

Premium

Compendium of Waterlond



Many Isles



Dwarf

The dwarves are a race as ancient as time, that existed from the very beginning and lived till the very end. Their souls are unchanging, their empires, everlasting. Change is frowned upon, and they are always convinced they are supremely powerful - which, sometimes, is true.

Hit Points at first level: 10+Constitution modifier

Hit Points at higher levels: 1d10+Const. mod.

Hit Dice: 1d8 per character level

Ability Score Increase. Your Constitution score increases by 2, and your Heroism by 1.

Age. Dwarves mature the same as humans, but they're considered young until they reach the age of 50. On average, they live up to 400 years.

Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is medium.

Speed. Your base walking speed is 25 feet.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. 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 gray.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Magical Failures. Your Spellcasting Save DC and Spellcasting Attack Bonus, if you have any, are reduced by 2.

Languages. You can speak, read, and write Common and Dwarvish.

Subraces

In central Waterlond, upon the isle of Moran and its surroundings, lies the Eternal Empire. The ancient homeland of the dwarves, from whence the first sons of Moradin sprung, it is a great alliance of clans today. Next to the usual dwarven subraces, two types thrive in Waterlond under the benevolent rule of Mithral Hall.

Coast Dwarves

Living along the coasts of the Eternal Empire's islands, these stout folk are traders and merchants - and they know how to defend themselves against the monsters of the deeps.

Tough but Friendly. Accustomed to the surprise raids of underwater monsters and sudden storms and huge waves tearing apart their houses, coast dwarves

have grown tough - tougher than the seas. Their merchant souls, however, have allowed them to happily greet, drink with and befriend any new people coming their way.

Hard Looks. Coast dwarves have the same build as their kin, but are usually much less colorful. Their hair and beards go from dark blue to grey, and their eyes are a uniform steel blue.

Ability Score Increase. Your Constitution and Heroism scores increase by 1.

Naval Knowledge. You know how to sail and fish. You have proficiency with [Fisherman's](#) tools and can add them to your starting equipment.

Defy Water. You know the *Hydrophobia* spell and can cast it once without using a spell slot. You must take a long rest to use this ability again.

Epic Racial. You gain a swimming speed equal to your walking speed, and can breathe air and water.

Sail Dwarves

Sail dwarves are much rarer than their counterparts on the coast. They are small even by dwarven standards, and their exceptional abilities result in them almost always being found on a ship.

Natural Talent. Sail dwarves are great at all things shipworking. They are small, but can easily climb on ship riggings and apply as much strength as any greater dwarf. They love the seas, and usually live on ships - dwarven or other.

Dwarves at Heart. Despite their habit of being far from homely enclaves, sail dwarves still bear the inseparable feeling of kinship that ties every dwarf to his race. A sail dwarf would always choose a dwarven crew over another, no matter what the payment, and if his kin were in dire need, he would leave his beloved seas and join them in their battles.

Ability Score Increase. Your Dexterity and Intelligence scores increase by 1.

Naval Knowledge. You know how to sail and fish. You have proficiency with [Fisherman's](#) tools and can add them to your starting equipment. You also gain proficiency in Sleight of Hand.

Almost Amphibian. You have a minor ability to swim. As an action, you can gain a swimming speed equal to your walking speed, and breathe air as well as water. This lasts for a time equal to 5*your character's level minutes. You must take a long rest to use this ability again.

Epic Racial. You gain a swimming speed ten feet greater than your walking speed, and can breathe air and water.

Eklanell

Born on the coastlines and raised with a shamanistic mindset, these clam-like people travel the world as curious explorers. Taught to explore the world and embrace its beauty, the eklanell don't stay in their clusters for long. Once they feel they are ready to explore, they go out into the open world to satiate their wanderlust. They appear like a combination of humanoid, horseshoe crab, and clam, having thin, yet sinewy bodies attached to textured carapaces. These shells usually have an iridescent sheen to them and many patterns, such as swirls and ridges.

Spiritual Wanderers. Despite their shamanistic beliefs, eklanell aren't superstitious as a whole. While they may teach their young about the lore of the world, they also learn at a young age not to believe everything they hear. The ideal eklanell traveler takes what they have learned and makes their own stories from them. Nonetheless, while they may not have an established religion, they still enjoy telling others about their journey to enlightenment especially if the individual members have found themselves under the banner of a certain deity. Eklanell don't care much for religion but are more than happy to take part in it.

Ending the Voyage. When the eklanell feel their journey has reached a satisfying end, most migrate to the nearest coastline. There, they form mass clusters to breed with one another and spawn a new generation. They stay with their young until the end of their lifespans, teaching them to engage in individual and spiritual pursuits. Despite their history and culture of travel, however, there are a few who choose to stay behind and make sure any other eklanell adventurers have a safe place to gather. Those that don't return usually seek to see the end of their days among those they have traveled with through the years. While an eklanell traveler usually doesn't mind traveling on their own, they place a lot of value in their relationships. The members leave the community, but the community never leaves the members.

