** You can speak, read, and write Aquan (a dialect of Primordial) and Common; you gain an innate understanding of the language of elemental water from your inhuman parent.

**Subrace.** Three subraces of children of the seas are found among the worlds of D&D: ancient bloods, deepborns and sirenids. Choose one of these subraces.

## ANCIENT BLOOD

Ancient blooded children of the seas are not, in fact, human half-breeds. For their marine parent is not an inhuman creature, but a peculiar human being, one of the last inhabitants of a long forgotten land, one whose existence transcended into myth many centuries ago. So advanced was the civilization of those humans that, according to the legends, the gods themselves feared them, and decided to punish their hubris by striking down their land; some of them, however, still live, hidden deep underwater in the ruins of their ancient cities.

Regardless of the truth, you could pass for a common human being, as very few ancient

blood display non-retractable webs. Your intellect, however, cuts you above common human beings, as does the arcane lore that you somehow seem to know.

**Ability Score Increase.** Your Intelligence score increases by 2.

**Secrets of the Past.** You have proficiency in the Arcana and History skills. Some memories are deep-rooted in the mental schemes you inherited from your sea-delving parent.

**Strong-Minded.** You have advantage on saving throws against being charmed, and magic can't detect nor read your thoughts; telepathy works with you only if you allow it. Your mind is hard to subjugate, as the force of will of the ancient humans knew no rivals.



CHILD OF THE SEAS

## DEEPBORN

Deepborn children of the seas are the spawn of the less humanoid and benevolent races of the oceans, those who live deep below the surface and are often regarded as fiends or aberrations.

Very often, a deepborn displays features that not too vaguely suggest his heritage, such as big, round, fish-like eyes, few – if any – facial and body hair, or scaly skin; furthermore, his teeth are sharp and deadly as the ones of a shark.

Despite those quite unsettling traits, deepborns are not monsters, and often take pride in their embracing the cause of mankind against their horrible ancestors.

**Ability Score Increase.** Your Strength score increases by 2.

**Darkvision.** You inherited the eyes of your waterborne parent, accustomed to the darkness of deep water. 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 grey.

**Inhuman Physiology.** You gain Advantage on all saving throws against poison, as your mixed heritage makes your blood more resistant to toxins.

**Keen Senses.** You have proficiency in the Perception skill.

**Shark-Like Teeth.** Your numerous, sharp and pointy teeth are a fearsome weapons. You gain an unharmed attack with your bite that deals 1d4 piercing damage on a hit; when you use the Attack action to make a melee attack, you can use a bonus action to make a single unharmed attack with your bite.

**Slippery Skin.** You have advantage in ability checks and saving throws made to escape a grapple.

## SIRENID

Sailors and fishers tell tales of the beauty of merfolk and sirens, the seductive inhabitants of the sea whose flawless features conquer with love – or lust – even the hardest heart.

When an enamored human is lucky enough to achieve his – or her – dream, and the union bears fruit, the resulting baby is a sirenid child of the sea: beautiful beyond words for the standards of both the parent races, a sirenid has the potential to act as a leader and a bridge among two worlds.

**Ability Score Increase.** Your Charisma score increases by 2.

**Beautiful Beguiler.** You have proficiency in the Deception skill.

**Siren's Songs.** You know the *friends* cantrip. When you reach 3rd level, you can cast the *charm person* spell once per day. When you reach 5th level, you can also cast the *suggestion* spell once per day. Charisma is your spellcasting ability for these spells.

