



YULE ELF

ELF SUBRACE OPTION

Hearty laborers that make their homes in the frozen wilds, yule elves are a cheery and optimistic people dedicated to working hard for the benefit of their society. Few yule elves wander, but those that do are happy to meet new friends, and are always the most generous of gift givers.

DIMINUTIVE WORKERS

Shorter by far than the average elf, yule elves could be mistaken for gnomes, were it not for their lithe and decidedly not stocky build. Yule elves stand from just over 3 feet to just over 4 feet, and weigh only 45 to 75 pounds.

Even in the midst of a project or three, a yule elf is impeccably and festively dressed, wearing spotless, bright-colored clothes typically adorned with bells or shining metal buttons and accents. Yule elves belonging to a traditional union favor clothes in red, green, and white, but misfit yule elves wear clothes of any color. Regardless of social status, yule elves have a relentlessly positive, joyous attitude that can occasionally give way into stark seriousness, especially when they are focusing on the task at hand.

REFUGEES AND SURVIVORS

Long ago into their forgotten history, the ancestors of yule elves were refugees from the feywild, escaping pursuit by the wild hunt and its brutal master, Cerunnos the Horned Lord. The motley collection of elves and a small

handful of gnomes slipped away and huddled together in the arctic reaches of the world, surviving as best they could the cold, perpetual winter of what would become their new home.

Over time, the two races interbred, creating a new race with the strengths of both its progenitors. These yule elves learned to rely on one another for survival, working together industriously and giving each other gifts of their own creation to ensure the welfare of all.

Yule elves still look back on the wild hunt with fear, and fear the return of the Horned Lord, treating him as a boogeyman figure to avoid being named and used only to scare young yule elves into compliance. In place of his name, yule elves refer to the Horned Lord only as “krampus,” an epithet that defies direct translation. Similarly, the wild hunt itself has become remembered by yule elves as “krampuslauf:” the escape from the krampus.

UNIONS AND MISFITS

Yule elf society centers around the idea of a union, an agreement between all yule elves in the area to do the work they must, to ensure everyone’s collective survival and prosperity. All unions have at their core a leader, who delegates labor and decides how the union interacts with the outside world. Such union leaders aren’t necessarily yule elves themselves, as yule elves tend to gravitate towards the oldest, wisest, and (typically) most benevolent

creature they can find and form a society around that creature's objectives. Choosing a leader in this fashion has historically helped the yule elves endure, and it continues as a traditional practice into the present era with a preference for fey that make their homes within the arctic.

However, yule elves exist that find themselves unable to cope with the strict rules imposed by the union and its leadership. Whether they have aspirations outside of the union, or simply chafe at the edicts of the leader, these elves wander off away from the union. Branded as misfits, the fate of these elves is largely left to the whims of the leader. Typically, such elves are outcast from the society that raised them, whether or not the leader approves of such sentiment.

YULE ELF NAMES

As a part of their collective union, yule elves are not named at birth, but rather earn their names through their labors. An especially good work by any unnamed yule elf may be shown to the leader of their union, who, if they approve, may bestow a name as a reward upon the yule elf in question.

Many yule elves do not receive names even late in life, and you may choose for your character to not have a name. Misfit elves often choose to name themselves, and do so along similar lines as names that would be given to them. Names given to yule elves are genderless, and if your yule elf has earned a name, you may find examples below:

Names: Bell, Carol, Cider, Gingerbread, Glögg, Frosten, Ham, Hermey, Hymn, Jingle, Jul, Klapp, Krans, Lahja, Lumi, Mistletoe, Peppermint, Pine, Solstace, Stjärna, Stocking, Tinsel, Tonttu

YULE ELF TRAITS

A yule elf character gains the traits listed here, in addition to those provided by the elf race. If a trait listed here would conflict with one provided by the elf race, use the trait found here instead.

Ability Score Increase. Your Wisdom or Intelligence score increases by 1.

Size. Owing to your shared gnomish ancestry, your height ranges from just over 3 feet tall to just over 4 feet tall. Unlike other elves, your size is Small.

Speed. Because of your size, your base walking speed is 25 feet instead of 30 feet.

Yuletide Training. You have proficiency with carpenter's tools, cobbler's tools, tinker's tools, and weaver's tools.

Yule Crafting. Over the course of a short rest, you may create a simple toy or any other item you could be reasonably able to make with the sets of tools you are proficient with. The item you make with this ability may not exceed a monetary worth greater than 5 sp plus the cost of the materials used in its creation. Depending on the item, an additional apparatus may be required for its creation (such as a forge to make a dagger).

If a creature desires an item you have created with this feature, giving that item to the creature will grant you advantage on any Charisma checks (other than Intimidate) you make against that creature until that creature's next long rest.

Naughty or Nice. You can cast the spell *detect evil and good* without expending a spell slot. In addition to the normal effects of this spell, you also know whether the deeds of any creature within 30 feet of you done within the last 300 days would be characterized most accurately as good, neutral, or evil, overall. This effect lasts for the spell's duration. Once you use this ability, you require a long rest before you may use it again.

CREDITS:

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