



ERUVAR

The upper planes made flesh.

ALL ARIEN WANTED WAS TO BE A SIMPLE FARM LIKE HER parents. Sadly, that was not her lot in life. As soon as she reached her teens, it was impossible to hide her celestial blessings. The glow that wreathed her brow anytime she was nervous was odd enough, but when the village discovered she could heal with a simple touch, the attention became unbearable.

Arien knew she had a destiny beyond her village, but did she have the nerve to leave her friends and family behind? The only way to find out would be just to do it. The merchant caravan agreed to take her as far as Fallcrest, the rest would be up to her.

Eruvar (pronounced AY-ruh-var) are the result of a child being born blessed with the divine spark of the upper planes. Some say they are the direct children of the gods and angels. Others say they are celestial beings made flesh. Regardless, they carry a mark of the divine from the moment they are born.

Their divine lineage quickly outpaces that of their parents, leading to an appearance that may belie their mortal bloodline. Eruvar, almost universally, stand out in a crowd with hair of gold and silver and sharply cut features.

Eruvar rarely lead simple lives, their very nature is disruptive to an ordinary existence. Many find themselves in the service of their divine parent. Others rebuke this destiny, hoping to forge their own path with their own two hands.

Few Eruvar ever know their celestial parents, instead building close relationships with their mortal kin and forming close knit found families. This does not stop them from speculating, however, carrying a small hope that their deeds will one day draw the attention of the higher beings who granted them their gifts.

CORRUPTED ERUVAR

A rare few Eruvar turn their back on their celestial parentage so completely as to corrupt the gifts they were born with. These Eruvar refer to themselves as “Rava” or “unfettered.” However, most others refer to them as “Corrupted Eruvar.”

RAVA ERUVAR

Your Corrupted Eruvar has the following traits.

Age: Corrupted Eruvar reach maturity around 16 years old. On average, they live about 150 years.

Size: Your size is Medium. Eruvar stand between 5 and 7 feet tall.

Speed: You have a base walking speed is 30 feet.

Shroud: As an action you may cause a magical darkness to surround you. Within 20 feet of you is considered darkness, within 40 feet is treated as dim lighting.

Blighted Touch: When you touch a creature, you may spend a Hit Die to inflict a level of Exhaustion on them. Your target may attempt to resist your touch by making a CON save who's DC is equal to 8 + your PB + your CHA bonus. You may only inflict a single level of exhaustion upon a target within a 24 hour period.

Natural Adaptation: You've inherited one set of the following unique traits-

- **Bad Influence** - You may whisper in a target's ear and cast the *Suggestion* spell on it. Your target may attempt to resist the effect with a WIS save against a DC equal to 8 + your PB + your CHA modifier. You may not target the same creature more than once within a 24-hour period.
- **Corrupted Armament** - As a bonus action, you may channel your corruption into your weapon or unarmed strikes. For a single attack, your chosen attack deals necrotic damage equal to your PB in addition to it's normal damage.
- **Fallen Wings** - Your mortal form includes a pair of wings - leathery or made of darkness. As long as you are in light or medium armor and are not encumbered, you have a flight speed of 30 feet.

ERUVAR LINEAGE TRAITS

Your Eruvar has the following traits.

Age: Eruvar reach maturity around 16 years old. On average, they live about 150 years.

Size: Your size is Medium. Eruvar stand between 5 and 7 feet tall.

Speed: You have a base walking speed is 30 feet.

Halo: You know the Light cantrip. You do not need a material component to cast it and it automatically emanates from your forehead.

Healing Touch: When you touch a willing target, you may spend your own Hit Dice to heal them as if they had taken a short rest.

Natural Adaptation: You've inherited one set of the following unique traits-

- **Angelic Wings** - Your mortal form includes a pair of wings - feathery or made of pure light. As long as you are in light or medium armor and are not encumbered, you have a flight speed of 30 feet.
- **Divine Armament** - As a bonus action, you may channel your divine lineage into your weapon or unarmed strikes. For a single attack, your chosen attack deals radiant damage equal to your PB in addition to it's normal damage.
- **Reviving Prayer** - With a 10-minute prayer, you may cast the *Revivify* spell. You may not select the same target more than once every 30 days. Once you use this ability, you must finish a long rest before using it again.