

A GUIDE TO ARUESHAI

A BEGINNING GUIDE AND HOPEFULLY THE BEGINNING TO AN ENTIRELY NEW CAMPAIGN SETTING. NOTE THIS IS AN EPIC LEVEL CAMPAIGN SETTING THOUGH EARLIER LEVELS ARE WELCOME. SOME MONSTERS WILL BEAT EVEN LEVEL 40 PARTIES.

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ARUESHAI INFORMATION

What is Arueshai? It is a nation located in a plane probably distant from where the dervish resides sent out on a mission. It is a very powerful nation situated on an extremely large continent covering almost a quarter of its world. The nation though not initially has engulfed this entire continent through treachery and military conquest. Arueshai consists of a massive combination of many races.

The nation is ruled by a council of 12. The head is the god lich Zabbas Adran formerly an elf in days long past. The council is monstrous and other members include an ancient elder Sea Dragon named Kulth and a Rakshasa Diviner. Their power is unquestioned and some of the council member have gone to small towns that resisted the spread of Arueshai and leveled them themselves.

Life in the nation of arueshai is interesting. Demons and devils walk the streets along with other monsters. They don't cause trouble despite their nature under threat of being imprisoned or destroyed. There are magical speakers throughout the land so that if the inner council needs to get a word out they can immediately. There is a public education system of sorts. Around the age of 1 years old, parents surrender their children to the government so that they are re-educated to love the Arueshai empire. Not all are taken, just those that seek government employment or special military service.

SOCIAL

Socially the nation is a magocracy and a tad bit aristocratic. Everyone is equal in Arueshai is a common saying but people know that isn't the case. The way the social hierarchy goes is that the ones on the top are the council of 12. They have the power to level cities by themselves if they so wish it. Just from their power they are respected and feared. The only ones the 12 answer to is Zabbas Adran itself. Some of them are known for just killing the random person on the street if they look at them the wrong way or if they so please. They are considered to be both above the law and they are considered to be the law. Each of the 12 rules at least a city and their is a hierarchy among them.

Below the council of 12 are the heads of the factions within Arueshai. There are many of them and just being the head of an industry doesn't guarantee you a seat in what they call the Directorate. For example around the top is the Archmagi of the black sphere, the collective of wizards and sorcerers in the empire. Another is the elected head of all the mercantile guilds within the empire that basically controls commerce. Coin is powerful so the head of the mercantile guilds is well respected and the other faction leaders don't try to kill the head of the mercantile guilds. There are a faction of clerics for the empire, head of blood elf community, head of the coral elf community, the collective head of the dwarves, the head of the dragonborns known as the children of Vistol, and finally the speaker of the smaller tribes absorbed into the empire from its conquests.

Aside from being an actual leader of a faction spellcasters and blood elves hold nearly the most esteem. Being a blood elf is almost like being nobility in other realms. They are the most power hungry and the middle and upper middle positions of power are mostly held by either blood elves or accomplished spellcasters of some kind. Usually it is both as blood elves are known to be archwizards, archdruids, and head priests. They live for almost forever and constantly crave strength and power so they never settle down or rest. It is a saying that you could cross a blood elf but your descendants will all suffer for it.

Below the blood elves and spellcasters are coral elves and dwarves. The powers that be in arueshai recognize the contribution that dwarves have had in their expansion so they are treated with a deal of respect. This is the rung where you would be if you were significantly rich. You could have millions of gold pieces but a blood elf still is higher than you in Arueshai unless you are the head of a faction. They aren't usually picked on openly because that is the job of the head of the faction is to look after those underneath them. Different celebrities that emerge could be around this tier.

Below the coral elves and dwarves are those currently in military service. The higher your rank the more people think of you. There is some overlap and some generals are even of the rank of blood elves. Of course most generals are blood elves but some of the ones that aren't are respected enough to earn the prestige. If you are retired typically you have some way to indicate which rank you were so that you don't lose your place in Arueshai's caste system.

Below the military are the common people and dust elves. Only the races of elves and dwarves are given a special place in society based on their race. However the dust elf one is different because while it assures they will never be slaves they it is almost impossible for them to rise in station. Blood elves look on dust elves with contempt as a power obsessed person would look at a failure of a younger brother with wasted potential. They are religious but yet choose to not take a profession in clergy. They are known to be happy living amongst corpses in a graveyard and typically do not care about power or material possessions. Part of their place in society is many are actually near beggars and never seek to raise their station. They still have served arueshai even still and the blood elves begrudgingly accept their younger brother. A dust elf is actually looked at like those in military service it is only the blood elves and the power in society that sees them with scorn.

