

Mythic

The Legends go like this, one day in the early beginning of the World, when humans were a simple people and Elves remained dominant, there was an event, a large flash in the sky followed by the fall of a hundred Angels, collapsing from the clouds.

No one is sure what happened, only the highest Angels know the truth, but they had fallen from heights greater than any one being can reason, cast out by the very Gods themselves and forced into banishment upon the mortal plane.

A Mythic is the offspring of a fallen angel and a human; they are rare beings with extreme lifespans that equal that of the elves, they are wise and patient but can be deadly and vicious when needed and of course possess the ability to fly with their angelic wings... Mythic can come from anywhere in the regions, typically places where their ancestors have lived, some stay in villages but most are ushered away out of sight to a kingdom of angels, Epiduras City, a secluded island where they can dwell in peace.

Most Mythric want peace and will often stay out of battle unless absolutely necessary, but others long for adventure and the chance to explore the kingdoms around them.

Dedicated to Good

Because of their Celestial Ancestry, most Mythrics tend to lean towards the realms of good, worshipping the Gods that cast out their ancestry and hoping to see enlightenment and hope for change from their Lords. Mythric will often seek out the best action, but they are sensible creatures also, they know, especially the Elders amongst them, that races need to make their own mistakes and interfering with the realms or mortals can lead to even more dire outcomes.

Mythric tend to keep to themselves because of this, with only a few in a generation actually leaving home to accomplish what they see as Good, helping the realms below them.

Graceful and Elegant

Mythrics share an appearance akin to that of what most races consider angels, they can beam bright in dark places and they have large wings which they can use to fly with.

Other races that look upon a Mythric appreciate their beauty and some will even lay down and do what they say because of their akin to angels, worshipping the Gods they have sworn too.

The Mythric are very well balanced and logical creatures, there is always a method to what they are doing and they will often voice out loud any injustice they see.

Not all Mythrics worship Gods, some are perfectly fine with living a conservative lifestyle of adventure without the need to commune with a higher being.

Dark Angels

There are some Mythric that despise the fact that their ancestry have been cast out of the planes above and prefer to live their lives committing acts of Evil and worshipping less forgiving Gods.

A Mythric dedicated to the ideals of Good will grow wings of brilliant white and be able to cast their light through the darkest places.

A Mythric dedicated to the ideals of Evil will grow wings of black obsidian and will be seen by the rest of their race as a creature of evil.

Dark Angels, as they are known, are cast out by their Mythric bretherin and sometimes are even sentenced to death.

The Solas

As with every other race there are leaders of the Mythric, in Epiduras City they are lead by politicians on the table of Solas, Mythrics that have raised through the ranks and have proven themselves as good leaders sit at the table of Solas.

The role of Solas, the leader of the Mythric people falls on the eldest member of the group with the most wisdom, they are chosen because of their faith to the old Solas and the title is passed down from a previous Solas.

Mythic Names

Mythrics are given names to show the ideals of their families, whether it be for pure Good or fowl Evil, some children are even granted names by the *Table of Solas*, which is deemed to be a great honor and shows faith in the child's future life.

Male Names. Araton, Barakiel, Jeremiel, Kezef, Morael, Raziel, Ridwan, Sandolphon, Varhmciel, Zadkeil

Female Names. Adelphi, Araquel, Conah, Elrhea, Hadramiel, Hanniah, Iaocel, Sanvi, Sarandiel, Umabel, Virgil



Mythic Traits

Your Mythic has natural abilities to aid them in their adventures, all are listed below as their traits:

Ability Score Increase. Your Intelligence score increases by 1 and your Charisma score increases by 2

Age. Mythic achieve maturity at the same rate as humans and can live up to 1000 years.

Size. Mythic can vary in height but are very usually between 5 and 6 feet tall. Regardless of your height you are a *Medium Creature*.

Alignment. Because of the Mythic's past and lineage they are more inclined to be good or lawful good characters. They value peace above all things and it is in the nature of older Mythic's to be guardians to lower species, occasionally even interfering with events.

Speed. Your walking speed is 30 feet

Languages. You can read write and speak both Common and Celestial.

Mythic Appearance. Because of your angelic appearance you gain Advantage on Persuasion rolls made against a good aligned character.

Divine Light. Your celestial heritage allows you to light up the dark places of the world, you gain the *cantrip light* for free.

Feather Fall. Because of your angelic wings you will never have to fear falling from a great height, you can use your wings to perform *Feather Fall* on yourself as a cantrip.

Angelic Wings. As your character develops, so will their ability to use the spell *Fly*, follow the chart below to see how well your Mythic can use their wings!

Wing Proficiency

Level	Your may cast Fly...	Speed
Level 1.	<i>Cast Fly once per Long Rest</i>	30feet
Level 4	<i>Cast Fly once per Long Rest</i>	40feet
Level 8	<i>Cast Fly once per Short Rest</i>	40feet
Level 12.	<i>You can cast Fly as a Cantrip</i>	60feet

VARIANT: DARK ANGEL

Your Mythic wasn't born with the will to follow the path of Good and instead focuses their will towards acts of Evil.

Black Wings. Following the same rules as Angelic Wings, but instead of white they come through as black.

Dark Appearance. Instead of gaining Advantage rolls to Persuasion against characters of a good alignment, you gain Advantage to Persuasion checks against an Evil Aligned Character.

VARIANT: Battle Mythic

Some Mythic were born to protect the realms of men, you can use the variant rules listed below to create a Battle Mythic.

Weapon Proficiency. You are proficient with simple and martial weapons, shields, light and medium armour.

Limitless Flight. Your Mythic can use *Fly* with from their first level, born to use their wings to their full power.

Obstructed Flight. Your Mythic cannot wear heavy armour without penalty because of how heavy it is, take a penalty of minus 20 flying speed while wearing armour and a minus 5 to Strength whilst in flight.



Dear Father,

I have left home to seek out a life of adventure, I apologise for leaving my duties at home but I feel that my blood would best serve that of mortal kind. There is nothing I would like better but for peace in the world and I feel that remaining within Epiduras City would do no good

In my absence my brother has sworn to fulfil my duties whilst I venture off in the world to find my rightful place. I hope that...