



## THE ELF

Level	Features	Spells Known	— Spell Slots per Spell Level —	
			1st	2nd
1st	Elvenkind, Elvish Spellcasting	3	2	—
2nd	Excellence Unrivaled, Style Unmatched	4	3	—
3rd	Elvenkind feature, Grace Unequaled	5	4	2

## PRESTIGE CLASS: ELF

Elves are an ancient people. An elf can see the rise and fall of over a dozen human generations. This perspective can often make elves distant and aloof from other folk, prone to insular communities and xenophobic or arrogant attitudes. Elven adventurers who choose to make companions of other races and adventure out into the world discover that they have much to learn from other people. An elf who is able to balance the lessons of the outside world with those of his own people is all the greater for it.

### ELVENKINDS

Perhaps far back in the mythic past the elves were all one people. Today they are divided up into three primary categories; high elves, wood elves, and dark elves. High elves have a natural affinity for interpreting and manipulating the arcane laws that underwrite reality. Wood elves have a knack for interactions with the mystical aspects of the world be they flora or fauna. Dark elves, meanwhile, have a hypnotic if cruel charisma that seems to manipulate minds as well as darkness.

### PREREQUISITES

In order to advance as an elf, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Dexterity 15.** Only those elves who emulate the natural grace of their ancestors can learn the greater mysteries of their kind.
- **Character level 3rd.** Elves must begin their adventuring careers elsewhere before turning their attention back to their roots.
- **Be an elf.** You must be an elf or half-elf to take levels in the elf prestige class.

### CLASS FEATURES

#### HIT POINTS

**Hit Dice:** 1d8 per elf level

**Hit Points per Level:** 1d8 (5) + Con modifier per elf level

#### PROFICIENCIES

**Armor:** Light

**Skills:** Gain proficiency in your choice of one of the following skills: Arcana, History, Nature, or Stealth.

### EQUIPMENT

The elf prestige class does not grant any special equipment.

## ELVENKIND

When you reach 1st level, the enchanted power of your elven ancestry diverges along the elven subrace you call your own. If you are a half-elf you can choose which Elvenkind you belong to.

## ELVEN SPELLCASTING

At 1st level, you learn to manipulate the mystical properties of the fey blood running through your veins. See chapter 10 for the general rules of spellcasting.

**Cantrips.** You know one cantrip of your choice from the Elf spell list.

**Spell Slots.** The Elven Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *detect magic* and have a 1st-level and a 2nd-level spell slot available, you can cast *detect magic* using either slot.

**Spells Known of 1st-Level and Higher.** You know three 1st-level elf spells of your choice.

The Spells Known column of the Elven Spellcasting table shows when you learn more elf spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the elf spells you know with another spell of your choice from the elf spell list. The new spell must be of a level for which you have spell slots.

**Spellcasting Ability.** Your spellcasting ability for your elf spells varies based on your Elvenkind.

## EXCELLENCE UNRIVALED

Starting at 2nd level, your natural talent at certain skills improves. Choose one of the two skills associated with your race. If you are proficient in that skill add double your proficiency bonus when using that skill.

**High Elf.** Arcana or History.

**Wood Elf.** Perception or Survival.

**Dark Elf.** Deception or Stealth.

## STYLE UNMATCHED

Starting at 2nd level, gain one of the fighting styles or spellcasting styles listed below.

### FIGHTING STYLES

#### ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

#### ELVEN FIGHTING

When you attack with a weapon listed in your *Elf Weapon Training* or *Drow Weapon Training* racial feature you gain +1 to the attack roll and +1 to the damage.

#### TWO WEAPON FIGHTING

When you engage in two-weapon fighting, you can add

your ability modifier to the damage of the second attack.

### SPELLCASTING STYLES

#### FEY POWER

When you cast a spell that calls for an Intelligence, Wisdom, or Charisma saving throw the DC increases by 1.

#### PRECISION CASTING

You gain +2 to spell attack rolls when using a cantrip.

#### SPELLBLADE TRAINING

When you cast a cantrip as your action you can use your bonus action to make a single weapon attack with a one-handed weapon.

## GRACE UNEQUALED

Starting at 3rd level, you gain proficiency with Dexterity saving throws. In addition, add your proficiency bonus to your initiative rolls.

## ELVENKINDS

Elven magic runs through a deep channel that diverges into three streams; high, wood, and dark. Each elven subrace is empowered by the magic of the lands it populates though whether the elves mirror the lands or the lands mirror the elves is a question without an answer in the modern age.

## HIGH ELF

High elves are known for their peerless intellect and mastery over the arcane fundamentals that constitute the material plane.