The bottom rung is for humans, slaves, and the worthless to society. It is actually three rungs here as a highly skilled slave is valued about the worthless and humans. Humans are lowest of the low in arueshai society. Historians will tell you that it is because Zabbas Adran had a divination that a human would kill it so it went on a campaign that result in a almost complete genocide of any and all humans near them. Countries were purged after conquest on the Arueshai homeworld and beyond. Most humans that are in Arueshai don't live long unless for good reason.

POLITICAL

Arueshai is very political. Actions that are seen as too overly aggressive and against the will of the empire will be dealt with using extreme prejudice. Even blood elves, leaders of factions, and the 12 themselves know to keep certain actions clandestine. Because of this many will experience almost a different world from one another.

The 12 are constantly plotting to both clandestinely undermine other council members appearing to overtly appearing to support them. Because by appearing weaker they have a lowered position in the council. The other will be less willing to hear out their proposals and they may even get some of their territory revoked and given to another member (has happened 13 times since the founding of Arueshai). They may even be asked to step down and have a new council member join the 12 (this has happened 1 time that wasn't from a death).

The leaders of the factions always seek to humiliate each other so that their ranking among the others rises. They always seek to make it so that a council member would think that faction leader is the correct one to have at their side. There is also plenty of backstabbing that occurs within a faction so that a new leader of the faction will emerge. Everyone knows this why for example the leader of the children of vistol is actually a blood elf not a dragon born. There are plenty of other blood elves that try to get whatever collection of power they have to be recognized as one of the factions.

Blood elves live and breathe power. When they reach puberty it begins to be all they care about. That is why there is so few of them is because usually they care more about things like career, social standing, wealth, personal power, and political positioning. The rare occasion that they do reproduce it is because blood elves place some value on family. It is still less than most races as if a child got in the way of a blood elves long term goal they are removed in some way. The more tolerant of the blood elves would just send the child away and nearly always the child that knows of this should be grateful for their continued survival.

The particular dragons that live in the world of **Ellam** which houses the center of the empire of Arueshai politically also has influence of the dragons of the world. Dragons here usually would rather spend their time free in the wilds so they have little use of politics. Still their representative is not a faction leader but the council member Kulth. Who can be referred to with the names Kulth the first, Kulth Prime, or as he likes to call himself Kulth the Mighty. Kulth is a strange dragon in that he loves politics and is the second highest or third highest in rank depending on who you ask. The others just follow the words that the Ancient elder Sea Dragon says.

The dwarves are another powerful faction that holds much sway in arueshai. Some of the best of the shield of arueshai, the military tanks of the empire, are dwarves. They differ from dwarves in other realms in that they usually prize combat in some way. Although the powder dwarf are prized for the massive cannons that they bring to the battle field. Even among fellow dwarves you are not respected unless you serve in the military in some capacity. Like many that the Empire absorbs they are still given their autonomy.

Coral Elves and Dust elves don't care much for politics. Coral elves have more power because there are so many of them. Probably 70% of the population of Arueshai is Coral elves. They reproduce like crazy and they populate most of the oceans and seas of the world of Ellam. When Arueshai expanded outward they too colonized the other worlds and populate the seas. Most of the basic ranks of the military are coral elves. They don't have much ambition typically. Still it was the idea of a couple of blood elves to give them a voice by giving them an accepted faction to voice their concerns, so they would never get the thought to rebel. Still even with this privilege they typically don't use it in anyway content to live lives with their families. Dust elves have the same lack of interest in politics but lack anywhere near the number.

The children of vistol speak of the dragonborn that are from the city of vistol from which the dragon born are given their name. Dragonborn have as much clout as any of the other races that aren't elves or dwarves. The faction is actually the idea of a blood elf that saw they had the habit of rabble rousing and grouping together in protest. With some honeyed words she drew them up in a frenzy. She convinced them they needed to have a faction to solve their problems and give them voice. She convinced them she was the one that needed to do this. With some masterful puppeteering she is the head of the dragon born faction and one of there most loved figures.

