

WINTER

d4 Winter Personality Trait

- 1 The worst case is the most likely to occur.
- 2 You preserve what you have. Better to be hungry today and have food for tomorrow.
- 3 Life is full of dangers, but you are ready for them.
- 4 A penny spent is a penny lost forever.

d4 Winter Flaw

- 1 Everything dies eventually. Why bother building anything that is supposedly meant to last?
- 2 Nothing matters to you, and you allow others to guide your actions.
- 3 Your needs come first. In winter, all must watch out for themselves.
- 4 You speak only to point out the flaws in others' plans.

SPRING

d4 Spring Personality Trait

- 1 Every day is the greatest day of your life.
- 2 You approach everything with enthusiasm, even the most mundane chores.
- 3 You love music and song. You supply a tune yourself if no one else can.
- 4 You can't stay still.

d4 Spring Flaw

- 1 You overdrink.
- 2 Toil is for drudges. Yours should be a life of leisure.
- 3 A pretty face infatuates you in an instant, but your fancy passes with equal speed.
- 4 Anything worth doing is worth doing again and again.

SUMMER

d4 Summer Personality Trait

- 1 You believe that direct confrontation is the best way to solve problems.
- 2 Overwhelming force can accomplish almost anything. The tougher the problem, the more force you apply.
- 3 You stand tall and strong so that others can lean on you.
- 4 You maintain an intimidating front. It's better to prevent fights with a show of force than to harm others.

d4 Summer Flaw

- 1 You are stubborn. Let others change.
- 2 The best option is one that is swift, unexpected, and overwhelming.
- 3 Punch first. Talk later.
- 4 Your fury can carry you through anything.

ELADRIN TRAITS

Eladrin have the following traits in common, in addition to the traits they share with other elves. Choose your eladrin's season: autumn, winter, spring, or summer.

Ability Score Increase. Your Charisma score increases by 1.

Fey Step. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a short or long rest.

When you reach 3rd level, your Fey Step gains an additional effect based on your season; if the effect requires a saving throw, the DC equals 8 + your proficiency bonus + your Charisma modifier:

Autumn. Immediately after you use your Fey Step, up to two creatures of your choice that you can see within 10 feet of you must succeed on a Wisdom saving throw or be charmed by you for 1 minute, or until you or your companions deal any damage to it.

Winter. When you use your Fey Step, one creature of your choice that you can see within 5 feet of you before you teleport must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn.

Spring. When you use your Fey Step, you can touch one willing creature within 5 feet of you. That creature then teleports instead of you, appearing in an unoccupied space of your choice that you can see within 30 feet of you.

Summer. Immediately after you use your Fey Step, each creature of your choice that you can see within 5 feet of you takes fire damage equal to your Charisma modifier (minimum of 1 damage).

SEA ELF

Sea elves fell in love with the wild beauty of the ocean in the earliest days of the multiverse. While other elves traveled from realm to realm, the sea elves navigated the deepest currents and explored the waters across a hundred worlds. Today, they live in small, hidden communities in the ocean shallows and on the Elemental Plane of Water.

SEA ELF TRAITS

Sea elves have the following traits in common, in addition to the traits they share with other elves.

Ability Score Increase. Your Constitution score increases by 1.

Sea Elf Training. You have proficiency with the spear, trident, light crossbow, and net.

Child of the Sea. You have a swimming speed of 30 feet, and you can breathe air and water.

