

AMAZONS Vs ALKYRIES

RACES

Bloodstone Press™



MAZONS vs ALKYRIES

FAKETS

KRESAITO

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KONTAVITO

Gray Dwarf

Faun

Giant Kin

Light Elf

Nymph

Reptilian



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INTRODUCTION

Welcome to the Races supplement for the Amazons Vs Valkyries campaign setting. These rules are designed for use with the 5th edition of the world's most popular role playing game. A free version of those rules can be found [right here](#).

While humans are the most common race in this setting, there are a handful of other races available for players. However, game masters should keep in mind that most adventuring groups will have no more than a couple of these races among them.

Table 1: Races at a Glance

Race	Home World	Type	Size	Alignment Tendency
Gray Dwarves	Nidavellir	Humanoid (Dwarf)	Small	Chaotic
Faun	Prime material	Fey	Medium	Chaotic
Giant Kin	Prime material	Humanoid (Jotunn)	Medium	Chaotic
Light Elves	Alfheim	Humanoid (Elf)	Medium	Lawful
Nymph	Prime material	Fey	Medium	Neutral
Reptilian	Prime material	Humanoid (Reptilian)	Medium	Neutral

WHAT'S NEW

These races were originally designed as advanced races for the Pathfinder system and were intentionally more powerful than the standard races. For this edition, we have toned them down to be comparable to standard races.

Other appropriate races for this setting from the core rules include all subraces of dwarves, elves, gnomes, and humans. Halflings and half elves are extremely rare. There are no half-orcs, dragonborn, or tieflings.

IN THIS FILE

The six races outlined in this file are:

Gray Dwarves: Mischievous and grotesque little artisans with an aversion to sunlight.

Fauns: Hedonistic and playful fairies who roam the wilderness and protect it from harm.

Giant Kin: Mighty giants from a primeval world.

Light Elves: Angelic sorceresses and servants of the Vanir.

Nymphs: Beautiful, ageless maidens with supernatural powers and an affinity with the gods.

Reptilians: Prehistoric humanoids that have built a hidden city deep within the earth.

RACIAL ABILITY SCORE MODIFIERS

Table 2 below, summarizes the ability score modifiers for all the races in this file.

Table 2: Racial Ability Score Modifiers

Race	Str	Dex	Con	Int	Wis	Cha
Faun	-	+2	-	-	-	+1
Gray Dwarf	+1	-	+2	-	-	-
Giant Kin	+2	-	+1	-	-	-
Light Elf	-	+1	-	-	+2	-
Nymph	-	-	-	-	+1	+2
Reptilian	+1	-	-	+2	-	-

RANDOM HEIGHT AND WEIGHT

On Table 3, below, the Height Modifier indicates the character's additional number of inches in height. That result multiplied by the dice roll indicated in the Weight Modifier column indicates the character's additional weight above their base weight.

Table 3: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Faun	4'10"	+2d10	80 lbs	X (2d4) lb.
Gray Dwarf	2'8"	+2d6	40 lbs	X (1d4) lb.
Giant Kin	6'6"	+2d10	280 lbs	X (2d6) lb.
Light Elf	4'0"	+2d6	60 lbs	X (1d4) lb.
Nymph	4'4"	+2d6	55 lbs	X (1d4) lb.
Reptilian	5'0"	+2d12	120 lbs	X (2d6) lb.