The military has political power. Each of the generals that want a shot at the top seat clamour over each other constantly. The top position is nothing less than one of the council. Some say the 2nd highest seat in the council. That general has the highest rank of one star which represents the number of military including Zabbas that have power over you. The lower rank general are always in shift trying to out do each other. It looks good on their resume if they managed to take over territory and keep it with the force they have without asking for more. So it is common practice for generals to conquer and invade surrounding lands to increase in rank. The more lands that arueshai conquers the more people they can draft into its ranks. As such the highest general in the land is constantly trying to make the argument that their needs to be even more wars for whatever reason. Zabbas Adran cares little except if the newly conquered people are brought to heel and know their place in Arueshai society.

Not much can be said for humans and slaves and the worthless of society they are usually ignored at best or hunted at worst. Slaves and the worthless have been known to rise above their station on the bottom.

The common folk usually don't participate in politics and don't care to. It is a common fable of the story of a young man that tried to rise in station that was cut down easily by a blood elf that thought he was a nuisance.

ECONOMIC

The economy matters much in Arueshai as it does in all empires. However the highest merchants and craftsmen do not hold as much power there as they would in other empires. Most of trade is within the empire itself. Nations, cities, villages, or groups outside of Arueshai have a habit of getting invaded and conquered at a moments notion if there is any sense of weakness. The countries that have not been invaded typically seem so worthless and lack any potential that Arueshai does not try to conquer them.

Still Arueshai is expansive and nearly any good that you can think of can be found within the city. Unless it is illegal it is rather easy to find most of the time. That is if you are willing to put in the work to find it. Because of Arueshai's rather harsh treatment of anyone that breaks the law, the underbelly of Arueshai is very slow to trust even to those that know the cant. There is usually months to years of work to get someone on the black market to trust you. Immediate execution is not a rare punishment for those found guilty of most crimes.

It wasn't shown in the social section but social business leaders can hold many positions. The council member **Gunati Nifralti** is a Rakshasa Diviner that has used his considerable power to get monopolies in many different industries of Arueshai. He has a seat of the council because he is the richest in Arueshai in terms of wealth. He has a net worth of about 400 quadrillion gold pieces. Each member of the council has started at least one war in the time they have held the reigns of power and Gunati Nifralti is no exception. Combatwise he is probably the weakest of the council but he still hold power due to his sheer wealth. He is perhaps the third or fourth most intelligent but most of that is his ability to predict what will happen with the price of goods.

Arueshai isn't the richest according to its size but even with its vast military the middle tier of soldier has a magical item. They are crafted in factories in the most basic way to give the Arueshai war machine the edge over its enemies. The elite troops of Arueshai even have legendary items that they use to secure victory in skirmishes.

Basically the Arueshai economy is doing alright for a nation whose main concern with its governing is magical focus and military expansion.

RELIGIOUS

From a religious stand point it gets tricky but is simple nevertheless. On the homeworld of Ellam when Arueshai expanded it stamped out most other religions or god. However when Zabbas Adran, early in Arueshai's history, Ascended; Arueshai started to worship Zabbas Adran as the only accepted god. This didn't last that long. When Arueshai spread to other planes and worlds it let go of this policy. Because of this there are no common gods worshiped other than Zabbas Adran from early Ellam. Now however if there is a god worshiped in a different plane or world they are probably worshiped in Arueshai.

MILITARY

Arueshai is different from many other empires and nations and cities in other fantasy settings. Arueshai boasts a more than 1 billion member military. This has partly to do with the fact that the Arueshai empire spans more than 100 planes and worlds.

For most creatures if you do not have magical talent or are of a special race then military service is one of the only ways to guarantee that you are seen as being above a commoner. When a new land is conquered all of the fit males and some of the fit females are forced as the conscripts into military service.

Because of this we have the lowest tier of the fighting force for the Arueshai military. The conscripts vary dramatically in ability. For a newly annexed people those fit to serve are given the choice to serve or die. It is here they get a sense of belonging to the Arueshai empire or perish. Typically however level wise they are probably around level 1-5. What you have here is basic infantry and people that handle odd jobs throughout the various encampments of Arueshai. These are the truly expendables and comprise a large number of the Arueshai military though not as much as you would think.

The next tier is the standard army or the coral elf tier which it has been named affectionately. This is where most of the sea elves end up and is why it is the largest tier. They are around level 6-15 in ability. Sea elves usually trade about 50 years of service in exchange for the empire agreeing to let them and their families settle on newly conquered plane or planet. They are more of the standard military and most of them possess a magical item (usually weapon) of some kind. They handle almost every job imaginable in the military that doesn't demand a higher rank.

