

Winged Elves (Avariel)

A homebrew D&D 5e Race With Custom Classes

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April 28, 2020

CONTENTS

1 The Avariel Race	1		
Physical Description	1		Advantaged Flight 6
Origin	1		Quick Takeoff 6
Division of Society	2		True Flight 6
Racial Traits	2		Phasing Flight 6
			Schools of Combat 6
Fighter Class: Avenger	3		School of Earth 6
The Glory of Flight	4		School of Water 7
Creating an Avenger	4		School of Wind 8
Class Features	4		School of Fire [Under Construction] . 8
Proficiencies	4	Avariel in Other Classes	8
Combat School	4	Flight	9
Flight	4	Gentle Glide	9
Second Wind	5	Maneuvering in Flight	9
Gentle Glide	5	Flight Time Increase	9
Action Surge	5	Flight Time Increase	9
Maneuvering in Flight	5	Safe Landing	9
Flight Time Increase	5	Fly Speed Increase	9
Ability Score Improvement	5	Advantaged Flight	9
Flight Time Increase	5		
Extra Attack	5	Avariel Spell List	9
Safe Landing	5	Cantrips	10
Fly Speed Increase	5	1st-level Spells	10
Evasive Defense	6	2nd-level Spells	10
Indomitable	6	3rd-level Spells	11
		5th-level Spells	11

CHAPTER 1: THE AVARIEL RACE

"As if the elves weren't close enough to the angels of the heavens before, beautiful beings of such perfection and grace. It is the Avariel that I speak of, elves of the sky and that soar through the heavens with great wings of both power and speed. What a privilege it was to be allowed pass through their sacred lands." - David Rocksalt, Scholar of Candlekeep

PHYSICAL DESCRIPTION

Avariel are more delicate than their earth-bound cousins, with hollow bones to aid their flight, toned skin from their time spent in the skies and slightly larger eyes that vary largely in both color and tone. Most notable of all of the avariel's physical characteristics are their wings, broad and feathered they can span up to 16 feet when fully extended. The coloring of such wings are usually speckled, black, brown, white or in some variety of the former; rarer, but not unheard of, are solid wings of a single color. Avariel are particular about their wings, and spellcasting avariel are known to modify the patterns of colors in their wings for dramatic effect.

ORIGIN

Though the exact origin of the Avariel's wings have been lost to time, the following is a creation story often told of their inception.

LONG AGO, when elves alone roamed the surface, Aerdrie Faenya was sitting atop a cloud, glancing down at the world below. She watched as elves were born, lived and aged. Now Aerdrie loved nothing more than the fierce pounding of a thunderstorm, the raging of the winds and crackle of lightning as it struck the ground. And it delighted her to bring these storms, for once they passed, the world abounded in new growth and flowers.

On this day, she began to craft a storm like never before, one in which she could revel for days as its rain soaked the earth and winds howled through the trees and mountains. As she worked, she noticed below her a young elven maiden, carrying a basket made of willow bark. This elf clung to the shadows as she moved, looking behind her as if afraid of being followed. Her long, white hair was already blowing behind her in the first of the winds from Aerdrie's storm. Surprised that anyone would be bold enough to venture out once she had begun to release her



A Female Avariel

wind, Aerdrie continued to watch the maiden as she hurried deeper and deeper into the forest. Still glancing fearfully around, the maiden dropped the basket in a clearing and then began to run back the way she came, tears falling from her eyes.

Aerdrie wondered at the maiden's actions, but returned to building her storm. Soon, the rain began to pour from her gray storm clouds, and the booms of thunder began to shake the ground. The fierce winds whipped through the trees, ripping first leaves, then branches off the trees. Aerdrie danced through her storm, feeling the joy of the weather flow through her as she watched the lightning streak across the sky. But suddenly, a new sound pierced through the song

of the storm—a wail that was not from the wind.

Aerdrie followed the sound. The closer she came to it, the louder it became. With some surprise, Aerdrie found herself back in the clearing where she had seen the maiden. The cry pierced the air again and suddenly, Aerdrie knew exactly what the elven maid had brought into the forest. She lifted the lid from the birch basket, and looked upon two elven babes, swaddled in the finest of silks.