Nymphs capture a faun

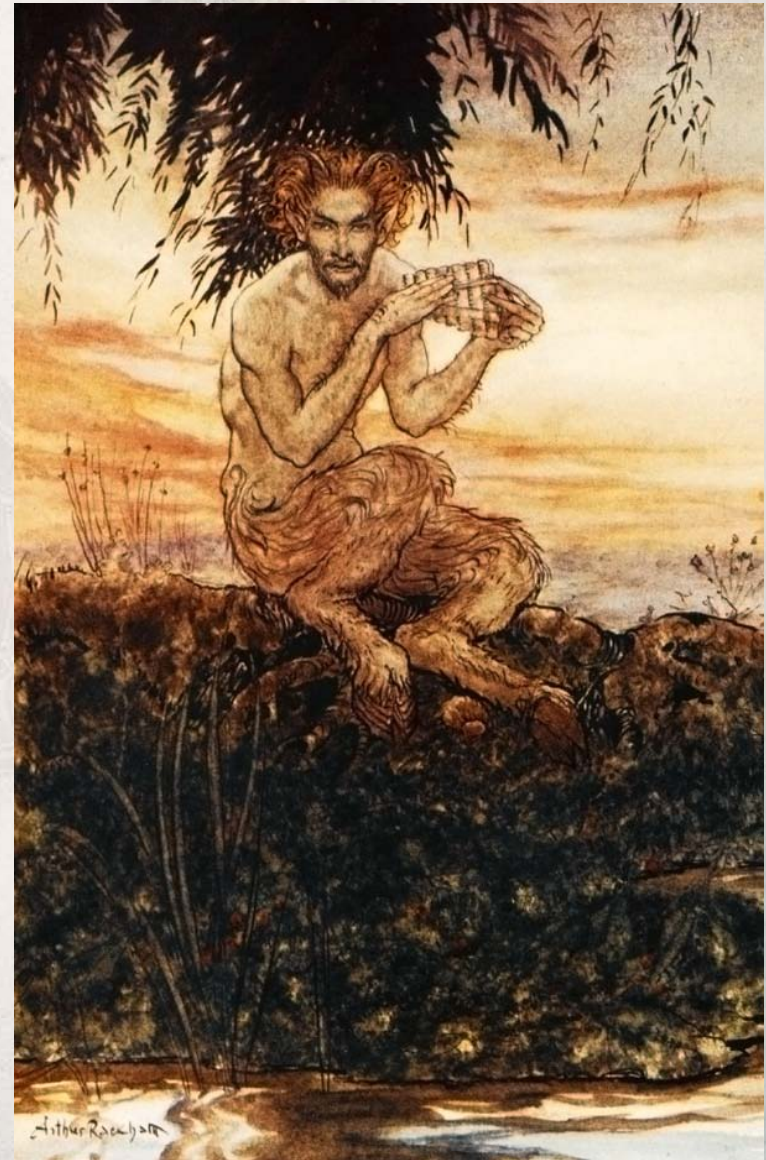
FAUNS

Fauns are a race of very social and friendly fey creatures that enjoy merriment, revelry, and games. Fauns are carefree and capricious, living hedonistic lives steeped in strong wine, gluttonous feasts, and wild debauchery.

Fauns also protect the wild frontiers from malicious threats, exploitation, and invasion. They cooperate with humans and other fey in times of desperation, but otherwise rarely seek out assistance.

WILD AND BESTIAL

Fauns are smaller than humans with lean, athletic bodies and tanned skin. A typical faun is around 6 feet tall and on average weighs 145 lbs. They are often confused for satyrs, as they look similar to their mischievous cousins. However, a faun's horns are much smaller than a satyr's, so small that they may be hidden under their curly hair. Fauns also have very human-like faces. The only thing that betrays their heritage is their legs, which are covered in thick goat hair and end in hooves. Fauns rarely wear anything more than a loin cloth, and they are rarely seen without their panpipes. Hunters usually carry a short bow or a spear. When dressed for war, fauns may wear armor and carry swords and shields.



FUN AND GAMES

Fauns are quick and light on their feet, like the winds that race through the open fields where they play. Frolicking and cavorting until the morning dawns, they thoroughly enjoy games, music, poetry, gossip, and freewheeling adventure.

Fauns can be unreliable, frivolous, and spontaneous. They enjoy ribald songs of misadventure and heart-felt eulogies for fallen heroes. Although they experience powerful emotions, these tumultuous feelings never last long.

NOMADIC AND TRIBAL

Fauns live in nomadic hunter/gatherer tribes that roam the wild lands of Thrace, Macedonia, and Scythia, roaming freely between hunting grounds, fishing holes, and groves of lush fruit trees, taking only what they need and spending most of their time relaxing and playing. They are very social and often visit with other fey as they travel. Their culture is rather lawless and disorganized, and their social structure has only a few specific roles. Bards and philosophers are common in most tribes, as are oracles and healers. A few fauns in each tribe consider themselves warriors or hunters, and there is usually a tribal leader. Most fauns, however, are nothing more than drunken revelers.

EVERY DAY IS A NEW ADVENTURE

Fauns are perhaps the most adventurous race, always looking for excitement and mischief. Their nomadic and free-spirited lifestyle often invites dramatic encounters. Easily bored, fauns are always happy to hunt chthonic beasts, explore new territory, or fend off barbaric invaders.

FAUN RACIAL TRAITS

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

Age. Fauns mature much faster than humans, reaching adulthood after 15 years. On average, they live about 70 years.