The major next tier in the military is officer core. This is smaller than the other two previously mentioned. The levels here vary wildly ranging from a level 16 lieutenant to level 40 generals. That is if you don't count council member which possess even greater strength. The officer corps supervises the lower ranks and deal with the task of managing the military. Because of the prestige that it grants there are many which spend most of their lives here. There are at least 1000s of blood elves that are permanent members of the officer corps have have served since Arueshai's founding. There are many extremely high level spellcasters in the military.

There are other special forces type groups. For example there are specialized groups which hunt down extraordinary groups called adventurers that are not loyal to the empire and eliminate them. Their power differs wildly. These are called **quarry hunters**. They handle jobs that it wouldn't make sense to throw an army at as well. They are basically paid for each job they finish and serve out entire terms as a contract. Individuals that know each other are usually split apart but are allowed to stay together if they are a quarry hunter.

Each city above 1000 sentient creatures or of strategic value has military town guard. These are usually of the tier of the standard army as Arueshai doesn't think it can trust the conscripts. Although Arueshai has been known to use conscripts if it doesn't care about the town. Any force that manages to take over a town guarded by the military will find Arueshai will consider this an insult almost too much to bear. The council member in control of the area will usually consider this a personal insult. Creatures that manage this can expect death or torture and then death.

NOTABLE CITIES AND AREAS ON ELLAM

Every city in the empire would be too vast to mention and there would be room for a document that is 1000s of pages long. However there are some major cities that have had a large impact on what Arueshai is today.

THE CAPITAL

Mega City - Population 276,000,000

(72% Elf, 6% Gnome, 4% Dwarf, 3% Halfling, 2% Dragonborn, 4% Half-Orc, 9% Other)

It is strange that an Empire as vast as Arueshai doesn't have a particular name for their capital or maybe that is by intention as a blood elf hello. Maybe to say every city and nation even not yet in the empire someday will be and this is the capital. It was the first city and is the largest city in the empire. It is very large probably about 200,000 square miles in size. There are nature gaps in the city but it boasts a population of over 250 million people. The city is cared for by millions of staff and a mythal that provides things like running water and proper clean air circulation. The mythal is constantly tended to by 1,000,000s of blood elf spellcasters of level 30-40.

The capital has by and large the largest collection of blood elves. Many of them are 10,000s of years old and extremely powerful. The magocracy that is Arueshai takes care of them and let them perform various experiments. Indeed some of them participate in using humanoids as test subjects although they are usually the lowest caste of the worthless, slaves, and humans. Usually they try to keep quiet about this unless the experimentation is done on humans in which case it is encouraged.

The city is heavily protected not just from the powerful creatures like the council members. There are massive towers that rise about 100 feet in the air. They have massive guns on them manned by powder dwarfs. Those massive guns can fire about 500 rounds in a minute with surprising accuracy. There are about 2,000 battalions stationed in the capital. Although to be fair a large number are conscripts to see the awe that is Arueshai. There are even strange gnomish contraptions that fly through the area that fire blasts of energy as their weapons, though they aren't that strong they are quite adorable.

This is also where most of the dust elves live in the areas where there are cemeteries. Blood elves see this as if living amongst trash. However dust elves believe this to draw them closer to the veiled goddess. The veiled goddess is mainly only worshiped by dust elves but seemed to have granted them their ability to resist death. Many a blood elf has repeatedly killed a dust elf only to find that they are walking around the next day like nothing has happened. Usually after the 10th time killing them they give up and leave them alone. For this reason most blood elves scorn the dust elves but do not kill them. It seems that even killing them doesn't give them a fear of death it is almost like they don't even care.

There is a large city gnome population in The Capital. They were originally slaves but rather quickly assimilated and were freed. They seemed to possess an uncanny knack for invention and resistance to the near inevitable magical backfire of the machines that they make.

The city actually has a sewer system which is the idea of the gnomes and dwarves of the empire. It was mostly a gnomish idea and is the reason why the empire accepted the gnomes and uplifted them from slavery. The sewer system gets rid of waste and draws water. This is from a combination of mythal magic and some strange science called engineering.