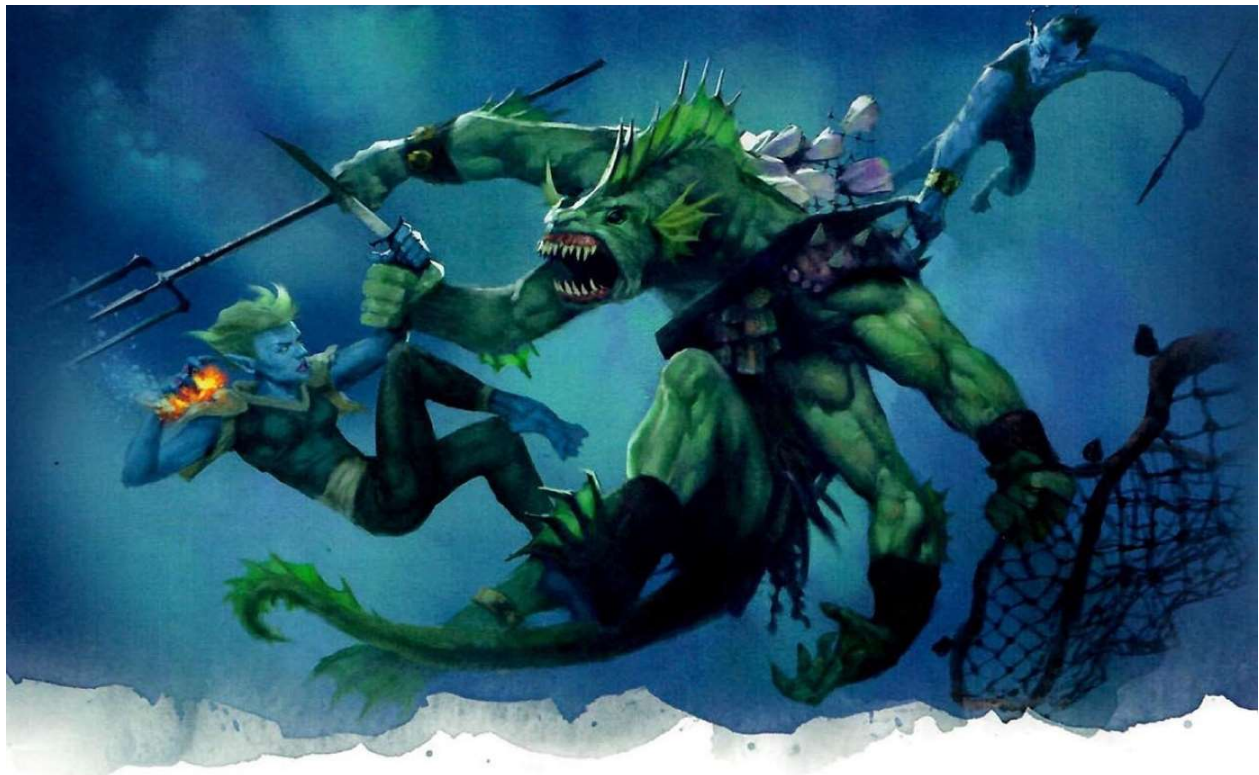
Friend of the Sea. Using gestures and sounds, you can communicate simple ideas with any beast that has an innate swimming speed.

Languages. You can speak, read, and write Aquan.

SHADAR-KAI

Sworn to the Raven Queen's service, the mysterious shadar-kai venture into the Material Plane from the Shadowfell to advance her will. Once they were fey like the rest of their elven kin, and now they exist in a strange state between life and death. Eladrin and shadar-kai are like reflections of each other: one bursting with emotion, the other nearly devoid of it.





SAHUAGIN: DANGER FROM THE DEPTHS

The sea elves face as many perils in their watery world as other elves face on dry land, but none are as deadly as the sahuagin. The animosity between these two races stems from the sahuagin's ferocious territoriality. They simply won't abide any other intelligent society, and they consider the entire sea to be their domain.

Adding to the tension, the sahuagin worship Sekolah, the shark god, while Deep Sashelas, the sea deity of the elves, is a sworn enemy of all sharks. But even if the sea elves inexplicably began worshiping Sekolah, the sahuagin still wouldn't be able to get along with them—in the grip of a blood frenzy, sahuagin will tear apart even others of their own kind!

SHADAR-KAI TRAITS

Shadar-kai have the following traits in common, in addition to the traits they share with other elves.

Ability Score Increase. Your Constitution score increases by 1.

Necrotic Resistance. You have resistance to necrotic damage.

Blessing of the Raven Queen. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a long rest.

Starting at 3rd level, you also gain resistance to all damage when you teleport using this trait. The resistance lasts until the start of your next turn. During that time, you appear ghostly and translucent.

ELF TABLES

This section provides tables for players and DMs who want to choose or randomly generate details about elves.

ELVEN TRINKETS

d8 Trinket

- 1 A small notebook that causes anything written in it to disappear after 1 hour
- 2 A crystal lens made of ivory and gold that causes anything observed through it to appear to be surrounded by motes of multicolored light
- 3 A small golden pyramid inscribed with elven symbols and about the size of a walnut
- 4 A cloak pin made from enamel in the shape of a butterfly; when you take the pin off, it turns into a real butterfly, and returns when you are ready to put your cloak back on again
- 5 A golden compass that points toward the nearest portal to the Feywild within 10 miles
- 6 A small silver spinning top that, when spun, endlessly spins until interrupted
- 7 A small songbird made of enamel, gold wire, and precious stone; uttering the songbird's name in Elvish causes the trinket to emit that bird's birdsong
- 8 A small enamel flower that, when put in one's hair, animates, tying back the wearer's hair with a living vine with flowers; plucking a single flower from this vine returns it to its inanimate form