



Todd Lockwood  
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## THE WINGED FOLK

CLIMATE/TERRAIN:	Subarctic to subtropical forests and mountains
FREQUENCY:	Uncommon
ORGANIZATION:	Clans
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very to Genius (11-19)
TREASURE:	N (G, S, T in lair)
ALIGNMENT:	Neutral to Chaotic Good
NO. APPEARING:	10d10
ARMOR CLASS:	13 (or better)
MOVEMENT:	60', Fl 90' (C)
HIT DICE:	1 (5 hp)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'6"-6' tall, 12'-16' wingspan)
MORALE:	Steady (13-15)
XP VALUE:	65 and up

The winged folk, also known as avariel or al karak elam, closely resemble their elven cousins in appearance. Their skin is pale, often porcelain white, with tinges of blue or faint silver. They usually have black hair, with other shades being rare but not unheard of. The avariel's eyes are rather large and expressive, and they tend to be brilliant shades of blue or green. Avariel stand 5'9" tall on average, with thin, graceful limbs and angular facial features. They usually are athletic in build and have a pair of large, white feathered wings with a 12-to-16-foot wingspan. They fly as effortlessly as humans walk, needing only occasional rests to keep flying for up to 8 hours per day.

Winged folk typically dress in simple tunics or robes when near their homes. When they hunt, war, or make journeys they will wear leather armor and carry shields.

Winged folk can speak with birds, much like gnomes are able to speak with burrowing mammals. They also speak their own language (a dialect of Elven), as well as Common and Elven.

Winged folk are very friendly toward elves and half-elves, as well as aarakocra, and are tolerant of humans and other demihumans. They detest orcs, goblins, and all their kin, but their greatest hatred is reserved for gargoyles. These fierce predators are one of the few types of creatures which can seriously threaten a winged folk village.

They can see for great distances, like an eagle, getting a +2 bonus to all Wisdom (Perception) checks and halving all penalties to ranged combat due to range. Their keen sight also grants them Twilight Vision.

Winged folk make their homes only in forests and mountains. They build tree houses in the tallest trees in forests; in the mountains they live in cliff dwellings. Their homes are often disguised with permanent illusions, and always open and airy affairs; in many cases only the floors and roofs are permanent with the walls all being simply tent cloth which is used only in inclement weather. Winged folk suffer from claustrophobia when underground, and it is extremely unlikely that any will be encountered in such places.

Winged folk have a loose-knit social and political structure which stresses individual freedom. The family is the basic social unit, and groups of families are gathered in clans which owe allegiance to a tribe. Tribal holdings may be extensive, but most tribe members will choose to live in the tribal village itself, which offers the protection of numbers.

Winged folk tribes form the winged folk nation, which is ruled by a king or queen. This leader is chosen by the tribal chieftains from one of their number, and rules for life. Tribal chieftains are, in turn, chosen by the clan leaders of each tribe.

Males and females are considered equals, with each responsible for performing important tasks for the community. Males are typically warriors and hunters, while females serve as clerics and crafters. Female winged folk have a great voice in their clans and often hold the office of clan matriarch.

Few laws exist among winged folk; with all laws coming down to one principle: Do not bring harm upon other winged folk or their communities. There are few winged folk who would intentionally harm another of their kind, and those few are exiled from their clan as soon as they are found out. Word is spread among the rest of the tribes, and there is usually no chance of return for such an outcast. Should one of these outlaws attempt to cause further trouble, he is hunted down and killed by members of his former clan.

The winged folk tend to be hunters and gatherers, as they do not care to till or dig the earth. They often locate their homes near groves of fruit-bearing trees to make the gathering easier. Females are the main crafters, and their carvings of wood, ivory, and gemstones provide the bulk of the community's wealth.

Elves act as intermediaries between winged folk and men in matters of trade, bartering finished carvings and furs for weapons, tools, utensils, and anything else the winged folk do not care to make.

The winged folk appreciate other types of wealth as well as their carvings. Mercenaries and adventurers are often motivated by the promise of gold and other riches with which to fill the communal coffers. When acting as mercenaries, winged folk will not fight other winged folk serving for an opponent, nor will they put each other in any danger by any of their actions. This is expressly stated in any agreement between an employer and mercenary winged folk. At such times, both bands of winged folk would simply be sent to other areas, or both would terminate their service and leave. If only one of the employers is foolish enough to force the winged folk to fight each other, or even insist on it, the band hired by that employer will join the other side.