Alignment. Fauns are usually chaotic in nature and more likely to be neutral or good than evil. They always worship the Olympian deities.

Size. Fauns average about five and a half feet tall and weigh about 145 pounds. Their size is Medium.

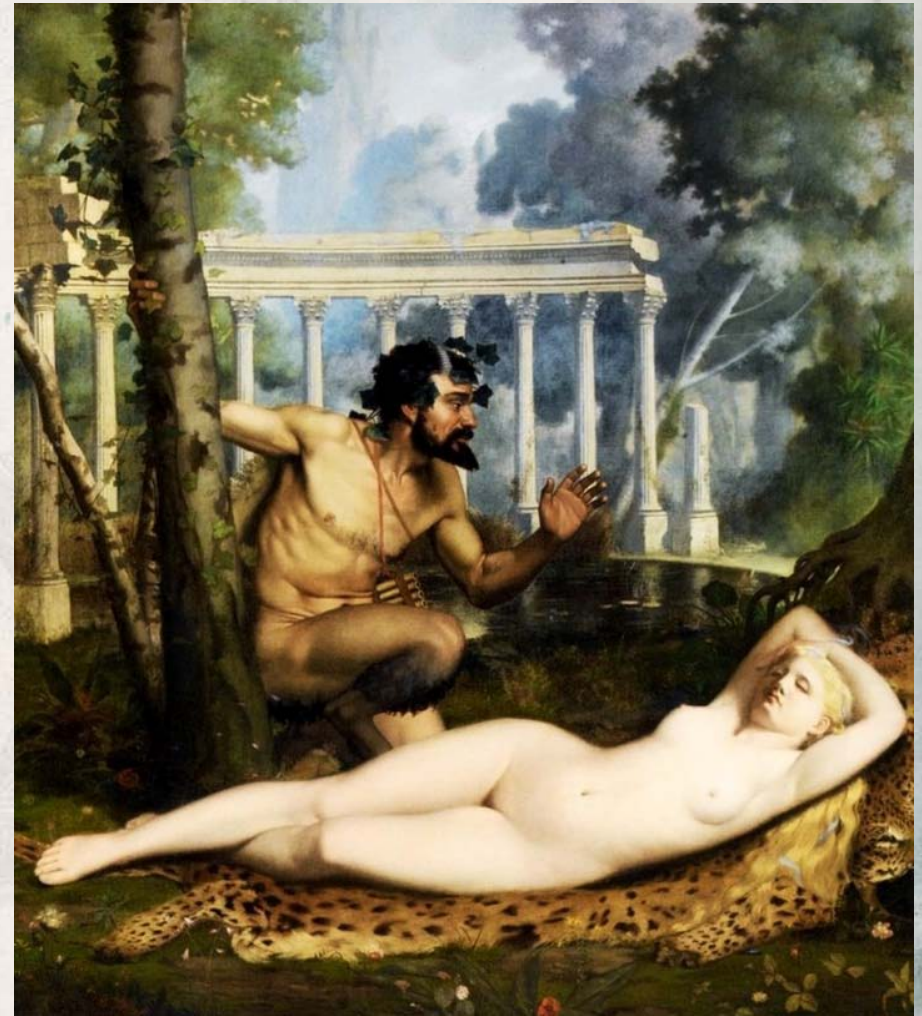
Speed. Fauns are very quick. Your base walking speed is 40 feet.

Enchanting Magic. You can cast the *hideous laughter* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 3rd level, you can cast the *sleep* spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Rapid Reflexes. You have advantage on all Dexterity saving throws against magic.

Talented Musician. Whenever you make a Charisma (performance) skill check to play music, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Languages. You can speak, read, and write Sylvan and Koine Greek. Fauns rarely write anything down and most of them cannot read or write at all. (player characters can read and write, unless the DM decides otherwise). However, their culture has a rich oral tradition with countless epic poems, historical ballads, and wild drinking songs.



GRAY DWARVES

Gray dwarves are a diminutive, mystical race of people who visit Midgard searching for adventure and riches. They live in dark caverns and dank hovels deep inside their subterranean world of Nidavellir, where the ringing of anvils mingles with the mournful cries of their slaves. Gray dwarves love power, wealth, self indulgence, and cruel practical jokes.

Before Odin blessed them with wisdom, purpose, and a humanoid form, gray dwarves were maggots feeding on Ymir's corpse. Odin shaped the crawling bugs into legendary craftsmen, masters of stonecutting, and brilliant metalworkers. The gray dwarves became famous for their engineering, artisanship, and skill.