One was wrapped in a cloth of white, the other in midnight black. Both stared at her with wide, violet eyes. Aerdrie feared that her weather could harm the children, and raised her arms to soothe the storm—but before she had a chance to speak the words that would calm the world, a bolt of lightning struck the ground of the clearing. As the light illuminated the forest, she saw that the babies had stopped crying. Instead of wailing, their eyes were opened wide with wonder, staring at the sky. The rain that wet their faces soothed the children and as another clap of thunder shook the world, Aerdrie heard the babes begin to laugh. In a moment, she decided that these would be her chosen elves. She wrapped them in her arms and joyfully flew through the storm with them.

She named the babes Zaira (lightning) and Arrn Ther (storm sky). As they grew, however, they became too big for her to lift into the sky when she called her storms. It broke Aerdrie's heart to see them confined to the ground. She wished them to share in her joy of the sky, and so she blessed them with the gift shared by all Avariel to this day—the wings that allow them to soar into the domain of Aerdrie Faenya herself.

DIVISION OF SOCIETY

The Avariel base the original division of society upon Zaira and Arrn Ther. The descendants of Zaira continued to believe that the best way to honor Aerdrie would be to illuminate the world with knowledge, songs and beauty. Lightning became an important symbol for their house, as it reminds them of their mission to serve Aerdrie and bring light to her world. The descendants of Arrn Ther on the other hand seek to celebrate Aerdrie's storms by showing their strength and power, believing that these are signs of blessing from the goddess. The houses worked in harmony together for many generations, with no strict division between the two types of worship—scholars could participate in tournaments and hunts and warriors often spent many years studying. However, as time went on, the other elves and creatures of the world began to grow jealous and bitter over the Avariel's power. They began to scheme against

the Avariel, and thus began the Great Wars.

The Avariel were unprepared for the attacks on them and were brought nearly to extinction during these wars. However, in their darkest hour, two generals rose to prominence. These legendary battle leaders, known now only as U'Teless (Philosopher) and Akhrua (Warrior) were said to be the direct descendants of Zaira and Arrn Ther. The combination of their strengths (wisdom from U'Teless and prowess in battle from Akhrua) ultimately led the Avariel to reclaim their lands and to defeat their enemies. In order to ensure that Avariel would always be able to replicate this winning combination which saved their society, they formalized its division, training half of their children to be philosophers and half to be warriors.

They are ruled by the chief scholar of the U'Teless and the General of the Akhrua, who attempt to work in harmony as did their namesakes, making decisions that benefit Avariel society and always working to keep both sides balanced.

Young avariel spend their time immersed in both cultures, which typically last over a decade so that no matter what sect they come from, they have a deep understanding and respect of how the other half lives. This has led to warrior avariel to practicing the dyeing of wing tips and other decorative crafts, adorning their feathers and body in paints and dyes. In young adulthood, they decide which path they wish to take and begin their training.

RACIAL TRAITS

Your avariel character has a variety of natural abilities, the result of thousands of years of elven refinement.

Hollow-Boned. Your Constitution score decreases by 1, due to your hollow bones and somewhat fragile build.

Ability Score Increase. Your Dexterity score increases by 2.

Large Target. When you are flying, your wingspan stretches 14-16 feet. Your base AC is lowered by 1, and you have disadvantage on all stealth checks made while flying.

Age. Although elves reach physical maturity at around the same time as humans, they live much longer, up to 750 years. Avariel, however, suffer from an increased bodily exertion from flying, and tend to live only 200-250 years.

Alignment. All elves love freedom, variety, and self expression, but the Avariel in particular lean strongly into elements of chaos, and the fierce freedom of flight.

Size. Avariel tend to be somewhat taller, and more lithe, than their normal elven counterparts,

a development which accommodates their large wings. Typical Avariel range from 6 to 7 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet. Your base flying speed is 40 feet.

Darkvision. Accustomed to twilight forests and the night sky, you have superior vision 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.

Keen Senses. You have proficiency in the Perception skill.

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

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious for four hours per day.