The supreme majority of elves in this city are a combination of blood elves and dust elves as the coral elves generally wish to remain underwater. That said the dust elves do slightly outnumber the blood elves.

Part of the amazing works of engineering are the massive roads. The roads around the center of the city where the gate is has roads of smooth stone that are the size of cities. The large gate is for things that require the largest of objects to pass through. There are massive gateways that lie through The Capital. The roads are maintained by millions of golems that work tirelessly with the help of magic from Blood Elf archmages.

The roads have another function which is that while the Blood elves are not sentimental other races are. So along the massive highways at certain parts of the year various races like gnomes, dragonborn, and/or half-orcs hold large parades that run up and down the streets of the capital to honor the dates of their freedom. For the gnomes they like to put on an air show typically with their flying machines.

Dust elves like to observe their various religious holidays. There is one in particular which is a day they celebrate all of the dead. They do their best to adorn themselves with bones, masks, and costumes.

Blood elves concentrate on a particular job and like to become the best at it. For this reason the city planners are typically exceptional. There is no section of the city which is decently populated that doesn't have running water and access to necessities like food. For this reason various foods and other goods come in from every edge of the empire to this city. Although a good portion comes from the Jade grove.

The Capital has areas that are sparsely populated but the most dense areas of the city are known for their massive skyscrapers. The more massive buildings are made with reinforced magically enchanted steel. Most of them still have things like running water and sewage on most floors of the building.

The head capital building with over 400 floors is one of the largest. Some of the council members are so large that they cannot be in the head capital building and so conduct business outside of it. The building is exceptionally large and there are rooms inside of it for employees to sleep in. Do not think of it being a long. The largest buildings have things called portal rooms where someone can teleport to the position of another portal room with ease.

Not all of the architectural achievements are stuck on the ground. There are true sky structures that are suspended in the air by the city's many mythals. Of course these cannot be connected to the running water or sewer systems but many find other ways to deal with these problems. Usually these buildings are for those that wish to be part of the city but yet removed from the common population.

HELCT

City - Population 256,000

(23% Dwarves, 27% Halflings, 5% Gnomes, 11% Dragonborn, 3% lizardmen, 13% Elf, 18% Other)

Helct is a city that is probably only known for one thing and that is being the genesis of the ravagers. The city is large by other plane standards but almost nothing compared to The Capital. It was taken over by arueshai near the empire's beginning almost 20,000 years ago. By now most of the inhabitants are fully integrated into arueshai. The town seemed to almost always be multi-cultural. It housed dwarves, halflings, gnomes, and some other less common races like tieflings, dragonborn(less common for this city), elves(normal phb elves), and lizardmen. With the city the major paths of the ravager began and quickly spread throughout the empire as it grew.

Helct used to house a human population but they were quickly exterminated when Zabbas Adran ascended shortly after the city was annexed.

AMBROS

Sprawling lightly dense Metropolis -

Population 50,567,000,000

(93% Elf, 7% Other)

Ambros is the largest city of the coral elves. It isn't so much a city as a collection of cities that spans almost the entire ocean floor of Ellam. Waste removal isn't as much a problem as one would think as coral elves seem to rarely if ever have to go to the bath room. Ellam is home to a species of animal called the **Marefin**. They are extremely fast in the water and strong. As such they act as beasts of burden that the more well to do coral elves use as transportation in the water. With great effort many of the worlds and planes that coral elves now inhabit possess these Marefin as well. Their houses and the city isn't as technologically or magically advanced as The Capital. It is basically an underwater medieval city.

Ambros was always large and due to the fact most elves can't breathe in the water Abbas Adran accepted the coral elves into the empire without conquest. For some reason the coral elves seemed to barely care except when told the Blood Elf magic could take them to new worlds. Coral elves value their family and see other coral elves as part of an extended family. So the coral elves thought this was a way to increase their family. All they had to do was give up some powers they never cared for. Most of the coral elf areas are barely managed as they typically don't care for it.

GURRUMYR

Large Collection of Cities - Population 23,350,000

(93% Dwarf, 2% Gnome, 2% Half-Orc, 3% Other)

Gurrumyr was a stone dwarf nation. It was built inside of a mountain range however unlike many other dwarves that fought the stone and built monuments, the stone dwarves practiced fighting each other instead. They would have massive blood sports that left many mangled though the participants didn't seem to care. A convoy of elves was sent to get them to join the soon to be empire.

