

VARIANT RACE

RARE HALF-ELF VARIANTS

At the GM's discretion, you can create a half-elf character whose elven parentage stems from any of the following subraces.

AVARIEL HERITAGE

Half-elves with an avariel parent experience an even more fractured existence than typical half-elves. Rarely accepted in human society, their sparsely feathered wings draw much unwanted attention and often push them toward a life of theatrics in order to experience some semblance of acceptance and appreciation for their "gifts."

The lucky half-avariels are raised in avariel society, which is already divided into two distinct philosophies—Peaceful and Warlike. While welcome, a half-avariel endures segregation even within their own subculture, generally treated as an avariel child who is still discerning their chosen philosophy.

A half-elf of **avariel** descent can choose one of the following traits in place of the Skill Versatility trait:

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.

Limited Flight. You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor. Your sparsely feathered wings can only keep you airborne for a short time; you fall if you end your turn in the air and nothing else is holding you aloft. In addition, when you fall and aren't incapacitated, you can subtract up to 30 feet from the fall when calculating falling damage.

ELADRIN HERITAGE

Eladrin are rarely attracted to other kinds of elves—let alone humans—but when they are, it is typically as a result of a shared deep connection with nature, such as that held by druids.

These half-elves are most at home among eladrin folk, who find their middling connection to the changing of the seasons endearing.

A half-elf of **eladrin** descent can choose the following trait in place of the Skill Versatility trait:

Limited Fey Step. As a bonus action, you can magically teleport up to 20 feet to an unoccupied space you can see. When you do so, you leave trace elements indicative of the season with which you identify in the space you left (e.g. snowflakes for winter, colorful leaves for fall, etc.). Once you use this trait, you can't do so again until you finish a short or long rest.

LYTHARI HERITAGE

Despite the kind nature of the lythari, their half-breed offspring are promptly expelled from the pack due to their inability to sustain their wolf form. These half-elves' bestial nature drives many to feel most welcome among the wood elves and wild elves of the forests. A lucky few with more muted wolf-like features are better equipped to blend into civilized society, often pursuing roles in leadership.

A half-elf of **lythari** descent can choose both of the following traits in place of the Skill Versatility trait:

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

Limited Wolf Shape. As an action, you can assume your innate wolf form. You can stay in this form for up to 10 minutes or until you choose to revert as an action. Once you use this trait, you can't do so again until you finish a long rest. 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.

SEA ELF HERITAGE

Sea elves are known for their unadulterated love of the ocean, and their half-elf progeny are no different. Likewise gifted with an affinity for the sea and all its denizens, these half-elves are esteemed for their exceptional social skills, frequently finding a role in sea elf society as ambassadors and diplomats.

A half-elf of **sea elf** descent can choose two of the following traits in place of the Skill Versatility trait: Sea Elf Training, Child of the Sea, or Friend of the Sea (as presented in *Mordenkainen's Tome of Foes*).

SHADAR-KAI HERITAGE

Shadar-kai—being sworn to the Raven Queen’s service—typically only produce offspring to advance her will, so when half-shadar-kai are born, they are equally blessed by the Lady of Fates. These half-elves are generally regarded as cold and distant, though the more well-adjusted may be seen as reserved or level-headed.

A half-elf of **shadar-kai** descent can choose one of the following traits in place of the Skill Versatility trait: Necrotic Resistance or Blessing of the Raven Queen (as presented in *Mordenkainen’s Tome of Foes*).

STAR ELF HERITAGE

A half-star elf is the rarest of all half-elves. Star elves, also known as mithral elves, retreated to their demiplane of Sildeyuir over 2000 years ago to escape the barbarous destruction they had witnessed in Faerun. Only recently have these reclusive elves begun to mingle with other races again due to an incursion upon their safe haven by the sorcerous aberrations known as the nilshai.

A half-elf of **star elf** descent can choose one of the following traits in place of the Skill Versatility trait:

Arcane Veil. You can’t be unwillingly detected by or perceived through divination magic or magical scrying sensors, and you have proficiency in the Arcana skill.

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 HERITAGE

Wild elves are an uncharacteristically feral and barbaric subrace of elves who readily breed with other humanoid—usually elves, humans, and even orcs. Markedly less refined than their wood elf cousins, wild elves and their half-elf children rarely endeavor to depart from the forests they were born in. Those who do venture abroad usually find a place as hunters and warriors in small villages, seldom seeking an urban way of life.

A half-elf of **wild elf** descent can choose one of the following traits in place of the Skill Versatility trait:

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.

Wild Elf Training. You have proficiency with blowguns, nets, and spears, and you have proficiency in the Survival skill.