

OCEAN'S CHILDREN

A RACE MANUAL



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"WHERE ELSE IN LURSHELAN COULD SUCH BEAUTY exist if not for the sea?"

The young girl insisted in frustration, attempting to tread carefully around the opinion of her mother. Glistening black eyes watched them from the shadows of an inn's porch, before their owner gnashed his teeth and slithered forward.

"I could name a few places." the hulking serpentine man stated in his harsh tongue "There is far too much emptiness and altogether too many foul creatures down there for me to call it anything other than frightful."

"What would you know?" the girl asked incredulously, before realising just who she was speaking to.

"Hmm?" his eyes glinted, "I know enough, child, to say you should heed your mother and stick to the shore where children like you are out of reach of the evil things that lurk below." He glanced to the girl's mother who wore a look of disgust, eyeballing him. He continued "You'd be as welcome there as I am here."

"I'm not afraid." she insisted, still marvelling at him "I'm no coward!"

"Little one," he murmured, his great tongue slipping out between his lips with a loud hiss, "some things are worth being afraid of."

The Ocean's Children are, as their name proclaims, the oldest sentient race from the dark recesses of the Nine Seas and they are met with anything from reverence to fear the world over. Believed to either be born from the very power of the lords of the ocean or from some kind of vile twisted magic, depending on who you ask, the Ocean's Children one day appeared from the abyss below and have remained ever since. Their own agents, their young rarely revere any of the faiths and usually serve their own purposes. Whether as grizzled mercenaries, guards or simply floating, adrift in the enormous ocean that is Lurshelean, without any semblance or claim to anything resembling clear purpose.



ENDURING AND RESILIENT

Their origin unknown and no home to call their own, the Ocean's Children are a peculiar people. Sometimes hard to identify given the wide array of possibilities in their appearance, the Children are always related to the sea in some way. The Children vary mostly between three well known states which are wildly different from one another and each possess their own individual culture.

They are known as the Vasa, the Atta and the Simma amongst their folk, as these words are from the speech of the depths - colloquially known as 'The Voice of the Ocean King'. These words respectively mean 'Hiss', 'Bind' and 'Swim' and refer to the subraces commonly known as 'Naga', 'Attari' and 'Simmfolk'.

While each different in their own right, these three subraces all have things in common. Born from the water, the Children all possess abilities to travel safely and deftly through the briny deeps, from strong, muscular tails to arcing, dextrous tentacles. Though it is the nature for the majority of the Children to have difficulty on land in their natural state, some are amphibious and the rest possess strange, enigmatic powers that allow them to transform and gain the ability to traverse the land.

One thing, however, remains constant with every one of the Children, whether Vasa, Atta or Simma. They are all marked by the ancient symbol of the Tempest in birthmark form - a diamond with a twisting spiral leading to a smaller black diamond within.



SIMMA

UNDERWATER COMMUNITIES

Some of the Children don't take the life of travelling adventurers, bounty hunters or sailors - instead, small groups can gather together to form closely knit communities. These communities function as towns of the terrestrial world do, except that not only do all the citizens know one another, but it is a rare thing indeed for them to not be extremely close to one another like a family. Outsiders are almost never welcomed into a community and those that are spend years gathering the trust necessary to do so.

For the Vasa, the communities are commonly led by the strongest, most respected warrior - usually an alpha of some sort. The Atta function completely differently, instead being led by a bloodline of Atta, usually led by a matriarch or queen rather than a male. The role of leader is still something that must be earned; there are no first-born laws so it can get messy when a new leader is needed. The Simma again function differently - they are typically led by an elected council of the most intelligent and wise amongst them. This service, though usually lasts until death.

CHILDREN OF WHAT?

There are many myths and legends surrounding the mysterious "Children". What are they and who are they the children of, exactly? Some say that they were born from the light of the moon and that, as it controls the tides and the stars, it may have manifested itself in these creatures. Some say that men slept with the original Simma and from that foul joining sprang the Vasa and the Atta.