The stone dwarves wanted combat so they charge the elves. With some magically laced words the blood elves calmed down the dwarves and got them to agree that if they bested the best of them in these blood sports they would have something of an alliance.

The first was a sport where you needed to evade obstacles and pass an obstacle course. The rules said nothing of teleportation so the participating blood elf simply teleported to the other side. The dwarves were outraged so they said do it again and no teleportation. So with that elf turned ethereal and moved through the obstacles. They protested again but the elf convinced them that she followed the rules they laid out and beat the competing dwarf twice in a row. The dwarves implored that she was cheating and they she had to move through the obstacle course like normal. So they went a 3rd time and the elf just cast a subtle haste spell on herself for an extended duration and beat the obstacle course faster than the dwarf. The dwarves never noticed because she retired to her chambers later in the day about 5 hours later and then released the spell. She made additional effort not to seem too much faster than she needed to be to keep up the ruse.

The second was a simple contest of constitution or so the dwarves thought. The competing dwarf and elf were to be buried so that neither could breathe. The first to jump out because they needed air would be the losing side. However they didn't know about coral elves, being from the mountains, and Arueshai was still in the process of talking to absorb the coral elves. They did have a large number that agreed to join already because of how impressed they were of their magics. Needless to say the coral elf didn't just win she fell asleep for about 2 hours and then with panic arose from the dirt. The dwarves seemed extremely impressed and she had won another for arueshai.

The third test was simple melee combat. A stone dwarf versus a dust elf. They fought long and hard but the elf went down. Except while the dwarf was celebrating the elf got back up. It was a fight to the death you see. This happened another time. And another. Finally the dwarf was so beaten that the dust elf laid the final blow killing the dwarf. Another win for the elves. The dwarves looked humiliated to be beaten in combat and physical prowess and all by women nonetheless.

The talks began afterward and with the other male blood elf's silver tongue the stone dwarves were promised battle and greatness. It was about a century later when they saw after the conquering and constant wars throughout the continent that they were granted what was promised. The blood elves even began a new procedure to have the stone dwarves train as dervishes. There a final meeting between the heads of Gurrumyr and Arueshai led to them agreeing that they should join into one.

By this point Arueshai didn't take over most or all of Ellam but built their massive gateway and conquered/colonized a planet. This brought the coral elves completely under Arueshai control for it is what they wanted. The new found strength insured that Arueshai had more sway and pull at the bargaining table. So it was the stone dwarves that decided to be absorbed into Arueshai with the promise of a seat at the table of power. As such the strongest dwarf is one of the council members.

VISTOL

Medium City - Population 328,000

(83% Dragonborn, 1% Elf, 6% Gnome, 7% Half-Orc, 3% Other)

Vistol was a city by one of the seas of Ellam. Arueshai had been slowly but steadily expanding and have already conquered Helct and burned Megroth to the ground. They treated Vistol differently than Megroth. They sent an envoy who was humiliated and dismembered. However he was a blood elf so he remembered the humiliation more than anything else. That blood elf went back and convinced the council at the time to bring an army. There was a long series of battles that followed. The dragonborn of vistol were enslaved however only for a short time.

The freedom of Vistol dragonborn was more due to the actions of Kulth the mighty. There were long talks and part of the agreement that forced Kulth and the dragons to join Arueshai was that the dragon born be freed. The pact doing so was binding to an extent that it even bound gods within the contract. As such the Kulth is a council member eternally but vistol dragonborn are to be free. The pact is open enough that if Arueshai armies come across newly conquered dragonborn they don't even have to join the military and are automatically a citizen.

GLENNSHIRE

Medium City - Population 789,000

(93% Halfling, 2% Gnome, 3% Half-Orc, 2% Other)

The story of glennshire is a short one it is home to a large number of striker halflings. Basically all that arueshai did was bring an army to their doorstep. There was about a year worth of fighting. However the halflings grew tired of warfare and agreed to be annexed into Arueshai if they agree it wasn't as slaves. The blood elves in charge saw strength in them so they agreed.

BOOMTOWN

Small Town - Population 93,000

(97% Dwarf, 3% Other)

The story of boom town's induction in the empire is somewhat short. The towns name is actually translated from dwarvish. The dwarves were a new type of dwarves called powder dwarves that became such after the invention of gun powder. Boomtown is actually a surface town. The reason being that they thought the extra room gave them more space to shoot their firearms. The town's location is actually close to the mineral they needed to produce ammunition for such firearms. It was the largest collection of it in fact in Ellam. This put the town up further north where it was frigid but never snowed. The dwarves had to build an aqueduct of sorts to pull water up there to their precious mineral.