REPULSIVE AND VILE

Gray dwarves are short, ugly creatures, with bent spines and gangly, misshapen limbs. A long, hooked nose, crooked teeth, and beady, coal-like eyes are often all that can be seen amid a gray dwarf's thick mask of black whiskers typically worn to conceal their grotesque facial features; however, some go brazenly unshaven, proudly displaying their malformed features to horrified onlookers.

A gray dwarf's hair is always black and their skin is deathly white. Gray dwarves often wear earth tones: greens, browns, and shades of grey.

LEGENDARY CRAFTSMEN, EPIC VILLAINS

Despite their physical deformities, or perhaps because of them, Gray dwarves are remarkably strong. They are also very wise, having witnessed the folly of mankind since the earliest age. Although it is a myth that sunlight turns Gray dwarves to stone, the sun's rays do cause them significant discomfort.

Gray dwarves are renowned for their artisanship and have forged several of the most famous weapons of legend including *Mjolnir* and *Gungnir*. They also find great humor in the suffering of others and are known for the cruel and hurtful games they play.

THE KINGDOM OF DARKNESS

Gray dwarves live in the subterranean world of Nidavellir, also called Myrkheim or Svartalfheim, a land of vast caverns and endless tunnels that are connected to certain caves in Midgard.



Gray dwarves live in small family units who make their homes in the caverns and halls of Nidavellir. Gray dwarves are a fiercely independent and resourceful people. Their culture is a confusing whirlwind of disparate ideologies, philosophies, and theories. Pranks, practical jokes, insult comedy, and riddles are all common ways of gaining status in gray dwarves society.

EXCITEMENT AND ENTERTAINMENT

Gray dwarves frequently visit Midgard for adventure and excitement. They see the world of men as a place for amusement, relaxation, and entertainment. It is a great land for treasure hunting and for playing pranks on foolish people. They also appreciate the fact that Midgard is a crossroads of cultures and they are always interested in meeting other travelers.

GRAY DWARF RACIAL TRAITS

Ability Score Increase. Your Strength score increases by 1 and your Constitution score increases by 2.

Age. Gray dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

Alignment. Gray dwarves are usually chaotic and as likely to be good as evil. Quite a few are chaotic neutral as well. Gray dwarves always worship the Norse gods.

Size. Gray dwarves average about three and a half feet tall and weigh about 50 pounds. Their size is Small.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Beguiling Liar. You add double your proficiency bonus to any Charisma (deception) checks you make, instead of your normal proficiency bonus.

Darkvision. Accustomed to dark caverns and lightless tunnels, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.



Cave Dweller. You gain double your proficiency bonus on any Wisdom (perception) and Wisdom (survival) checks made while underground.

Darklands Stalker. Moving through nonmagical difficult terrain while underground costs you no extra movement.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, jeweler's tools, or mason's tools.

Magically Enhanced. When you reach 3rd level, you can cast the *enhance ability* spell as a 2nd level spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for this spell.

Poison Resistance. You have a natural resistance to poison damage.

Light Sensitivity. If you, your opponent, or whatever you may be trying to perceive is in direct sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Languages. You can speak, read, and write Dwarvish and Germanic. Gray dwarves literature is primarily concerned with tales of heroic smiths and cunning pranksters. While some is written down, it is primarily an oral tradition. Their songs are particularly bawdy and crude.



GIANT KIN

Giant kin are humans with a giant somewhere in their recent family history, usually within three generations. Some say giant kin benefit from the best qualities of both races: the size and strength of a giant mixed with the sensibilities and intellect of a human.

In regions where humans and giants have lived in close proximity for centuries, there are entire clans of giant kin that live apart from their human and giant cousins. However, such clans are extremely rare. Most giant kin live among humans, where they are revered for their efficacy in labor and war, but are also targets of racial hatred and relegated to the fringes of society. Those who live among giants are either leaders or slaves. They are never seen as equal to full blooded giants. Many giant kin, facing bigotry and outright hostility from both societies, decide to live alone or in small groups of other outcasts.

There are three types of giant kin; those with a fire giant in their ancestry, those descended from a frost giant, and those with an earth giant ancestor.