Languages. You can speak, read, and write Common and Elvish.

Subrace. Avariel Society typically divides itself into two opposing, but confluent parts — a peaceful sect which focuses on governing, researching, philosophizing, and entertaining, and a warlike sect that trains in the art of battle, and protects and extends the Avariel's control. Choose one of these below.

PEACEFUL AVARIEL

As a peaceful Avariel, you lived and worked in an idyllic society, separate from, but protected by, the war-like faction.

Ability Score Increase. Your Wisdom score increases by 2.

Cantrip. You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Members of the Peaceful Avariel Society follow into one of four broad backgrounds. Choose one of the following.

Entertainer. The most joyful of the Avariel race, entertainers serve to bring happiness and thoughtful reflection to Avariel culture. Such Avariels tend toward the bardic class. You have proficiency in the Performance skill.

Researcher. The most logical of the Avariel, researchers devote their life to study, whether into the natural sciences or the arcane arts. Researcher Avariel, while peaceful in nature, are also symbiotically involved with the warlike side of society as strategists and battlefield spellcasters. A wizard is a natural pathway for a Researcher Avariel. You are proficient in the Investigation skill.

Politician. Trained in the art of governance and bureaucracy, you keep the Avariel

civilization running. You are proficient in your choice of either the Persuasion or Deception skill.

Philosopher. Philosophers are the wisest of the avariel, who take fully the peaceful route and even know little of the material world, choosing instead to ponder life's deepest mysteries. They tend not to be adventurers, but if they do end up in the field, they tend to become clerics or paladins of the avariel goddess, Aerdrie Faenyathe. You are proficient in the Insight skill.

WARLIKE AVARIEL

Warlike Avariel are trained from an early age in the nuances of combat, and strengthen their bodies to higher levels than their peaceful counterparts.

Ability Score Increase. Your Strength Score increases by 2.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

While most warlike Avariel take the Avenger class, even within other classes, Avariel train in one of several broad fighting backgrounds. Choose one of the following.

Stout Fighter You train your body to be most prepared for physical, engaging combat. You are proficient in the Athletics skill.

Dexterous Fighter. You specialize in the more quick-footed, quick-handed mode of combat. You are proficient in the Acrobatics skill.

Clever Fighter. Every battlefield or scouting party needs a fighter who can whip up a useful device or improvised weapon. You are proficient in the Sleight of Hand skill.

FIGHTER CLASS: AVENGER

THE AVARIEL ARMY, responsible for many tactical victories and the protection of their race from extinction, developed a unique brand of fighter, one which leverages their unique abilities and the different, symbiotic modes of fighting: archery, heavy melee, evasive finessed melee, and artificing.

THE GLORY OF FLIGHT

What sets you apart from the various fighters of the continent is your ability to fly — granting you vastly improved maneuverability in combat. Over the centuries, the Avariel race has perfected the art of leveraging this tactical advantage, and this wisdom is woven into your own training as an Avenger.

CREATING AN AVENGER

As you build an Avenger, think primarily about your role within the structure of the Avariel army, where you will have received your training (even if you did not take part in any wars). Were you trained primarily in the arts of ranged combat, or on melee weapon combat? How did you distinguish yourself in your training? Did you have a mentor within the ranks who gave you additional guidance? In particular, Warlike Avariel are loosely divided between power-fighters (low in INT, WIS, but very strong and sturdy), and strategic-fighters (lower STR and CON, but more INT and WIS). You can think of this roughly as the Barbarian versus the Ranger in a combat setting.

QUICK BUILD

You can make an Avariel Avenger quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending on whether you want to focus on melee weapons or on archery (or on finesse weapons). Your next highest score should be Constitution.

CLASS FEATURES

As an Avenger, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per Avenger level

Hit Points at 1st Level: 10 + your Con modifier

Hit Points at Higher Levels: 1d10 (or 6) per Avenger level after first

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: choose two skills from Acrobatics, Athletics, Perception and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- A Rapier and Dagger
- A Shortsword and Light Armor
- A Greatsword and Light Armor
- A longbow and 20 arrows

COMBAT SCHOOL

You are trained in a particular style of combat as your speciality. Choose one of the following options, which provide additional features described at the end of the class description. This is perhaps your most important choice as an avenger, which will determine if you are more like a barbarian, fighter, ranger, monk, or artificer in the way you use your unique flying ability and wings in combat.

