

# FAR ELVES

The Far Elven kind have an extremely close contact to the Far Realm, and as a result have been chained in it's madness. Very few of these can control the power it has given them, turning them into an *Astral Elf*, but those which are driven to insanity take on the position of a *Ab'Elf*.

The few which exist of the Astral Elve's are powerful spell casters and are sworn to defeat their lesser kind, the Ab'Elf. To see an Astral Elf is the rarest event which can take place in generations of the Human Race. Most Astral Elf's can be seen trying to repair the damage which an Ab'Elf has made. An Astral Elf can ever come into existence by harnessing the power from the Far Realm efficiently, or spending an extraordinary amount of time in the Astral Sea.

Those which are driven into madness become corrupt and seek to destroy all forms of order, convert lands into chaos and obliterate an entire race if only one of their kind go against an Ab'Elf's order or desire. Despite this madness, they too are gifted with unnatural powers, and will use them to anger and destroy other planes of existence.

## AB'ELF TRAITS

You share the following traits with other Ab'Elves.

**Ability Score Increase:** Your Intelligence Score increases by 1.

**Telepathy:** You havea Telepathy with a range of 60 ft. You do not need to share a language with a creature to communicate.

**Spellcasting:** You know the *Message* Cantrip (Player's Handbook, pg 259). When you reach 3rd level, you can cast the spell *Command* (Player's Handbook, pg 223) once per day. When you reach 5th level, you can cast the spell *Augury* (Player's Handbook, pg 215) once per day. Intelligence is your spellcasting ability for these spells.

**Aberration Senses:** If an Aberration is within 60 feet of you, you know the exact location of it. You have advantage on attack rolls and saving throws against Aberrations. You can