The most common belief is that the Children are the sons and daughters of the Ocean King and the Queen of the Depths - that by their great power they manifested their peoples. The Atta are viewed as the children of the Queen and the Vasa the children of the King. The Simma are viewed, in this belief, as being a fey influence on the Children, and are an off-shoot of the original bloodline.

Where the Children truly come from is a mystery to even themselves, though there are many of them that have made it their life's mission to find out exactly who they are and where their whole race originated - and from what.

FRIENDLY AND WILLING

Those Children that travel alone, especially the Vasa, tend to view things in a practical fashion. They are typically only adverse to their personal enemies, not discriminating by race unless they have good personal reasons to do so. The Vasa especially tend to have... 'foggy' moral compasses and will generally help out anyone - so long as they are paying enough, that is. The Children respond to the fear they are met with with a disdainful and aloof attitude, viewing those that partake of it as ignorant fools.

OCEAN'S CHILDREN NAMES

When a Simma or Atta are born, they are given a name that they keep for the rest of their lives. When a Vasa comes of age and completes a unique coming-of-age ritual, they take a name from the Book of Names kept by Vasa priests in a shrine in the Glimmersea

Male Simma Names: Adran, Aelet, Aranwe, Bessier, Carro Evris, Eylon, Garileth, Heiart, Immeril, Laucis, Paevel, Ters

Female Simma Names: Alethrie, Anais, Aqery, Beylera, Callis, Deyora, Evelyn, Miveris, Senestra, Thallia, Visery, Ylantha

Male Atta Names: Arric, Asher, Balen, Calvert, Derveth, Findir Halen, Ilith, Kail, Laven, Merek, Navin, Nyrre, Peverro, Xanic

Female Atta Names: Alvanis, Avella, Baless, Caera, Danthia, Enerath, Gajessa, Haella, Jestress, Kaveyla, Quilva, Ravesha

Vasa Prefix: As', Avey', Bur', Cir', Cys', Dar', Eays', Fala', Hy', Jir', Kal', Ktii', Mor', Oer', Oune', Pra', Qi', Sau', Syr', Til', Vala', Yn'

Vasa Suffix: Axes, Borune, Carecca, Earx, Fierce, Hyrcus, Kyl, Larrn, Nyssis, Qeric, Sylls, Tursn, Vakyr, Wyrd, Yggd



ATTA

OCEAN'S CHILDREN TRAITS

Your Ocean's Children character has an array of natural abilities, inherent from their enigmatic origin.

Ability Score Increase. Your Dexterity score increases by 1.

Age. Young Ocean's Children grow rapidly, mostly to account for their hasty need for independence. They are generally regarded as adult when they reach the age of 10 and live to be around 100.

Alignment. Most Ocean's Children possess clear and yet foggy moral compasses. They themselves determine their individual alignment. Given their independence and roaming nature, it is most common for them to be at least partial to chaotic measures.

Size. The size of the Ocean's Children differs greatly between the types. Atta are usually around 12 - 15 feet long, but stand at around 6 feet tall and bear slim, athletic builds. Simma are typically 8 to 9 feet long with slender builds. Vasa are taller than the others, standing over 7 feet tall and being around 11 - 12 feet in length. Atta and Simma average in weight at around 140 to 180 pounds while Vasa average at around 300. Your size is Medium.

Speed. You have a base walking speed of 10 feet. You also have a swim speed of 40 feet. You cannot make use of this swim speed while wearing heavy armour unless you have strength of 18 or higher.

Amphibious. You can breathe underwater and on land equally as well. You cannot drown but can still suffocate.

Weapon of the Water. You have proficiency with the trident and the water crossbow.

Cartilaginous Safeguard. You gain 1 additional hit point per level.