SCHOOL OF WIND

You gain a +2 bonus to attack rolls you make with ranged weapons.

SCHOOL OF WATER

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

SCHOOL OF EARTH

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

SCHOOL OF FIRE

As a bonus action, you can make a ranged melee attack with a constructed alchemical weapon.

FLIGHT

Starting at 1st level, you can take off as an action and fly for up to 1 minute before landing, which counts as a bonus action. As you progress to higher levels, both your fly speed and your flight time increase.

You take a point of exhaustion for every minute flown beyond your flight time. At the 5th minute, you begin falling.

FALLING AND DAMAGE

At 1st level, you cannot recover from the falling condition until you hit a surface, or a spell or other mechanism is triggered to slow your fall. If you take damage while flying, you must make a constitution saving throw to maintain control of your flight. Various features you learn at higher level help you recover from a fall.

SECOND WIND

You have a limited well of stamina that you can draw from to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 plus your avenger level. Once you use this feature, you must finish a short or long rest before you can use it again.

GENTLE GLIDE

Starting at 2nd level, while you are flying and you are not in combat, you can *glide* as an action to temporarily increase your fly speed to 80 feet. You must land at or before the end of this 80 feet, or you begin falling.

ACTION SURGE

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

MANEUVERING IN FLIGHT

Starting at 3rd level, you begin to specialize in different aerial maneuvers which aid you in in and out of combat. At 3rd level, and then again at 5th, 7th, 10th, and 15th level, you can choose one of the following:

AERIAL ACROBATICS

You train in the art of complex aerial acrobatics. You gain a +1 to all Acrobatics checks made while flying, and have advantage on Dexterity saving throws made while flying.

ENDURANCE

You train your body to achieve higher levels of flying endurance, extending your flying speed by 30 feet.

FEATHERED ARMOR

You learn how to craft lightweight but flexible armor that can protect your delicate wings in battle. You gain +1 to your AC. If you have this feature, you gain an additional +1 to your AC at 13th level.

STEALTHY FLIGHT I

You train in the art of flying without drawing attention to yourself. You no longer suffer disadvantage on stealth checks made while flying.

STEALTHY FLIGHT II

Prerequisite: Stealthy Flight I

You train further in blending yourself into the skies. You gain advantage on Stealth checks made while flying.

FLIGHT TIME INCREASE

At 3rd level, your base flight time increases to 10 minutes.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

FLIGHT TIME INCREASE

Starting at 5th level, your flight time becomes half your base flying speed (rounded up) in minutes.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

SAFE LANDING

Starting at 6th level, if you are falling towards the ground, you can use your reaction to flare your wings and slow your fall at the last moment, allowing you to land safely. You cannot do this if you have already used your reaction in a given round.

FLY SPEED INCREASE

At 8th level, your flying speed increases by 10 feet.

THE AVENGER FIGHTER CLASS

Level	Proficiency Bonus	Features
1st	+2	Combat School, Second Wind, Flight
2nd	+2	Action Surge (one use), Gentle Glide
3rd	+2	Maneuvering in Flight (first choice), Flight Time Increase
4th	+2	Ability Score Improvement
5th	+3	Flight Time Increase, Extra Attack, Maneuvering in Flight (second choice)
6th	+3	Ability Score Improvement, Safe Landing
7th	+3	Maneuvering in Flight (third choice)
8th	+3	Ability Score Improvement, Fly Speed Increase
9th	+4	Evasive Defense (action), Indomitable (one use)
10th	+4	Maneuvering in Flight (fourth choice), Advantaged Flight
11th	+4	Extra Attack (2), Quick Takeoff
12th	+4	Ability Score Improvement
13th	+5	Indomitable (2 uses)
14th	+5	Ability Score Improvement
15th	+5	Maneuvering in Flight (fifth choice), Evasive Defense (as bonus action)
16th	+5	Ability Score Improvement
17th	+6	Action Surge (two uses), Indomitable (three uses)
18th	+6	True Flight
19th	+6	Ability Score Improvement
20th	+6	Extra Attack (3), Phased Flight

EVASIVE DEFENSE

Starting at 9th level, you gain the ability to make yourself harder to hit in flight.

