

RACE

DEVA

Terrifyingly beautiful, exceedingly tall, and deceptively humanlike, devas with their long, feathery wings and lithe, argent bodies are amongst the most awe-inspiring beings I ever had the...experience of encountering.

Truth be told, you have most certainly come face-to-face with a deva as well, but you'd never know it. Many delight in taking the form of unassuming humanoid and small animals. Despite these seemingly sly habits, I assure you, they are perfectly safe and kind-spirited. One may have even saved your life and you'd never know it!

-Jozan, The Guiding Light

Devas may be angels, but they spend a surprising minority of their time on their home plane. Ceaselessly on missions from their gods, they travel throughout the multiverse on official duty, whether their assignment be combative in nature or strictly diplomatic.

AGENTS OF THE GODS

Acting as divine ambassadors, devas are frequently assigned to the Material Plane, the Feywild and the Shad-owfell, and even the various Elemental Planes, sometimes for years at a time. They are prized for their extraordinary resilience and ability to adapt to a range of environmental challenges.

While it is unusual for any one deva to travel between more than a few planes, their kind can be found on nearly every plane, and they are sometimes even asked to seek out powerful creatures hiding on demiplanes outside the known cosmology of the multiverse.

VIGILANT GUARDIANS

Devas are innate protectors, driven by heavenly zeal to defend the oppressed from those who would inflict evil upon the world.

When a deva first comes into existence, it is appointed to one of three roles. Throughout a deva novitiate's years or even decades of training, this role—referred to as its “station”—becomes an essential part of its existence, fundamentally guiding its development as an angelic being.

Devas possess supernatural sensory acuity. Always at the ready with their weapon of choice, it is exceptionally difficult to catch devas off guard.

DEVA NAMES

At some point during their training, devas are assigned a name by their deity. A deva typically only bears a single, unique name—no two devas share the same name.

Male Names: Adonael, Ariziel, Damabiath, Galizur, Jael, Micus, Mitar, Oriel, Prul, Ramiel, Ruman, Sannyasi, Saphon, Tauran, Vachar, Zarall
Female Names: Arael, Ayil, Cassiel, Eirwyn, Elyon, Haziel, Israfil, Jefischa, Lumalia, Muriel, Naya'il, Peniel, Pravuil, Rachiel, Soreth, Zaphiel

DEVA TRAITS

Your deva character is blessed with a number of traits common to all devas.

Ability Score Increase. Your Wisdom score increases by 2.

Age. Devas are born into existence with an appearance similar to that of an adult human, but with unnaturally lustrous skin. They never die of old age or exhibit signs of aging, but many choose to adopt traditional elderly features over the course of their life, such as silvery hair or callused hands.

Alignment. As representatives of the good gods, devas are fundamentally good. While their propensity for faithfully executing divine orders guides them toward a lawful demeanor, some devas trend toward a neutral or even chaotic lifestyle.

Size. Most devas are between 6 and 7 feet tall, with a select few nearing 8 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Celestial. Your creature type is celestial, rather than humanoid.

Darkvision. Thanks to your celestial heritage, 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.

Divine Vigilance. If you are surprised at the beginning of combat and aren't incapacitated, your supreme awareness can give you the upper hand against your foes. When you roll initiative, if you roll a 10 or higher on the d20, you can act normally on your first turn.

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

Angelic Station. You have a divine calling that grants you an affinity for a certain angelic role. Choose one of these stations.

EMISSARY

The presence of the emissaries is nearly ubiquitous throughout the multiverse. Also known as a “movanic deva,” you are a courier of the gods. Sometimes your missions are purely diplomatic, but you often find yourself in the throes of battle, particularly when trekking through hostile territory to deliver your divine discourse.

Ability Score Increase. Your Dexterity score increases by 1.

Flight. While you are not wearing medium or heavy armor, you have a flying speed of 30 feet. Your fledgling wings can only propel you in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.

When you reach 9th level, you can use your bonus action to fill your wings with holy power. For a number of rounds equal to your Wisdom modifier, you do not fall if you end your turn in the air. Once you use this ability, you can't do so again until you finish a short or long rest.

Beginning at 16th level, your wings are perpetually imbued with divine radiance. While flying, you can hold yourself aloft indefinitely.

OVERSEER

The overseers—referred to by the celestially inclined as “monadic devas”—are specifically bred to withstand the perils of the Ethereal and Elemental Planes. Their supreme endurance also manifests as mental perseverance as they are renowned for their superb patience.

Ability Score Increase. Your Constitution score increases by 1.

Angelic Acclimation. You suffer no harm in temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit.

Elemental Authority. When you reach 3rd level, you can cast the *absorb elements* spell as a 2nd-level spell once with this trait. When you reach 5th level, you can cast the *charm monster* spell as a 4th-level spell once with this trait, targeting only an elemental. You regain the ability to cast these spells with this trait when you finish a long rest. Wisdom is your spellcasting ability for these spells.

RAMPART

Also called “astral devas,” the ramparts are an order of angels characterized by an aptitude for warfare. Their militaristic discipline is unparalleled, and they are even known to be able to deprive themselves of the most basic bodily needs for a short time as necessary.

Ability Score Increase. Your Strength score increases by 1.

Celestial Courage. You have advantage on saving throws against being frightened.

Critical Retribution. Whenever you score a critical hit with a melee weapon attack, you can censure your target with a harsh word of condemnation. That creature can't take reactions until the start of its next turn.