### ARCANE MAGIC

Your spellcasting ability for your elf spells is Intelligence. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a elf spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency modifier + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

### HIGH MAGIC INHERITANCE

You gain a cantrip of your choice from the wizard spell list. In addition, add the following spells to your list of elf spells.

Spell Level	Spell
1st	<i>identify</i>
2nd	<i>detect thoughts, levitate, misty step</i>

### HIGH ELF HERO

Starting at 3rd level, increase your Dexterity or Intelligence ability score by 1.

## WOOD ELF

Wood elves are known for their insight, perception, and patience to grow and change with the natural world rather than forcing it to change at their pace.

### SYLVAN MAGIC

Your spellcasting ability for your elf spells is Wisdom.

You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a elf spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency modifier + your Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

#### WOOD MAGIC INHERITANCE

You gain the *thornwhip* cantrip. In addition, add the following spells to your list of elf spells.

Spell Level	Spell
1st	<i>Speak with animals</i>
2nd	<i>Barkskin, Magic Weapon, Spike Growth</i>

#### WOOD ELF HERO

Starting at 3rd level, increase your Dexterity or Wisdom ability score by 1

### DARK ELF

Dark elves are known for their darkly hypnotic and interpersonally toxic personas, communities, and magic.

#### ABYSSAL MAGIC

Your spellcasting ability for your elf spells is Charisma. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a elf spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency modifier + your Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

#### DARK MAGIC INHERITANCE

You gain the *Poison Spray* cantrip. In addition, add the following spells to your list of elf spells.

Spell Level	Spell
1st	<i>Faerie Fire</i>
2nd	<i>Darkness, Invisibility, Web</i>

#### DARK ELF HERO

Starting at 3rd level, increase your Dexterity or Charisma ability score by 1.

#### ELVEN SPELL LIST

Cantrips	
Dancing Lights	Charm Person
Druidcraft	Detect Magic
Friends	Fey Friend*
Shadowcloak*	Longshot*
	Sense Danger*
1st Level	2nd Level
Animal Friendship	Animal Messenger
Bending Blade*	Find Traps
Binding Promise*	Pass Without Trace

\*Spell found in the Elf Prestige Class expansion

## ELVEN SPELLS

#### BENDING BLADE

*1st-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V

**Duration:** Concentration, up to 1 minute.

**Class:** Bard, Elf, Ranger

When you cast this spell and touch one melee weapon it gains the finesse property until you lose concentration or the duration of this spell is over.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level, you can maintain your concentration on the spell for up to 1 hour. When you cast this spell using a spell slot of 3rd level or higher, you can maintain concentration on the spell for up to 8 hours.

#### BINDING PROMISE

*1st-level divination (ritual)*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V

**Duration:** Indefinite

**Class:** Elf

As part of making a promise to another creature or another creature making a promise to you, you may cast this spell. If you ever break your promise the other creature immediately knows it and if the other creature breaks its promise you immediately know it.

#### FEY FRIEND

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, V, M (a mushroom)

**Duration:** 1 hour

**Class:** Elf

For the duration of this spell you gain advantage on Charisma checks against fey creatures.

#### LONGSHOT

*1st-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, M (ranged weapon)

**Duration:** 10 minutes

**Class:** Elf, Ranger

For the duration of this spell, when you make an attack with a ranged weapon with which you have proficiency, the normal and maximum ranges of that weapon are doubled.

#### SENSE DANGER

*1st-level divination*

**Casting Time:** 1 minute

**Range:** Self

**Components:** S

**Duration:** 8 hours

**Class:** Elf

The next initiative roll you make after casting this spell is made with advantage and, if you would normally be surprised, you aren't. This spell ends after its duration elapses or after you roll initiative.

**SHADOWCLOAK**  
*Evocation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M (a bit of black cloth)

**Duration:** 1 minute

**Class:** Elf, Warlock, Wizard

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object reduces light in a 20-foot radius. Dim light in that radius becomes darkness and bright light in that radius becomes dim light. Completely covering the object with something opaque blocks the darkness effect. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

### Eladrin, Half-Elves and the Elf Prestige Class

For the purposes of this Prestige Class, Eladrin count as High Elf Elvenkind. Half-Elves from the Player's Handbook can choose their Elvenkind based on their background. Half-Elves using the variant presented in the Swordcoast Adventurer's Guide count as High Elf Elvenkind if they are the sun elf or moon elf subrace, the Wood Elf Elvenkind if they are the wood elf or aquatic elf subrace, and Dark Elf Elvenkind if they are the dark elf subrace.

**Prestige Class:** Elf by  
*/u/coolgamertagbro*

### Art Credits in Order of Appearance

"*Elven Town Night Version*" by Snowskadi

"*Elven Symbol 1*" by Jcramz79

"*No Ordinary King*" by James Face

"*Elf Adventurer*" by FonteArt