On your turn, you can forego your attack to take the evasive defense action, imposing disadvantage on the next attack made on you.

Starting at 15th level, you can take evasive defense as a bonus action.

INDOMITABLE

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

ADVANTAGED FLIGHT

Starting at 10th level, you have advantage on all constitution saving throws made to maintain concentration on flight.

QUICK TAKEOFF

Starting at 11th level, you learn to rapidly prepare for aerial combat.

If you take your turn before any enemy combatants in the first round of combat, you can take off as a free action, and use both your movement and your action on your turn.

TRUE FLIGHT

Starting at 18th level, you automatically succeed on any saving throw made to maintain control of

your flight.

PHASING FLIGHT

At 20th level, you gain the ability to truly blend into the air. For up to one minute, you can turn invisible while flying.

The invisibility breaks if you make an attack on any creature.

SCHOOLS OF COMBAT

The Avariel forces train their soldiers in one of four primary schools, named for the elemental disciplines that guide each's fighting style. Earth-school Avariels are the heaviest armored, melee-oriented fighters, who rely on their strength in combat. Water-school Avariels focus more on dexterity, learning to dodge and weave through combat with finesse weapons. Wind-school Avariels focus on ranged combat, firing at their enemies from the skies. Finally, Fire-school Avariels are intelligence-based alchemical tinkerers, developing a bevy of tools, bombs, and other weaponry which they deploy in combat or distribute to other Avariels.

SCHOOL OF EARTH

The School of Earth is focused on the development of an avenger's core strength, allowing them to wield two-handed weapons or dual wield weapons to deal large amounts of damage. As you develop your strength in combat, you gain access to the following features.

WINGED GRAPPLE

As a disciple of the Earth school, you trust in your heavy weapons to slash and stab at your opponents, and find less use of aerial maneuvering in combat.

Starting at third level, you have strengthened the muscles in your wings (among all your other muscles), to the point which they can actually be used to *restrain* other creatures.

Twice per short rest, while you are in melee with another creature of size Medium or smaller that you have made an attack against, you can use a bonus action to attempt to grapple it with your wings. The creature must make a DC 13 Strength Saving throw, becoming restrained within your wings on a failure. You are not restrained, as you still have access to your arms and weapons.

While the creature is restrained by you,

- its speed becomes 0, and it's can't benefit from bonuses to its speed
- Attack rolls against the creature have advantage.
- Attack rolls by the creature have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

On the creature's next turn, and on any subsequent turns it remains restrained, your wings pulse with crackling energy and the creature takes 1d4 lightning damage. As you level up, this damage increases as described by the Combat School Features table below, as does the number of times you can use this feature per short rest.

At the end of each of its turns, the creature can make the Strength saving throw to break the restraint of your wings. At 7th level, the DC of the save increases to 15; at 10th level it increases to 17, at 13th level it increases to 19, and at 15th level, it increases to 20.

ANGEL OF THE BATTLEFIELD

Starting at 14th level, you excel at flying while encumbered — as an action, you can lift other creatures of size medium or smaller and transport them safely through the air, up to half of your flying speed. You must end this action close enough to the ground to place the creature down.

You must have a base Strength score of 20 to use this feature.

If the creature you are attempting to lift is in melee range of another creature, you can retrieve them, but incur the attack of opportunity yourself. If you have access to Darting Attack, you can spend two uses of it to avoid triggering the attack of opportunity.

SCHOOL OF WATER

DIVING ATTACK

Starting at 3rd level, if you are within your flying speed of a creature that is on the ground, and you have a direct unimpeded path towards them, you can make a Diving Attack as an attack action. You can make this attack twice per short rest at 3rd level.

When you make a Diving Attack, you move the full distance between you and the creature as part of the attack, and make a melee weapon attack. You gain a +1 attack bonus to your attack roll.