Hit Points at first level: 10+Constitution modifier

Hit Points at higher levels: 1d8+Const. mod.

Hit Dice: 1d8 per character level

Ability Score Increase. Your Constitution and Wisdom scores increase by 1.

Age: Eklanell mature around the age of 3 and live up to 45 years.

Size: Your size is Medium.

Speed. Your base walking speed is 30 feet, and you also have a swimming speed of 30 feet.

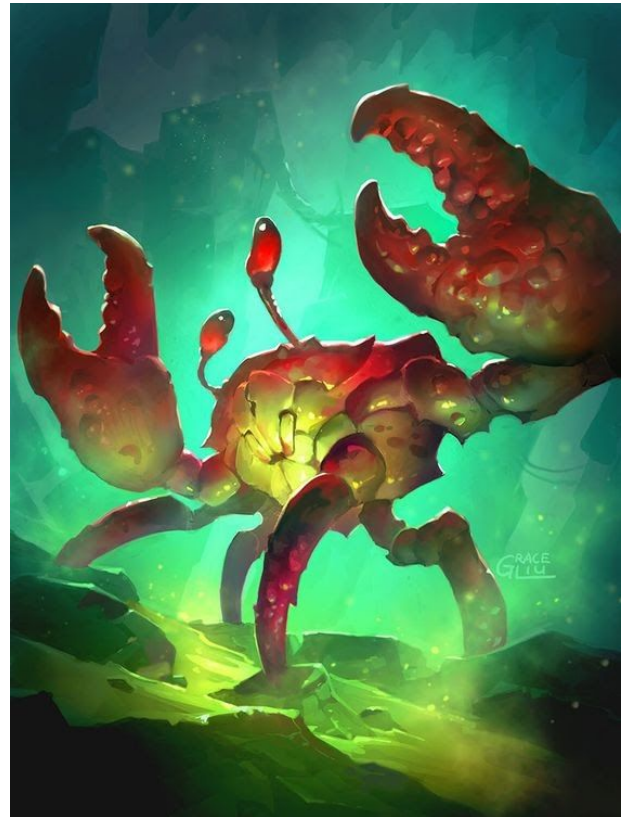
Darkvision. You have darkvision to 60 ft while underwater, and can see through murky water.

Carapace. Your skin in places is covered by a thick clamshell. You gain a +1 bonus to hAC when you're not wearing heavy armor.

Wanderer's Intuition. You gain proficiency in the Insight and Nature skills.

Languages. You can speak Aquan, and two other languages of your choice.

Epic Racial: Your carapace now grants a +3 bonus to hAC, and your Darkvision increases to 120 feet.



Elf

Ancient Roots. Elves are incredibly old, almost as much as saurials and nigfodsel. They found their origins in the feywild before most other races came to existence, and have been present in many places and many times.

Hit Points at first level: 8+Constitution modifier

Hit Points at higher levels: 1d8+Const. mod.

Hit Dice: 1d8 per character level

Size: You stand between 5 and 6 feet tall. Your size is medium.

Speed. Your base walking speed is 30 ft.

Ability Score Improvement. Heroism and Dexterity scores both increase by 2, and your Strength and Constitution scores decrease by 1.

Fey Ancestry. You can halve resting times by meditating instead of sleeping. You have resistance to being charmed by magical means, except when the charmer is fey, and have darkvision to 60 ft.

Keen Senses. You have proficiency in the Perception skill.

Languages. You know Elvish and probably Common.

colors. Their eyes usually espouse the color of their hair.

Ability Score Increase. Your Intelligence score increases by 1.

Age: Water elves are considered children until they reach 100 years of age, and live up to 500.

Amphibian. You have a swimming speed of 35 feet, and your walking speed is only 25 feet. You can breathe air and water.

Water Soul. You know the *Breaking Waves* cantrip.

Epic Racial: Your swimming and walking speeds increase by 15 feet.

Subrace

The Silmarilus, the elven gods, created six elven subraces in the image of themselves. However, some deviations from these main subraces exist, caused through magical mutation or evolution. These include Sand elves, which infest almost all oshmondian deserts, and Water elves - the inhabitants of Waterlond.



Water Elves

Children of the Seas. Water elves live under the waters of Waterlond, in great cities carved out of coral. They keep aquatic beasts as pets and cattle, and grow algae as crops.

Blue Beauty. Water elves have a skin tone range going from light blue to purple, and long hair of all

Siren

Their origins lost in time, sirens inhabit the seas near small islands along merchant routes, coming out and seducing passersby with their beautiful songs.



Rare Adventurers. Sirens are usually perfectly content with staying in their homes in Waterlond, but some are possessed with an unquenchable yearn to explore the outside world. These go out into the world, going out of the way of any sailors for fear of getting speared, and explore the odd realms beyond the oceans.