In battles against men, winged folk generally are employed as scouts to observe and report on enemy maneuvers and as messengers.

**Combat:** The weapons winged folk normally use are bows, javelins, daggers, spears, swords, axes, bolas, nets, and ropes.

Winged folk prefer to fight from the air using bows or javelins, with which they get a +1 bonus to attack rolls but are not averse to closing with a foe in melee. If a hostile party is outnumbered by four to one or more, winged folk may attempt to capture them with nets and bolas instead of killing them.

If from (1d6+4)x10 winged folk are present, they are usually employed as high-altitude missile troops who can decimate enemy ranks with little fear of retaliation. In sieges, they can scatter the defenders on the inside of a wall in this manner to enable other attackers to storm the walls with minimal resistance. Winged folk mercenaries are as highly regarded as any troops, and rightly so, for they bring aerial power to any battle, and can turn the tide for even a comparatively weak force.

When found in groups of 20 or more, winged folk troops will be armed as follows: 50% of the group will have longbows, and within this group 40% will also be armed with a short sword, dagger, and bolas; 30% with spear, dagger, and bolas, and 30% with axe, dagger, and bolas. The remaining 50% of the group will be armed with 3 javelins, and within this group 40% will also be armed with sword, dagger, and net, 30% with spear, dagger, and net, and 30% with axe, dagger, and net.

For every 20 winged folk encountered, there will be one of above-average fighting ability (2<sup>nd</sup> or 3<sup>rd</sup> level). For every 30 encountered, there will be one magic-user and one cleric or druid (2<sup>nd</sup> or 3<sup>rd</sup> level in all cases). If 50 or more are encountered, there will be the following additional figures: a 4<sup>th</sup> level fighter/magic-user and a 4<sup>th</sup> level fighter/cleric or druid.

If the winged folk are encountered in their lair, there will be a leader of 9<sup>th</sup> level fighting ability and four lieutenants of 5<sup>th</sup> to 7<sup>th</sup> level fighting ability. There will also be a magic-user of 7<sup>th</sup> to 9<sup>th</sup> level, a magic-user of 7<sup>th</sup> to 15<sup>th</sup> level, and a druid or cleric of 9<sup>th</sup> level. Winged folk magic-users are usually illusion specialists. There will also be 3d12 eagles, hawks, falcons, or owls as watch-birds, who will scout and spy on non-winged folk in the area.

Like elves, the winged folk are immune to sleep and charm spells and effects.

## Winged Folk as Player Characters

Winged folk are related to elves and share some of the abilities of that race. Avariels are more powerfully built than their earth-bound cousins.

### Ability Adjustments

Avariels have no ability score adjustments.

### Combat Bonuses

Avariels characters begin play with a +1 bonus to attack rolls made with the following weapons: bolas, longbows, longswords, and javelins.

### Flight

Avariels characters have a flight Movement Rate of 90' per round with unencumbered (Maneuverability Class C). This is reduced to 60' per round (Maneuverability Class D) when moderately encumbered. Avariels cannot fly when more than moderately encumbered or when wearing medium or heavy armor.

### Immunities

Avariels do not share the elven immunities to ghouls' paralysis but retain immunity to magical sleep and charm effects.

### Level Equivalency

Avariels characters, due to their racial abilities, add 1 to their character level when determining the experience needed to progress in level.

As such, a 1<sup>st</sup> level avariels magic-user would effectively be 2<sup>nd</sup> level for the purposes of determining the experience points needed to reach next level. This increase in effective level only serves to slow level advancement and grants no benefits to the character's level-based abilities, Attack Bonus, or Proficiency Bonus.

### Permitted Classes

Avariels may advance in all character classes except for the barbarian and monk. Their preferred classes are the cleric, bard, druid, fighter, magic-user, ranger, and thief.

### Proficiencies

Avariels characters begin play proficient in the following skills: Languages (Common and Elven). They also have proficiency with the following weapons: bolas, nets, longbows, shortbows, longswords, and short swords.

### Restrictions

Winged folk are not comfortable in enclosed spaces. When in a confined space (any space smaller than 100 square feet) avariels characters suffer a -1 penalty to all skill checks and attack rolls due to their claustrophobia.

### Size and Movement Rate

Winged folk are Medium-sized creatures. When walking, avariels move 60' per round.

### Skill Bonuses

The keen senses of their race grants winged folk characters a +2 bonus to Perception (Wisdom) checks and halves all penalties to ranged combat due to range.

### Twilight Vision

Winged folk can see normally by moonlight and in dim light.