At third level, if the attack hits, you deal an additional 1d4 force damage. You also land automatically in an unoccupied space adjacent to the creature, or the nearest unoccupied space if no adjacent spaces are available. You retain your full walking movement for the round. If the attack does not hit, you still land in a nearby space as detailed above, but you lose your movement for the round.

The additional force damage dealt on a successful dive attack scales with your level as described by the following table

DAMAGE SCALING OF COMBAT SCHOOL FEATURES

Level	Added Damage
5th level	1d4
7th level	2d4
9th level	3d4
11th level	4d4
13th level	3d8
15th level	4d8
17th level	5d8
19th level	6d8

Starting at 8th level, you can make a dive attack without landing, and can move up to half your flying speed after the attack on your turn. You can also dive attack other flying creatures, so long as they are of size huge or larger, and you are more than 25 feet above them.

Starting at 9th level, you can make three diving attacks per short rest.

Starting at 10th level, your attack carries an extra brunt. On a successful dive, you can use your bonus action to attempt to knock the target prone if it is sized Large or smaller. The target must make a DC 13 strength saving throw or be knocked prone. At 15th level, this DC becomes 15.

Starting at 17th level, you can make four diving attacks per short rest.

EVASIVE ACTION: DARTING RETREAT

Starting at 4th level, while you are flying, you can use your bonus action to disengage from a

creature you are in melee with without provoking an attack of opportunity.

You can make two Darting Retreats per short rest. Starting at 6th level, and then again at 10th and 15th level, you gain an additional use of this feature per short rest.

SCHOOL OF WIND

DROP SHOT

The Drop Shot is a powerful maneuver trained for by Wind School Avariels, which grows more powerful as you level up.

Starting at third level, you gain the strength to fire your **Drop Shot Arrow**, a nasty piece of work with a large, sharpened iron point and metal shaft. This arrow has horrible aerodynamics and cannot be fired in a normal way, both for weight and balance. Twice per short rest, if your movement can bring you into melee *directly above* a creature, you can fire your Drop Shot Arrow directly downward into the creature. With gravity's aid, you gain a +2 bonus on your attack roll. On a successful hit, your Drop Shot attack deals an additional 1d4 slashing damage.

At higher levels, the added damage from a successful Drop Shot is increased according to the Diving Attack / Drop Shot scaling table.

Starting at 9th level, you can make three Drop Shot attacks per short rest.

Starting at 10th level, your attack carries an extra brunt. On a successful Drop Shot, you can attempt to use your heavy arrow to knock the creature prone if it is of size Large or smaller. The target must make a DC 13 Strength saving throw or it is knocked prone. At 15th level, this DC becomes 15.

Starting at 17th level, you can make four Drop Shots per short rest.

EVASIVE ACTION: WHIRLING WINGS

Starting at 4th level, you can use your reaction to flare your wings, creating diverting gusts that can partially (or completely) deflect incoming projectiles that would have otherwise hit you.

You reduce the damage of a single attack by 1d10 + your Strength modifier + your Avenger level, down to 0 (the projectile misses).

You can do this twice per short rest. Starting at 6th level, and then again again at 10th and 15th level, you gain an additional use of this feature per short rest.

BATTLE STRATEGIST

Starting at 14th level, your aerial view of the battlefield gives you insight into effective strategies.

When you take the Attack action on your turn, you can forgo one of your attacks and use your

bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.

SCHOOL OF FIRE [UNDER CONSTRUCTION]

The Fire School of Avariel training focuses not on the physical development of the fighter, but of the mechanical extension of the fighter and their flight as a combat asset. Given the range of tinkering projects that various Fire-School Avariels can undertake, you specialize in one of the following disciplines.

WING MODIFICATION

You focus on melee fighting as your primary fighting style, but develop ingenious modifications which allow you to use your wings in combat as well.

ALCHEMICAL EXPLOSIVES AND BOLTS

You prefer to tinker with arrows with unique alchemical effects, as well as small bombs you drop on enemies from above.