Deepsight. Accustomed to the underwater depths, you have superior vision in dark and dim environs beneath the waves. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You also possess blindsight in an area of 20 feet around you. Finally, you can detect activity in the water at great distances depending on the state of the water - be it stormy or calm - up to a mile away from you. Such activity includes the movement of a boat, the splashing of a drowning creature or the shockwave of a distant explosion.

Languages. You can speak and read Common but you cannot write it. You can speak the Voice of the Ocean King.

Subraces. The divide among the Children is obvious - the Vasa, Atta and Simma all greatly differ physically and in their innate abilities.

VASA

As a Vasa, you are stronger, larger and generally much more of a powerhouse than your counterparts. You are a great serpent-like creature, with fleshy tendrils and frills adorning your muscular body. Vasa lack hair and usually have orange or red eyes. It is said that the Vasa are the manifestation or progeny of the Ocean King, opposite the Atta. Vasa, unlike their brethren, are entirely scaly. These scales are typically shades of green and blue.

Ability Score Increase. Your Strength score increases by 2.

Improved Mobility. Your base walking speed increases to 25 feet.

King's Strength. When you hit a creature with a melee weapon you are proficient with, add 2 damage to the damage roll. This damage increases to 3 at 6th level, 5 at 11th level, and 6 at 16th level.

Atta

As an Atta, you are smarter and more wary than your fellow Children, with an answer to many different situations and a knack for being a slippery one. You possess eight tentacles which emerge from your lower half where a human's legs would be, but you are otherwise humanoid. Atta possess large irises of dark violet to deep blue colours. It is widely believed that the Atta are the progeny of the Queen of the Depths, opposite the Vasa. Attari tentacles are of greenish to bluish hue.

Ability Score Increase. Your Intelligence score increases by 2.

Obscuring Ink. Used underwater, you instead create a 10 foot cube of ink for 5 minutes which acts as a heavily obscured area to non-Atta creatures. You can use your reaction to use this trait upon being hit by an attack. Used on land, this instead creates a 10 foot diameter zone of difficult terrain for creatures without the *Slippery Skin* trait. You must take a short or long rest before you can use this trait again.

Queen's Gift. You know the *acid splash* cantrip. When you reach 3rd level, you can cast the *hex* spell once per day. When you reach 5th level you can cast the *Crown of Madness* spell once per day. Intelligence is your spell-casting ability for these spells.

Slippery Skin. You have advantage on checks made to escape a grab. You take 3 less bludgeoning damage from attacks. This trait replaces Cartilaginous Safeguard.



Octopoda. You possess, in addition to your arms, eight bilaterally symmetric tentacles which can be used as basic appendages to hold or move objects but you cannot make weapon attacks with them. You have advantage on checks made to grab. You have a climb speed of 10 feet.

Terrestrial Metamorphosis. You can spend an action to transform into a unique elf of appearance matching your Attari form - except for the lack of tentacles - and back again. You do not have access to your *Amphibious*, *Obscuring Ink*, *Slippery Skin* and *Octopoda* traits while transformed. You can use this trait up to two times per day.

SIMMA

As a Simma you are less monstrous than your counterparts; you appear as a humanoid but instead of legs you possess a long sparkling fish-like tail with a flowing silken tail. Of the Children you are the most dextrous, able to slip in and out of many a location, noticed by none.

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

Hydrosophist. You know the *Shape Water* cantrip. At 8th level you can cast the *Control Water* spell once per day.

Penetrating Sight. You treat **lightly obscured** areas as though they are not obscured and **heavily obscured** areas as though they are lightly obscured.

Streamlined Form. Your swim speed increases to 50 feet.

No Disturbance. You have advantage on stealth checks when you are underwater.

Terrestrial Metamorphosis. You can spend an action to transform into a unique human of appearance matching your Simmfolk form - except for the lack of a tail - and back again. You do not have access to your *Amphibious* and *Streamlined Form* traits while transformed. You can use this trait two times per day.



VASA

