

Races of Elysium

The Levians

Amphibious, fish-like humanoids, Levians have sleek and glistening bodies. Levians rarely breed, but when they do, they have offspring in batches of eggs ranging from 1 to 8, which grow into tadpoles, and eventually amphibious humanoids. Levians reached adulthood around the age of 20, but after this point age slowly compared to humans. One reaches middle age at about 100 years, and a particularly fortunate Levians can live to be more than 200. they're also known for their unmatched grace and elegance. Like any great civilization, they have nobility among them and those of common blood as well. The noble families can trace their lineage back to before most established current bloodlines of the surface world. This gives some of them an ideology that they are better than the life above them.

Ability Score Increase

Your Dexterity score increases by 2 and your Charisma score increases by 1.

Age

Levians reach maturity around age 20 and can live up to 200 years.

Size

Mature Levians vary wildly based on the type of sea life they resemble but usually clock in at 6 and a half feet tall. Your size is Medium.

Speed

Your base walking speed is 30 feet. You also have a swimming speed of 30ft

Superior Darkvision

You can see in dim light within 90 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Guardians of Water

Aquatic beasts have an extraordinary affinity with your people. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.

Amphibious

You can breathe both above and below the waves.

Languages

Your character can speak, read, and write Common and one other language of your choice.

The Merians

Merians can vary wildly based on their environment. Where they live, what they do, the local climate, their level of education, and other influences all affect their skills and traits. For a merian, their abilities, convictions and even appearance can be influenced greatly by the environment they were raised in and the experiences that have characterized their life thus far. It is hard to make generalizations about merians as the only thing they have in common is their ability to adapt to the problems at hand. The wispy and well-educated, scholar from the university of a large city, and the hulking nomadic tribesmen from the wilds could share a common relative only two generations back.

Ability Score Increase

One ability score of your choice increases by 2, and two other ability scores of your choice increase by 1.

Age

Merians reach adulthood in their late teens and live less than a century.

Size

Merians vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed

Your base walking speed is 30 feet.

Endurance

You have an advantage on ability checks and saving throws you make to avoid gaining exhaustion, and the number of death saving throws you have to fail to die increases by 1.

Languages

You can speak, read, and write Common and one extra language of your choice. Merians typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Arial curses, Levi musical expressions, Drakosi military phrases, and so on.

Adaptability

You can use this trait to gain an advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this trait again.

Quick Learner,

You gain one skill proficiency of your choice and one tool proficiency of your choice. Additionally, you take half as long to learn a new language or become proficient in a tool, weapon, armour, or skill.

the Arians

Arians are tied-- physically, spiritually, and artistically-- to the sky. As such, they bear all the distinctive markings of their denizens, such as wings, beaks, and talons. Arian boast vibrant plumage all over their bodies, the exact colour, pattern, and texture of which varies among subrace and family lineage. Males are generally more vibrant than females, although this isn't a strict rule. Their lightweight bodies are supported by disproportionately long, spindly legs that taper into razor-sharp talons. They often stand at roughly 5 foot and 90 pounds, although some get as large as 5'5 and 120. Their faces, though mostly avian, have subtle Merian-like qualities and expressions behind their bird-like beak. Their most unique asset is their tie to the air-- in place of arms, their shoulders spout wings that boast a massive 10-15 foot wingspan of beautiful feathers. While not outstretched for flight, their wings fold and their taloned hands are displayed, sitting at the wrist of each wing and sprouting only 3 fingers and a thumb. There is no exact bird that the Arian resembles as they aren't truly related to birds, they only bear their features. Some subraces do share a stronger resemblance to some birds than others, but generally their appearance is somewhere between falcon and parrot.

Ability Score Increase.

Your Dexterity score increases by 2, and your Wisdom score by 1.

Age.

Arians reach maturity by age 3. Compared to Merians, Arians don't usually live longer than 30 years.

Size.

Arians are about 5 feet tall. They have thin, lightweight bodies that weigh between 80 and 100 pounds. Your size is Medium.

Speed.

Your base walking speed is 25 feet.

Flight.

You have a flying speed of 50 feet. To use this speed, you can't be wearing medium or heavy armour.

Talons.

Your talons are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Languages.

You can speak, read, and write Common and Aial

the Drakosi

Drakosi look very much like dragons as they were descendants of the original three as they say in Drakosi folklore. The Draoski generally have dark dull main colours but have patterns of vibrant hues matching the colours of their dragon kin. Their small, fine scales are usually black, white or varying shades of grey and even grey with hints of other colours. They are tall and lean, often standing close to 6½ feet tall and weighing 200 pounds. Their hands and feet are strong, talon like claws with three fingers and a thumb on each hand.

The blood of a particular original dragon runs through some Drakosi. You can choose which one out of the three, Ailloal, Qoirrid, or Asyr

Ability Score Increase

Your Strength score increases by 2, and your Constitution score increases by 1.

Alignment

Typically Drakosi have a honour code that they tend to stick to as they age though some forgo this code in order to achieve their goals

Size

Your size is Medium

Speed

Your base walking speed is 30 feet.

Draconic Ancestry

You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

Draconic Ancestry chart

Dragon	Breath type	Range of bolt
Ailloal	Cold (3d6 at 8th level then 6d6 at 16th)	200 ft
Qoirrid	Fire (3d10 at 8th level then 6d10 at 16th)	100ft
Asyr	Acid (3d6 at 8th level then 6d6 at 16th)	150ft 10ft AoE

Draconic Resistance

You have resistance to either a damage type or effect associated with your draconic ancestry. Plus fire from your natural habitat is full of deserts and volcanoes

Natural Armour

You have tough, scaly skin. When you aren't wearing armour, your AC is 13 + your Constitution modifier. You can use your natural armour to determine your AC if the armour you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armour.

Languages

You can speak, read, and write Common and Draconic.