PLAYING AN AVARIEL IN OTHER CLASSES

IF YOU ARE A Peaceful Avariel, or simply want to go a different route completely with your Avariel's class, this section details how you might do so. First, choose a class to play. You gain all typical features of this class. In addition, you gain the following ancillary features, related to your flying ability and efforts to improve it over time.

FLIGHT

Starting at 1st level, you can take off as an action and fly for up to 1 minute before landing, which counts as a bonus action. As you progress to higher levels, both your fly speed and your flight time increase.

You take a point of exhaustion for every minute flown beyond your flight time. At the 5th minute, you begin falling.

FALLING AND DAMAGE

At 1st level, you cannot recover from the falling condition until you hit a surface, or a spell or other mechanism is triggered to slow your fall. If you take damage while flying, you must make a constitution saving throw to maintain control of your flight. Various features you learn at higher level help you recover from a fall.

GENTLE GLIDE

Starting at 2nd level, while you are flying and you are not in combat, you can *glide* as an action to temporarily increase your fly speed to 80 feet. You must land at or before the end of this 80 feet, or you begin falling.

MANEUVERING IN FLIGHT

Starting at 3rd level, you begin to specialize in different aerial maneuvers which aid you in in and out of combat. At 3rd level, and then again at 5th, 8th, 11th, and 15th level, you can choose one of the following:

AERIAL ACROBATICS

You train in the art of complex aerial acrobatics. You gain a +1 to all Acrobatics checks made while flying, and have advantage on Dexterity saving throws made while flying.

ENDURANCE

You train your body to achieve higher levels of flying endurance, extending your flying speed by 30 feet.

FEATHERED ARMOR

You learn how to craft lightweight but flexible armor that can protect your delicate wings in battle. You gain +1 to your AC. If you have this feature, you gain an additional +1 to your AC at 13th level.

STEALTHY FLIGHT I

You train in the art of flying without drawing attention to yourself. You no longer suffer disadvantage on stealth checks made while flying.

STEALTHY FLIGHT II

Prerequisite: Stealthy Flight I

You train further in blending yourself into the skies. You gain advantage on Stealth checks made while flying.

FLIGHT TIME INCREASE

At 3rd level, your base flight time increases to 10 minutes.

FLIGHT TIME INCREASE

Starting at 5th level, your flight time becomes half your base flying speed (rounded up) in minutes.

SAFE LANDING

Starting at 6th level, if you are falling towards the ground, you can use your reaction to flare your wings and slow your fall at the last moment, allowing you to land safely. You cannot do this if you have already used your reaction in a given round.

FLY SPEED INCREASE

At 8th level, your flying speed increases by 10 feet.

ADVANTAGED FLIGHT

Starting at 15th level, you have advantage on all constitution saving throws made to maintain concentration on flight.

AVARIEL SPELLS

HERE YOU'LL FIND some of the Avariel specific spells we've developed. These are in a sense "racial" spells; any spellcasting Avariel can learn, or prepare, these spells as if they were on their appropriate spell list.

CANTRIPS

AEDRIE'S BLESSING

Divination Cantrip

Casting Time: 1 action

Range: Touch

Components: V,S

Duration: 1 minute

You touch a willing creature (it can be yourself), and channel the blessing of the Avariel goddess Aedrie. Within the next minute, the first attack by that creature that deals either Thunder or Lightning damage has advantage.

CRACKLING WINGS

Evocation Cantrip

Casting Time: 1 action

Range: Self

Components: V,S

Duration: 1 minute

You concentrate on the thunder and lightning of Aedrie and for up to 1 minute manifest crackling energy which dances around your wings. Up to once per turn when a creature touches you, they take 1d4 lightning damage. The sight is intimidating: you have advantage on intimidation checks made on non-Avariel creatures while the crackling continues.

1ST-LEVEL SPELLS

SHARE SIGHT

1st-level Enchantment (requires Concentration)

Casting Time: 1 action

Range: 1000 feet

Components: V,S

Duration: Up to 10 minutes

You temporarily share the sight seen by your eyes with one other creature for up to 10 minutes, while concentrating on the spell. The other creature must be willing to accept the vision, or the spell fails. For the duration, the creature can see through your eyes. They are deaf and blind with respect to their own senses. Also for the duration, the creature can break the connection as an action, so long as their Wisdom score is at least 8.