BIG AND POWERFUL

Giant kin appear to be oversized humans, standing around 8 feet tall and weighing more than 500 pounds. They tend to have broad foreheads and large jaws, making them appear somewhat like Neanderthals. Those with frost giant in their ancestry are fair skinned and have blue or green eyes. Their hair may be yellow, red, or black. Those descended from fire giants have dark skin, black eyes, and flaming red or orange hair. Giant kin with an earth ancestry are as varied in their appearance as humans.



A giantess visits the dverggar

VIOLENT AND HELPFUL

Giant kin tend to live short, violent lives of meagerness and hardship marked by brief periods of extreme largess and

abundance. They can be domineering and judgmental, but are also known to be generous, compassionate, and helpful. They are proud and boisterous, but their hardy laughter comes easily as well. They are suspicious of strangers, but once their trust is earned they become loyal allies until death.

AMBITION AND REVENGE

Giant kin often turn to adventure and travel in an effort to improve their lot in life and find a place where they are welcomed and accepted. They may also leave home in seek of riches or revenge. Both giants and humans have exploited and victimized giant kin in the past, and the giant kin are often motivated to reclaim their stolen treasures and honor.

GIANT KIN TRAITS

Ability Score Increase. Your Strength score increases by 2 and your Constitution score increases by 1.

Age. Giant kin mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 140 years.

Alignment. Giant kin are usually chaotic and about as likely to be good as evil. Rarely are giant kin neutral. Those with frost or fire giant ancestry typically follow the Norse gods. Those with earth giant ancestry more often follow Geek or Phoenician deities.

Size. Giant kin range in height from under seven feet tall to over eight feet tall. They have robust builds and can weigh over 500 pounds. Their size is Medium.

Speed. Your long strides carry you faster than the shorter races. Your walking speed is 35.

Big Boned. Your tough hide and thick bones afford you greater protection against injury, increasing your AC to 11 + your Dexterity modifier.

Load Bearing. You are considered one size larger when determining your carrying capacity and how much weight you can push, pull, or drag.

Languages. You can speak, read, and write Koine Greek or Germanic, plus one other language of your choice. Because giant kin have no culture or homeland of their own, they typically live among humans and adopt the local human language, culture, and customs. You may also see the [Languages supplement](#) to randomly determine your homeland.

Subrace. The three subraces of giant kin (earth, fire, and frost) are outlined below.

EARTH GIANT

Individuals with earth giants in their ancestry are the most common giant kin and may be found throughout the Mediterranean and beyond.



Geologic Metabolism. Your slow metabolism and thick blood grants you advantage on saving throws against poison and resistance to poison damage.

Survivalist. You gain double your proficiency bonus on any Wisdom (perception) and Wisdom (survival) checks made in one of the following environments: coastal, forest, grassland, hill, mountain, or swamp.

FIRE GIANT

Fire giants are found beyond the scorching deserts of Arabia and Libya.

Fire Resistance. The blood of your fiery ancestors still flows in your veins. You have resistance to fire damage.

Survivalist. You gain double your proficiency bonus on any Wisdom (perception) and Wisdom (survival) checks made in a desert environment.

FROST GIANT

Frost giant kin are most commonly found in the northern regions of Europa and Asia.

Cold Resistance. The blood of your icy ancestors still flows in your veins. You have resistance to cold damage.

Survivalist. You gain double your proficiency bonus on any Wisdom (perception) and Wisdom (survival) checks made in an arctic environment.

LIGHT ELVES

The light elves are a race of magical creatures endowed with the power of the sun. They are the guardians of Alfheim, the world they share with the Vanir, and they are allies of the people of Midgard. They enjoy frolicking in the moonlight, whirling and dancing to the rhythms of nature. Their songs harmonize with the birds and trees as they celebrate seasonal changes and religious observances.

Although they do not have wings, they can glide on windy gusts as if they did. Light elves are also masters of lore and possess innate artistic talent.

