Azureborn

Azureborn (A-zher-born) are a harpy-like species native to Astramar, often materializing from the bright blue night sky filled with twinkling stars and winds of arcane power. Bearing a connection to the aither that courses through the air and land of the province, they are an inherently prescient folk that can divine the future by looking to the cosmos. They have built a society of magical wonder through grand vision, endless curiosity, and dedication to study.
Sprouting feathers across their entire body and wings attached to each of their arms, this diverse folk can resemble all manner of avian creatures, from raptors with earthy tones to tropical birds of vibrant and colorful plumage. They typically live 100 years, although many of the wisest among them have lived up to 400.
As an azureborn, you have these special traits.

Creature Type. You are a Humanoid.

Size. You are Medium (about 4–7 feet tall).

Speed. Your walking speed is 30 feet, and you have a flying speed equal to your walking speed.

Azure Legacy. You know the Guidance cantrip. Starting at 3rd level, you can cast the Augury spell with this trait without requiring a material component. Once you cast Augury with this trait, you can’t cast it in that way again until you finish a long rest. You can also cast it using any spell slots

you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

Darkvision. You have darkvision with a range of 60 feet.

Glimpse Fate. When you roll initiative, if you aren’t surprised, you can choose a number of creatures that you can see equal to your proficiency bonus. The targets have advantage on their initiative rolls. Once you use this trait, you can’t do so again until you finish a short or long rest.

Winds of Magic. As a bonus action, you can take the Dash action and increase your flying speed by 10 feet until the end of the turn. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

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