

ELF SUBRACE: BRIGHT ELF

"IN PLACE OF THE DARK LORD YOU WILL SET UP A Queen. And I shall not be dark, but beautiful and terrible as the Morning and the Night! Fair as the Sea and the Sun and the Snow upon the Mountain! Dreadful as the Storm and the Lightning! Stronger than the foundations of the earth. All shall love me and despair!"

– J.R.R. Tolkien, "The Mirror of Galadriel",
The Fellowship of the Ring

Elves as a fantasy race are known for an extreme diversity of subraces and variants, both across the many fantasy worlds and within them. Besides wood elves, high elves, and drow (which each often have their own subdivisions in a setting), elves take more primal, fey, and generally magical forms.

When you choose the subrace of your elf character, you can choose the bright elf option, in addition to those in the *Player's Handbook* and other sources, such as *Unearthed Arcana: Elf Subraces* or *Mordenkainen's Tome of Foes*.

BRIGHT ELF

The bright elves are one of the oldest and rarest subraces of elves, and they have an innate connection to the celestial light and song of creation. They are more lawful than other elven societies, and they value obedience as well as conformity. The bright elves mostly believe themselves to be the purest and most original form of elf, and see other elven subraces as little better than non-elves, but there are some exceptions among their ranks that are more accepting.

In some worlds, bright elves split off long ago from the ancestries of high elves, journeying to the celestial planes where they formed kingdoms in subservience to angels of law. In other worlds, they are simply a rare variant of high elf with particularly potent light magic. And there are worlds where bright elves were the first elves, crafted by gods and angels to live according to the song of creation, resembling the story of Tolkien's *The Silmarillion*.

As a bright elf, your body and soul are infused with light. A bright elf's skin is bronze, silvery, pearly, or pale white, and their hair is golden blond, platinum blond, or silvery white. Their eyes are usually golden or silvery gray, with streaks of white radiating from their pupils like a starburst.

Ability Score Increase. One ability score of your choice other than Dexterity increases by 1.

Ancient Magic. Choose one of the following cantrips: *light*, *dancing lights*, or *thaumaturgy*. You know that cantrip, and Charisma is your spellcasting ability for it.

Brightfolk. You have resistance to radiant damage, and you have advantage on saving throws to resist being blinded by effects that deal radiant damage or create light.

Celestial Nature. You have two creature types: humanoid and celestial. You can be affected by a game effect if it works on either of your creature types.

(v1.0) FROM THE ELEMENTS AND
BEYOND