GRACEFUL WAIFS

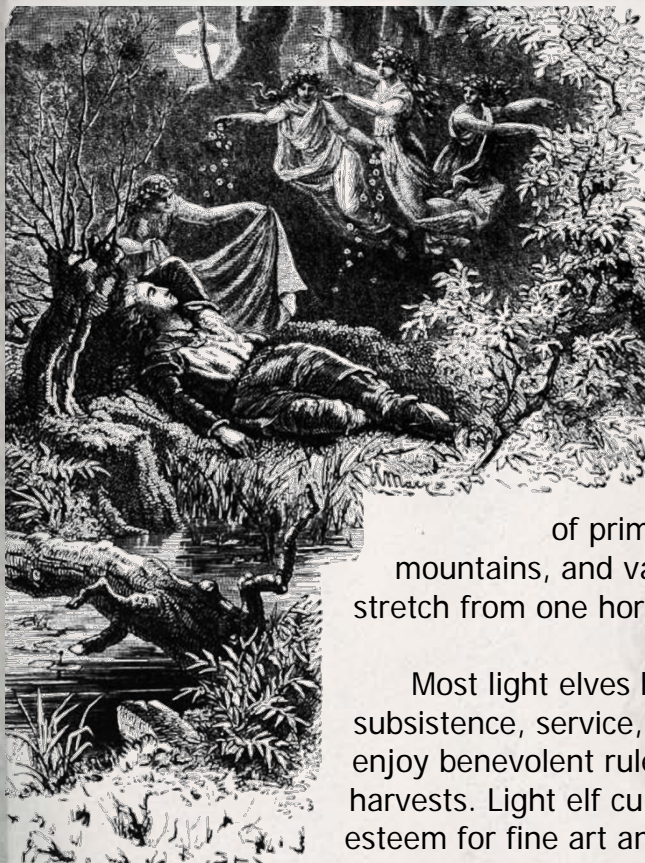
The light elves are shorter than humans and have pale white skin. Most have white hair that almost glows, though some dye their hair in shades of lavender, indigo, verdant, or scarlet. They have very long ears, tapered chins, and large, enchanting eyes. They are unnaturally thin and appear very delicate. Light elves often dress in white robes or gowns. Golden jewelry adorns their fingers, wrists, and necks. When battle calls, they don silvery armor and carry long spears and elegant swords.



PATIENT AND CALM

Light elves are pragmatic, patient and tolerant, bending in the face of adversity like a reed in the wind. They are slow to anger and rarely enraged. If one was to become angered, they would never show it.

They are unconcerned with the daily petty squabbles that preoccupy other races. Light elves value their own calmness of spirit over winning a prideful feud with an associate.



HARMONY AND PEACE

The light elves have a vast kingdom in Alfheim, the mystical land of fey and Vanir.

Alfheim is a world of primeval forests, majestic mountains, and vast prairielands that stretch from one horizon to the other.

Most light elves have simple lives of subsistence, service, and worship. They enjoy benevolent rulers and bountiful harvests. Light elf culture reinforces their esteem for fine art and harmony.

Although they are a peaceful race, they are capable of war and do not shrink from battle. The society of light elves is egalitarian, cooperative, and ordered with an elaborate legal code and hundreds of specialized professions. Large, extended families are at the core of light elf society. The eldest matriarch is often the head of the family.

RELUCTANT HEROES

Light elves are not a particularly adventurous or curious race. When a light elf decides to leave her home and face the unknown hardships of the worlds abroad, it is usually for a very good and noble reason.

LIGHT ELF RACIAL TRAITS

Ability Score Increase. Your Dexterity score increase by 1 and your Wisdom score increases by 2.

Age. Although light elves reach physical maturity at about the same age as humans, their understanding of adulthood goes beyond physical growth to encompass worldly experience. A light elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Alignment. Light elves tend to be good and many are also lawful. Light elves always follow the Norse deities and favor the Vanir.

Size. Light elves range from just under five feet tall to nearly six feet tall. Regardless of your position within that in that range, your size is medium.

Speed. Your base walking speed is 30 feet.

Arcane Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or artifacts, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Darkvision. Being a creature of light, your vision penetrates darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Trance: Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Gliding. Although you do not have wings, you can float on the air as if you had gliding wings. You take no damage from falling (as if subject to a constant feather fall spell). While in midair, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a

speed of 60 feet per round. You cannot gain altitude with this ability; you merely coast in other directions as you fall. If subjected to a strong wind or any other effect that causes you to rise, you can take advantage of the updraft to increase the distance you can glide.

Light Bringer. You know the light cantrip.

Rhythmic Life. You double your proficiency bonus to all Charisma (performance) checks made to perform songs and dances.

Languages. You can speak, read, and write your racial language of elven as well as Germanic. Their language is melodic and harmonious, with lilting accents and soft consonants. Light elves have a deep wealth of literature, poetry, and songs that serve as entertainment and education.



NYMPH

Nymphs are created through magic, rather than being conceived and born. While some nymphs are referred to as “daughters” of the Olympians or of other nymphs, this is merely a shorthand way of explaining the magical process that brings them into being.