Hit Points at first level: 6+Constitution modifier

Hit Points at higher levels: 1d8+Const. mod.

Hit Dice: 1d8 per character level

Ability Score Increase. Your Wisdom and Intelligence scores increase by 2, and any ability allowing you to increase them may increase them up to 22.

Age: You reach adulthood around the age of 5 and live up to 80 years.

Size: Your size is medium.

Speed. Your base walking speed is 25 ft, your swimming speed is 40 ft.

Darkvision. You have darkvision to 60 ft while underwater, and can see through murky water.

Frail. You have vulnerability to bludgeoning damage.

Morphing Form. As a bonus action, you can cause your fish-tail to change into two slender legs, allowing you to use your walking speed, or morph back to fish-tail, allowing you to use swimming speed.

Siren Song. You sing for two turns. At the end of your second turn, all creatures that can hear you within 60 feet of you must make a Heroism saving throw against a DC of 10+prof+Wis or be charmed by you for 1 minute. They can roll the save again at the end of each of their turns, ending the effect on themselves a success. They have disadvantage on the roll if they would naturally be attracted to you and can see you. You need to take a short or long rest to use this ability again.

Fatal Embrace. As an attack, you can target a creature within 5 feet of you that can see you and that is charmed by you. It takes psychic damage equal to 2*your character level.

Languages. You can speak Aquan, and another language of your choice.

Epic Racial: A creature charmed by your Siren Song that fails three saves to end the charm is now in love with you.

Suhrwall

"It's rather interesting, I'd say. They worship combat but tend not to initiate it; they call themselves nomads yet migrate infrequently; they have all the trappings one would assume of a more barbaric culture yet are among the most civilized races out there. I guess you really can't judge a walrus by its tusks."



Suhrwall are humanoid walrus living as "long-term nomads"--that is, wherever they call home, they stay for a long time before moving on to their next home. Though they love battle and train their young to fight at a young age, they believe fighting for its own sake is pointless. Known also for their shipbuilding, agricultural, and mercantile merits, the suhrwall like to keep their customs on them when conversing with other races.

Wandering Waterland. Suhrwall can be found from Waterland's western edge all the way to the east. Groups of them travel around, building settlements occasionally on land, occasionally underwater, trading with whomever they meet and happily making friends with some people.

Hit Points at first level: 10+Constitution modifier

Hit Points at higher levels: 1d10+Const. mod.

Hit Dice: 1d10 per character level

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom by 1.

Age: Suhrwall reach adulthood around 40 years of age and live for 300.

Size: Suhrwall are large yet stocky. The tallest stand between 7 and 8 feet tall while the stoutest range from 4 to 6 feet tall. Their rotund bodies weigh between 400 and 500 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you also have a swimming speed of 30 feet.

Cold Born. You have thick, leathery skin. When you aren't wearing armor, your hAC is 12 + your Constitution modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor. Additionally, you're also naturally adapted to cold climates.

Focused Fury. As a bonus action, you may channel your people's love of combat into a burst of strength. Until the start of your next turn, you gain resistance to bludgeoning, piercing, and slashing damage and your attack and damage rolls gain a bonus of 3. You must take a short rest to use this ability again.

Languages. You can speak Aquan, and another language of your choice.

Epic Racial: You gain immunity to cold damage and resistance to bludgeoning.

Triton



Languages. You know Primordial, and maybe another language of your choice.

Epic Racial: Your underwater darkvision increases to 200 feet.

Deep Folk. Tritons guard the ocean depths, building small settlements beside deep trenches, portals to the elemental planes, and other dangerous spots far from the eyes of land-bound folk.

Hit Points at first level: 8+Constitution modifier

Hit Points at higher levels: 1d8+Const. mod.

Hit Dice: 1d8 per character level

Ability Score Increase. Your Strength, Constitution and Heroism scores increase by 1.

Age: You reach adulthood around the age of 15 and live up to 200 years.

Size: Your size is Medium, and you are 5 feet tall.

Speed. Your base walking speed is 30 ft, and you have a swimming speed of 30 feet.

Amphibious. You can breathe air and water, and have darkvision in water up to 80 feet.

Cloud the Enemy. You know the *fog cloud* cantrip.

Infernal Legacy. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *darkness* spell once with this trait and regain the ability to do so when you finish a long rest.

Thanks to You!!

v 1.0

We, the Many Isles, are a great community whose one goal is to create, and help others create. We do worldbuilding, RPG games and tools, and much more. Make sure to join us for great opportunities, and support us on Patreon to keep us creating!

Find us on the subreddit of [Many Isles](#), or for great RPG content on [Patreon](#), or even for worldbuilding on [Karte-Caedras](#)!

You can find a complete list of playable races in the Many Isles [here](#).

Special thanks to u/soupgenie for the Eklanell and Suhrwall

