



MOUNTAIN ELF

ELF SUBRACE OPTION

Unruly, unkempt, and entirely wild at heart, mountain elves (often derisively called “feral elves” by their more refined kin) are at home amongst stony crags and cracked badlands where life is hard and very little grows. True survivalists, mountain elves know how to find the necessities of life when they are almost impossible to be found, and enjoy thriving in lands that would kill their less hearty brethren.

ROUGH AND RESILIENT

Life amongst the world’s stonelands has hardened mountain elves, giving them tanned, leathery hides thick with calluses and, in the fullness of life, scars. Indeed, many clans of mountain elves practice ritual scarification, etching scar-signs for clans, completed rights of passage, and other important life events the wearer or their tribe wishes all others to know about. The skin tones of mountain elves are roughly equivalent to the wide range found in

humanity, but trend towards earthier red-browns for elves originating from mesas or badlands, or grey-browns or grey-blacks for those dwelling on mountaintops or stonelands. Stockier than other elves and built full of lean muscle, mountain elves are somewhat taller than the average human, typically ranging from 6 feet to 6-and-a-half feet tall.

Female mountain elves are usually a few inches shorter than males and, until they have done some deed worthy of distinction, wear their hair tied back or short-cropped and close to their neck. Males are slightly bulkier, and either keep their hair similarly short-cropped or shaved entirely. All male

mountain elves are able to grow beards, but none are permitted to so by their tribe until they have accomplished some great task or worthy feat beyond the abilities of their other tribespeople. For females, this instead takes the form being allowed to grow their hair long, to the small of their backs. Beards are grown long, and both male beards and the long hair of the females are interwoven in complex ceremonial braids and fastened with immensely valuable gilded clasps, passed down as heirlooms from one great hero or heroine to the next. Adventurous mountain elves who have not yet won this distinction are known to venture out into the wider world in search of the renown, honor, and glory necessary to earn this mark of heroism.

NOMADS AND STRONGHOLDS

Mountain elves are mostly nomadic, building mobile camps that they can fold up and cart with them on whatever large beasts of burden they can press into service. Nomadic mountain elves prefer airy yet sturdy long tent-like structures that they paint with heroic deeds from the clan's oral history and cover with large slicked hides to keep out the rain. These nomads are entirely community-focused - if one elf falls ill, the community is in part ill, and others must work harder and

longer to provide for their sickened clan-mate. If a clan member dies, burial rites are performed however the hard land will permit, and the spirits of the fallen are largely considered to watch over and travel invisibly alongside the living.

Some mountain elves, however, abandon their nomadic roots and instead set up massive mountainside holds, built against cliffs and on top of foothills, overlooking remarkably providing hunting grounds. These holds are never engineered to hold more than a few thousand elves, but the masonry and workmanship always speaks to a desire for defense writ enormous. These elves often have strangely amicable relations with nearby dwarves, trading crafts and pooling resources, and inter-species relationships are uncommon but not unheard of. Settled mountain elves also mine iron close to the surface, and forged mountain elf steel is well-known for its lightweight, flowing, and spartan design.

SPIRITUALISTS AND STORYTELLERS

History is a living thing to the mountain elves, alive in the fevered minds of mystics and on the lips and ballads of storytellers. Mountain elves believe that fallen ancestors live on as spirits that watch over, guide and empower





them, the heroes of the past helping to give rise to those of the present. Bardic storytellers and stone carvings in the large strongholds keep the histories of the mountain elves alive. Storytelling is equal parts art and religion to these elves, clustered around the night's campfire, sheltering themselves against the realities of their harsh, barren lands with tales of ancient chieftains, heroes, monsters, and triumphs.

FURIOUS FIGHTERS

Mountain elves hold a well-earned reputation as being weapon masters of the highest caliber. As a long-lived race that values paragons of martial valor, many ancient swordmasters dwell in their holds and nomad clans, and may even be the wise, seasoned patriarchs and matriarchs of the clans themselves. It is common for others who wish to truly hone their expertise to visit and train with mountain elf weapon sages, who carry with them the tradition and wisdom of the tribe's past and their personal experience in the field of battle.

Every young elf who can swing an axe or sword is considered to be an aspirant to such status and position by default. Some die against the challenge and hardship of the harsh lands, but the elves believe that their spirits carry on and the clan grows stronger for the heroic blood they shed.

MOUNTAIN ELF NAMES

Hard names with an edge of grace define mountain elf naming convention. Both males and females share in the same pool of names, and it is common for offspring to inherit the name of a parent, regardless of the genders of

those involved. Mountain elves are expected to embody the spirits of those heroic fallen and to instantly take the place of their clan-mates who perish. A hereditary name accomplishes this, allowing the young elf to that much more effectively step into the void of his or her predecessors.

Names: Arkilun, Keddikai, Jeruxa, Corza, Galik, Okari, Axnir, Urxnii, Korduic

Surnames: Ko'rorathi, Hen'dadik, Zol'exil, Cek'tath, Lar'karum, Xono'gol, Gren'heula, P'talath, Hun'durnin, Kel'halik

MOUNTAIN ELF TRAITS

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

Ability Score Increase. Your Strength score increases by 1.

Mountain Weapon Training. You have proficiency with the short sword, longsword, handaxe, greataxe, battleaxe, spear, and glaive.

Roughland Runner. When moving on your turn, you may ignore 10 feet of difficult terrain.

Natural Climber. You have proficiency in the Athletics skill, and a climb speed equal to your normal movement speed minus 10 feet.



CREDITS:

Designed by /u/the_singular_anyone

Photoshop by /u/the_singular_anyone

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Art by Frank Att, Christian Quinot, Funcom,
Felipe Pesantez, and Zac Jennings

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