All nymphs are female. A nymph will sometimes mate with a satyr, which always produces another satyr. Nymphs also procreate with humans; the offspring are always humans with the fey bloodline. The Olympic deities sometimes conceive with nymphs as well, these children are either nymphs (made through magic) or heroes such as Dardanus, Lycus, and Aspledon.



Although they are not immortal, nymphs do not grow old and cannot die from natural causes. They are immune to the effects of aging, both magical and natural, and they possess a supernatural resistance to harm.

DEVINE BEAUTY

Nymphs resemble beautiful human maidens, youthful and demure. Their physical characteristics are exaggerated to the point of godlike beauty; large, entrancing eyes, luscious red lips, and a thick mane of hair that shines in the sunlight. Nymphs dislike clothing and wear as little as possible. Often, leaves, vines, or a wispy, diaphanous shawl is all that covers their lithe, bronze bodies.



PLAYFUL AND INSPIRING

Nymphs enjoy frivolity and play as much as fauns, though they are more delicate with their expression. Nymphs enjoy experiencing powerful emotions; being madly in love is at the top of their list. Their near immortal nature causes them to be careless and unconcerned with the dealings of civilization, sometimes to a fault. Nymph sisterhoods can be so insular and isolated that they don't recognize tragedy approaching until it's too late.

UNSPOILED NATURE

Nymphs are native to the prime material plane and favor places that are unspoiled and rich in natural beauty such as fresh springs, ancient trees, and waterfalls. Most nymphs live in groves, vales, or oases. Some nymphs live in caves in the mountains, while others dwell near the sea.

Nymphs live in small, informal groups, sometimes known as covens, sisterhoods, or circles. These groups usually number no more than ten or fifteen members. They usually have no need for laws or rules beyond common courtesy.



NYMPH TRAITS

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

Age. Nymphs are created through magic and do not age. They are immune to all natural and magical aging.

Alignment. Nymphs may be of any alignment, though most are neutral. They always worship the Olympian deities and some choose a particular deity as their patron, such as Poseidon, Dionysius, or Artemis.

Size. Nymphs range from four-and-a-half feet tall to five-and-a-half feet tall. Regardless of your position within that in that range, your size is medium.

Speed. Your base walking speed is 30 feet.

Ageless. Nymphs are always youthful and do not age. They are immune to any magic that causes aging.

Animal Empathy. With soft sounds and careful gestures, nymphs can communicate basic ideas with Small or smaller creatures of the Beast type.

Resistant Will. Nymphs have advantage on all Wisdom saving throws made against spells and magic.

Hard Body. When the gods create a nymph, they imbue her with a natural resistance to injury and harm. Because of this, your AC is 11 + your Dexterity modifier.

Inspiration. Upon reaching 5th level, you can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of your affection (typically a lock of your hair). As long as you retain favor for this creature and as long as the creature carries your token, the creature gains advantage on all Dexterity checks made to craft items, Intelligence checks made to draft speeches and songs, and Charisma checks made to give public performances.

A bard who has you for a muse in this way increases her bardic inspiration die to the next larger size. For example, a third level bard would normally roll a d6 for bardic inspiration, but with you for a muse, she rolls d8 instead. The largest die a bard can roll for inspiration is still d12.

You can end this effect at any time as a bonus action. You may only inspire one creature at a time in this manner.

Languages. You can speak, read, and write sylvan and Koine Greek. Nymphs have a rich tradition of storytelling and song, but very little of it is written down.

FOREST NYMPH

Forest nymphs dwell in deep, unspoiled glades and dense Cyprus groves. These nymphs are especially skilled at concealment.

Nature's Veil. When you are only lightly obscured by foliage, heavy rain, mist, falling snow, or other natural phenomena, you can attempt to hide.

WATER NYMPH

Water nymphs usually live near fresh pools and springs, though some prefer to make their homes in saltwater coves or brackish estuaries.

Swim. You have a swim speed of 30 feet.



REPTILIAN

Long before the rise of Atlantis, reptilians ruled the earth. When a devastating meteor shower destroyed their civilization, the survivors moved underground and built the subterranean city of Mesaca. In the ages that followed, a new mammalian species came to dominate the surface world and the reptilians faded into obscurity.

Despite their cultural advances, reptilians remain feral and savage in many ways. Although they have developed a written language and mastered metallurgy, they are still ambush hunters who run down their prey and eat it raw. Consequently, reptilians find the idea of being served cooked food in a tavern very unusual.