STONEWING SHIELD

1st-level Abjuration (requires Concentration)

Casting Time: 1 action

Range: Self

Components: V,S

Duration: Up to 1 minute

You wrap your wings around yourself as a pulse of abjuration magic transforms them to thin stone. For the duration, you gain a +2 bonus to your AC. You can still make attacks from within your wing shield, but you cannot move so long as the shield is up. If you cast this while flying, you fall.

FEATHERED DAGGERS

1st-level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V,S

Duration: Instantaneous

You can cast this spell while standing upright or flying. When you cast this spell and fling your wings forward, two feathers from your wings peels off and transform into a magically shrouded bolts of energy which takes the form of daggers. You control the visual appearance of the daggers. Make a ranged melee weapon attack against a creature or creatures within range. On a hit, you deal 1d8+3 piercing damage. The dagger is magical for the purposes of overcoming resistance or immunity to nonmagical attacks.

When you cast this spell using a spell slot of 2nd Level or higher, the spell creates one more dagger for each slot above 1st.

2ND-LEVEL SPELLS

CHROMATIC WINGS (R)

2nd-level Transmutation

Casting Time: 1 hour + 10 minutes

Range: 10 ft

Components: V,S,M (10 gp of charcoal, incense, herbs, and optionally, colored dye powder, all of which are consumed by a fire in a brass brazier)

Duration: Instantaneous

Given an hour for this ritual and the required components, you can alter or change completely the color of the feathers in your wings, choosing from: white, black, brown, or dappled brown and white. This change is permanent until the ritual is cast again.

If you obtain dye powders (e.g., from a clothing or tapestry manufacturer), you can use that dye as a spell component in order to change your wings to that color, or a pattern of different colors which includes any dyes you use in the ritual along with white, black, and brown.

3RD-LEVEL SPELLS

LIGHTNING LEAP

3rd-level Evocation

Casting Time: 1 action

Range: 30 ft

Components: V,S

Duration: Instantaneous

You channel the divine stormlike energy of Aedrie. A strike of lightning arcs downward out of the air into you, and another unoccupied location within 30 feet of you that you can see. You are teleported to that location, and any creature within 5 feet of either location must make a dexterity saving throw, taking 1d6 lightning damage on a failed save, and half as much on a successful one.

When you cast this spell at higher level, you deal an additional 1d6 of lightning damage per level.

SPINNING BLADES

3rd-level Evocation

Casting Time: 1 action

Range: 10 feet

Components: V,S,M (a shard of Mithril)

Duration: Instantaneous

You fold into yourself and launch into a rapid spin, flinging your wings outward. Momentarily, your wings take on the sheen of metal, and your feathers become as sharp as knives. Every creature within 10 feet of you must make a Dexterity saving throw, taking 4d10 slashing damage on a failed save, and half as much on a successful one.

5TH-LEVEL SPELLS

FLIGHT OF STRENGTH

5th-level Enchantment

Casting Time: 1 hour + 10 minutes

Range: 10 feet

Components: V,S,M (A feather from each Averiel under the spell, 500 gp worth of gemdust, bark from a tree that has been struck by lightning and survived).

Duration: 1 day

This ritualistic spell allows the caster to imbue up to five flying creatures with endurance and stamina, giving them the ability to fly without

resting for up to 1 day. The creatures can all fly at their individual flying speeds. The flying party is not immune to the effects of inclement weather or impassible terrain (e.g., tall mountains). For reference, 1-day flying distances for various typical flying speeds are included below, for ideal flying conditions. When you use this spell to fly for longer than 6 hours, you gain a point of exhaustion upon landing.

When you cast this spell at higher levels, the number of affected creatures matches the spells level.

FLIGHT OF STRENGTH TRAVEL DISTANCES

Flying Speed	Distance covered in 1 day
40 feet	109 miles
50 feet	136 miles
60 feet	164 miles
70 feet	191 miles
80 feet	218 miles
90 feet	246 miles
100 feet	273 miles
110 feet	300 miles
120 feet	327 miles