



SEA ELF

ELF SUBRACE OPTION

Elusive and mysterious - even moreso than most elves - the sea elves lurk in the depths and shallows of the world's waterways. Aquatic elves are often named for the specific bodies of water in which they dwell, such as lake elves, river elves, and shoal elves. While culturally (and somewhat physically) distinct, they are all varieties of sea elves.

CHILDREN OF THE OCEAN

Smooth-skinned with webbed hands, neck-gills, and occasional fins, sea elves are perfectly equipped for their lives underwater. Their skins range wildly in color, and seem to correspond to the ambient color of the body of water they call home. All sea elves can have blue, teal, or light blue-white skin, but those inhabiting rivers, lakes, or other murky bodies of water often have a sea-green or even mud-brown hue. Limber, dextrous, and naturally acrobatic swimmers, sea elves are even slighter than the average elf, weighing only 90-120 pounds and all being within roughly half a foot of 5 feet tall.

Depending on the aquatic climate they hail from, sea elf genders are either difficult for outsiders (even other elves) to tell apart or more traditionally sexually dimorphic. Hair is commonly kept in a particular style as a mark of caste and station for sea elves of both genders - short hair or trimmed bald for those of a laboring or warrior caste, middle-length for commoners with money or aspirations, and long, flowing, luxurious hair for those nobles that do not have to worry particularly much about practicality. Occasionally male sea elves are capable of growing long, streaming beards, but typically all sea elves are by their nature bald-faced. Sea elf hair comes in a variety of colors, from black to blue to green to brown to white, and its

tensile strength often lends to sea elves and other sentient aquatic creatures incorporating it into the weave of their nets and ephemeral clothing.

Beautiful and wondrous to behold, sea elves are masters of aquatic architecture, farming, hunting, and warfare, building entire cities of coral and sea-rock well away from the prying eyes of surface races. Most sea elves venture only rarely on to land, though doing so is of no particular trouble to them.

DEFENDERS OF THE DEPTHS

Though underwater life makes many of the world's surface threats negligible, sea elves still find themselves with many monstrous threats that seek to do the world harm. Sahuagin are a constant outside threat that must be addressed militarily, while lone sea hags or aboleths can skulk in the corners of sea-elf society, bending the unwary to their whims. Dragon turtles, krakens, and even the occasional sea giant can be a serious problem to a sea elf city, requiring trained veterans and adventurous heroes to dispatch. Stranger things still lurk at the bottom of massive

sea-trenches, questing upwards into sea elf waters with inky tentacles, and the sea elves often rightly see themselves as the world's first and last line of defense against the antediluvian threats beneath the ocean floor.

GIFTED ARTISANS

The sea has a wealth of materials found nowhere else in the world, and the sea elves pride themselves at being the best craftspeople the ocean can provide. Sea elves often trade with other friendly sea races such as merfolk, but occasionally they trade their handmade finery with surface races, allowing items such as razor-sharp coral swords, master-craft pearl jewelry, kelp-woven boots, and sleek seal-hide armor to enter into circulation amongst coastal kingdoms. Sea elves are especially interested in trading for materials such as gemstones and precious metals that have a relative scarcity under the sea, and many sea elves will often gleefully swim towards a new or recent shipwreck in the hopes of salvaging and securing some piece of rare wealth. Particularly adventurous





sea elves might be motivated by the luster of surface-treasure to leave the sea and seek more of it, all the while planning to retire someday to the depths rich as a king in gold and artifacts from above the waves.

CURIOUS MINDS

To a sea elf, the sea is vast and infinite, holding far more splendor within it than the world of land. Still, curiosity runs rampant in sea elves, and many of them cannot help but venture onto land at least once in their lives for the experience of it. Often, sea elves find the experience at first to be disorienting; as a species, sea elves are accustomed to thinking, moving, and building in three dimensions, and they find jarring the general flat-ness of land and the two dimensional motion of creatures born on it. Many still content themselves with watching the drama of surface creatures from the shallows, occasionally interacting but almost always holding themselves at a distance. For their part, surface dwellers are often wooed by the enchanting voices and haunting figures of sea elves, and the occasional cross-species romance has blossomed in coastal towns bordering sea elf settlements.

SEA ELF NAMES

Sea elves seek to emulate the ambient noises of the sea when naming their children. Some

names may sound strange or unearthly to surface ears, but sea elves consider them a significant part of their heritage and generally do not attempt to make accommodations for insufficiently dextrous surface tongues. Repeating vowels are also pronounced and enunciated individually, a culturally important and distinct practice that nevertheless serves to further trip-up uninitiated speakers.

Male Names: Chiarkoth, Vishrouth, Shubm, Schlorch, Foarlú, Pefrauk, Chekuan, Zeflai, Pluan, Rrarrsh

Female Names: Sieluss, Cealish, Tikaela, Linzeun, Zenneena, Jlkeen, Ull, Dinsee, Alua, Wiarthi

Surnames: Karthau, Jennoa, Lithoari, Halioo, Ythuoá, Woolu, Zialeo, Faolal, Bsneu, Ualosoht

SEA ELF TRAITS

When you create an elf character, you may choose the sea elf as an alternative to the subraces in the Player's Handbook.

Ability Score Increase. Your Charisma score increases by 1.

Aquatic Weapon Training. You have proficiency with the trident, short sword, spear, net, and dart.

Waterwright. You know the *shape water* cantrip (Elemental Evil Players' Companion, page 21), and Charisma is your spellcasting

ability for it.

Undersea Adaptation. You have a swim speed equal to your normal movement speed plus 10 feet. You can speak, see, hear, and manipulate objects underwater just as easily as you would on land (though attack penalties to weapons still apply), and you can breathe both air and water.

Seatongue. You can speak, read, and write the Aquan language, which is a dialect of Primordial. You can understand Primordial and its other elemental dialects of Terran, Auran, and Ignan, as well as effectively converse with creatures that speak any of these languages.

CREDITS:

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