ALIEN REPTILIANS

Reptilians have thick, hunched bodies and walk with a shuffling gait. They are slightly shorter than humans and covered with green and yellow scales. Their faces are bestial with small, black eyes, long snouts, and rows of sharp teeth. They usually wear brown or black robes and adorn themselves with morbid trinkets and jewelry.

A reptilian's personality is usually dry, dour, and easily offended. Males and females are indistinguishable from each other to non-reptilians.



SUBTERRANEAN CLANS

Many reptilians live in small clans or extended family units. Those that live in the city of Mesaca tend to have smaller families and are accustomed to much more strict and ordered lifestyles than those who live in the wilderness.

While most Reptilians live in the subterranean city of Mesaca, many others live in caverns and dens far away from the city, often hidden near bodies of water.

CHAOTIC DRAGON WORSHIPERS

Reptilians tend to be neutral or chaotic in nature and are usually not good or evil. They usually worship an ancient sea goddess called Tiamat.

TREASURE HUNTERS

Reptilians often travel abroad to seek out lost treasures or artifacts of their people. They also work to prevent outsiders from gaining too much knowledge about the ancient past or about their own subterranean cities and culture.



REPTILIAN TRAITS

Ability Score Increase. A Reptilian's Intelligence score increases by 2 and its Strength score increases by 1.

Age: Reptilians reach maturity in about 120 years. They age somewhat faster than other races and rarely live longer than 600 years.

Alignment. Although reptilians are descended from the nagas and evil is in their blood, some of them manage to turn away from their innate desires and follow a more benevolent and righteous path. Regardless of the spirit of a reptilian, they are usually respectful of order and rules and prefer to have structure in their life.

Size. Reptilians are slightly shorter than humans and of slightly thicker build. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have superior in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

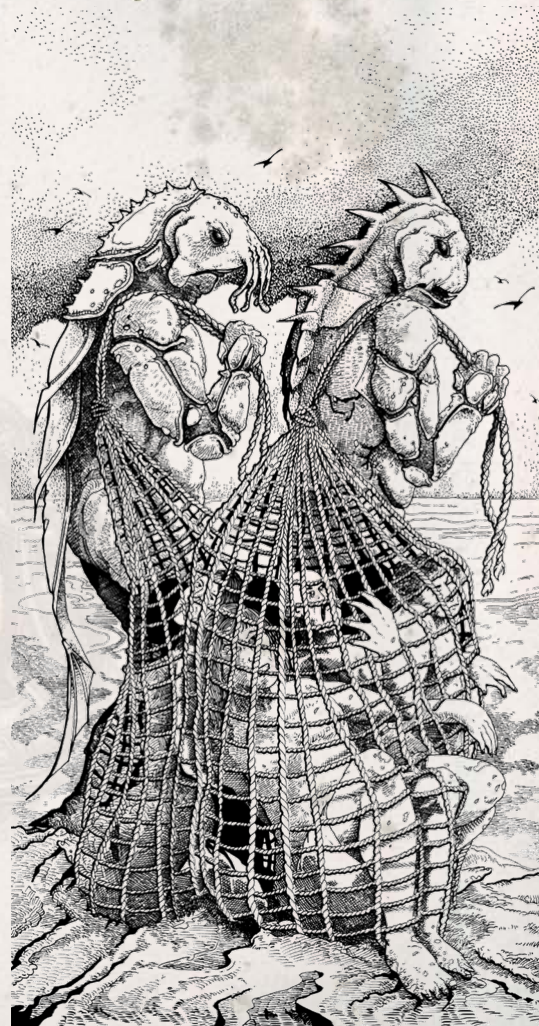


Reptilian Magic. As a reptilian, you know the *minor illusion* cantrip. When you reach 3rd level you can cast the *disguise self* spell once with this trait and regain the ability to do so when you complete a long rest. When you reach 5th level, you can cast the *silent image* spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence is your spell casting ability for these spells.

Reptilian Resistance. You have advantage on all Wisdom saving throws against spells and magic.

Bonus Ancient Language. You can speak, read, and write one extinct language chosen from the following list: Draconic, Mu, Akkadian, Amorite, Archaic Egyptian, Assyrian, Babylonian, Hittite, Mycenaean Greek, Old Aramaic, or Sumerian.

Languages. You can speak, read, and write your native language of Lemurian plus one common language of surface dwellers, either Koine Greek or Germanic. Most reptilian writings are concerned with history, science, and magic. There are scant few examples of reptilian literature, poetry, or song.



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