

Nightwing Elves Invented by Blackjack

Some call Nightwing Elves the Angels of Death but to the few who know them they are anything but this. Caught somewhere in-between the Drow and the Avariel Elves, the Nightwings are seen to be either hauntingly beautiful or viciously evil.

Personality:

Most Nightwings are born from Avariel mothers because if they were born to a Drow they would be killed at birth. The evilness of their Drow parentage very seldom shows through. Most Nightwings are stubborn.

Physical Description:

Nightwings commonly have the grey-black skin of their Drow parentage and the wings of the Avariel parentage. The color the wings ranges from grey to black and they have silvery white hair. Their bodies are frail but very, very beautiful.

Religion:

Nightwings do not tend towards any certain God or deity but the Good Nightwings normally worship Heironeous or Corellon Larethian and the evil ones commonly worship Hextor and sometimes even Lolth.

Relations:

Nightwings get along well with most other Elven races other than the Drow. Humans find them too akin to the evil Drow and therefore shun them as do most other civilized races.

Alignment:

Most Nightwings tend towards neutrality and good but the few evil ones that exist are a frightening force to be reckoned with.

Adventurers:

Nightwings born into Avariel societies are often employed as nighttime scouts and guards, but they never really fit in. This often leads them to start a new life as adventurers and any party with any common sense would accept a Nightwing for their skills with swords and bows as well as their magic capabilities are legendary.

Nightwing Racial Traits

Abilities:

+2 Dexterity, +2 Charisma, -2 Constitution and -2 Wisdom. Nightwings are skilled with bows and are hauntingly beautiful but are frail and quick to act and quicker to stop.

Size:

Medium and as Medium-sized creatures, Nightwings get no penalties or bonuses due to their size.

Darkvision:

Nightwings can see in the dark up to 60 feet. Darkvision is black and white only but is otherwise like normal vision.

Immunities:

Immunity to magic sleep spells and effect, and a +2 racial saving throw bonus against Enchantment spells or effect.

Skills:

Nightwings get a +6 to hide check during the night or in dark places.

Weapons:

Proficient with either longsword or rapier, proficient with shotbow, longbow, composite longbow and composite shortbow. Like all elves, Nightwings esteem at the arts of swordplay and archery.

Languages:

Automatic languages: Common, Elven and Auran.
Bonus languages: Draconic, Sylvan.

Speed:

Land: 30 ft., fly 50 ft. (average)

Favored Class:

Sorcerer. A multiclass Nightwing's Sorcerer class does count when determining whether they suffer an XP penalty for multiclassing. Nightwings have a natural ability for magic and require little training in arcane arts and Ranger/Sorcerers are very common among Nightwings.