

SUBRACE

EXPANDED ELF SUBRACES

These subraces are other lines of elven descent often considered to be legendary or even mythical in nature. At the GM's discretion, you can choose one of the following options as the subrace for your elf.

WARNING: FLYING PLAYER RACE OPTION

In many campaigns, a player character with a flying speed at 1st level is not appropriate or may trivialize otherwise exciting challenges for the party. Consult your GM before making an elf of the avariel subrace.

AVARIEL TRAITS

The exceptionally rare avariel are a race of winged elves who narrowly escaped extinction after relentless assaults by chromatic dragons in search of aerial sovereignty. Their bones have adapted to be hollow in order to aid in their flight, however this also makes them notably more fragile than their already delicate elven brethren.

From a distance, their large, feathered wings often cause them to be mistaken for harpies, but upon closer inspection, there is no mistaking their striking, true elven beauty. Still, this similarity coupled with their scarcity of numbers in Faerun further contributes to the belief, even among scholars, that these elves are merely a myth.

Avariel society has two distinct subcultures—diametrically opposed in their respective philosophies, but nonetheless working together in perfect harmony. The peaceful avariel primarily focus their attention on the arts as well as diplomatic and scholarly endeavors, whereas the warlike avariel are fierce warriors who abide by a strict code of honor in combat. Choose one of these avariel subcultures for the traits below.

Ability Score Increase. Your Intelligence or Charisma score increases by 1 (your choice), and your Constitution score is reduced by 2.

Avariel Academia (Peaceful). You have proficiency with one type of artisan's tools or musical instrument of your choice and one of the following skills of your choice: Arcana, History, Performance, or Persuasion.

Avariel Weapon Training (Warlike). You have proficiency with spears, pikes, shortbows, and longbows. While wielding a spear, the weapon is considered to have the finesse property for you.

Flight. You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

LYTHARI TRAITS

Lythari, with their soft, yet bestial appearance, are sometimes mistaken for werewolves—and rightfully so, as they can indeed take the form of a wolf. Contrary to typical lycanthropes, these elves are kind-natured and possess no hybrid form. Like true wolves, they prefer to travel and hunt in packs, sometimes remaining in their wolf form for months or even years at a time.

Ability Score Increase. Your Strength or Wisdom score increases by 1 (your choice).

Lupine Instincts. You have proficiency in the Stealth skill. In addition, using gestures and sounds, you can communicate simple ideas with wolves.

Wolf Shape. As an action, you can assume your innate wolf form. You stay in this form until you choose to revert as an action. While you are transformed, the following rules apply:

- Your AC is equal to 12 + your Dexterity modifier, you have a walking speed of 40 feet, and you have advantage on Wisdom (Perception) checks that rely on hearing or smell.
- Your razor-sharp maw is a natural melee weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- You retain all your game statistics in this form, including your ability scores, hit points, and skill and saving throw proficiencies.
- You can't wield weapons or cast spells that require somatic or material components.
- You can only speak to communicate with wolves or creatures that can understand wolves.
- You retain the benefits of any features from your class, race, or other source if your wolf form is physically capable of doing so, and you retain any of your special senses, such as darkvision.
- When you transform, you choose whether your equipment falls to the ground in your space or merges into your wolf form. Equipment that merges with your form has no effect until you leave the form.

STAR ELF TRAITS

The star elves, also known as mithral elves, largely dwell on the demiplane of Sildëyuir near the Feywild. After repeated incursions by humans and orcs, their most powerful mages convened to create Sildëyuir as an escape from the barbarous destruction they witnessed in Faerun.

These reclusive elves are taught advanced magical techniques from an early age to assist in cloaking their presence and avoiding the attention of outsiders. In recent years however, the aberrant sorcerers known as the nilshai have penetrated their wards and laid siege upon their safe haven, displacing many of the star elves.

Ability Score Increase. Your Intelligence score increases by 1.

Arcane Veil. You can't be unwillingly detected by or perceived through divination magic or magical scrying sensors.

Star Elf Magic. You know the *minor illusion* cantrip. When you reach 3rd level, you can cast *alarm* once with this trait. When you reach 5th level, you can cast *Nystul's magic aura* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Intelligence is your spellcasting ability for these spells.

WILD ELF TRAITS

Wild elves have an appearance similar to that of wood elves, but are notably more feral and savage, almost startlingly so to their elven kin. Generations of living in the wilderness have refined them into a much hardier form, and they often find themselves more readily accepted by the beasts of the forests than other elves, even their wood elf cousins. The green elves of Faerun are wild elves, as are the grugach in the Greyhawk setting.

Ability Score Increase. Your Constitution or Wisdom score increases by 1 (your choice).

Agent of the Wilds. You know the *primal savagery* cantrip. When you reach 3rd level, you can cast *speak with animals* once with this trait. When you reach 5th level, you can cast *beast sense* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Disciple of Nature. You have proficiency in the Survival skill.

Wild Elf Weapon Training. You have proficiency with blowguns, nets, and spears.