A blood elf and a retinue were sent to try to establish relations between the two camps. Basically for these situations the diplomat has two options use force and demand they surrender or perish which they usually do or if they are useful look at the things they are good at and what they want. If Arueshai is to try to absorb these into itself then they must bring something of use to the table. The diplomat found out they created these "firearms" and were excellent at their use. He warrented that this made them a potential valuable addition to Arueshai possibly ensuring a promotion in the future.

Getting them to agree to join was easy after the diplomat found out what they liked and were interested about. Apparently all they cared about was the powders they used to make firearms. So the diplomat told them that Arueshai due to their nearly peerless spellcasters had made a gateway that could connect to countless worlds. These worlds would have other such minerals to make even better powders for even more impressive firearms. Also better materials to make their guns out of.

The dwarves were skeptical but agreed to send about 10 dwarves to The Capital to see this gate. They did and with some finagling convinced the men in charge of the gateway to let the dwarves pass through. It was to an already conquered planet but the dwarves were so impressed they agreed to join Arueshai there on the spot. It wasn't long after that a formal contact was formed and the elders of the city Boomtown signed it.

The most important thing for the blood elf was that he did indeed get his promotion. He became a senior diplomat. He even got a bonus because he convinced Arueshai to not waste the resources of sending an army because he was so sure of his abilities.

THE JADE GROVE

Tiny Metropolis - Population 31,756

(13% Elf, 81% Dragon, 6% Other)

The Jade Grove is actually a collection of very large farms and the creatures that work there. It is noticeable that it has a population of over 25,000 grass dragons to care for the massive number of crops grown there. Only a small portion are what one would consider ancient. There is a large number of druids that live here as well.

There is a second purpose for this metropolis which is trash from the capital is sometimes sent here. The magical powers that surround Grass Dragons causes for it to decompose rather quickly most of the time. However this means that some things that take years take months instead and turn into fertile soil.

MEGROTH

Ruins - Population 0?

Megroth was a city full of humans that was taken over by the Arueshai empire. However, if you were to visit the city it has long been a series of ruins. Arueshai took it over and exterminated as many as they could and enslaved the others. They were known for their art, architecture, and sciences. Zabbas Adran just saw something to be torn down. Everything that the humans of Megroth built was lost.

ALABASTER CIRCLE

City - Population 23,456

(7% Elf, 54% Dwarf, 6% Gnome, 6% Half-Orcs, 27% Other)

The Alabaster circle is a collection of stones that are the size of mountains that spiral in a circle. There is a large powder dwarf population in this area because it turns out that the alabaster stone in this area can be used to create powder for their weapons. As always some blood elves are here just to organize and have positions of power. The city gnomes organize things along with the Halmlet half-orcs.

There wasn't much of a native population the center of the town is surrounded by mountains and was settled by powder dwarves from boom town nearly 18,000 years ago.

The weather around the Alabaster circle is tumultuous. When it rains a lightning strike can cause the ground that it hit if it is the Alabaster stone to explode. This usually means that it isn't uncommon to see a large collection of boulders careening down the mountain side. The powder dwarves are ready for this and usually fire at the boulders with explosive rounds and few people get hurt. Thankfully thunderstorms are somewhat rare for this area.

THE CRIMSON WOOD

Large Geographical Area - Population 18,461

(87% Elf, 13% Other)

The crimson wood is so named because of the trees whose leaves stay reddish green nearly year round that populate the forest. The forest was added to the territory of the Arueshai empire after a long struggle. It is populated by a large number of wood elves that attacked Arueshai troops with hit and run tactics.

The Crimson wood is still mainly populated by wood elves spread out throughout the forest. There has recently (4,000 years) been a city that has formed that consists of other races that uses the forest as a sort of retreat. The elves of the crimson wood won't allow the cutting down of trees so visitors are usually there to relax, recuperate, or watch the scenery.

THE FLOATING SPIRES

Collection of buildings - Population 12,329

93% Elf, 7% Other)

The Floating spires is the name given to the collection of buildings that float seamlessly in the air about 3000 miles from the capital. Its population is almost entirely blood elf Archmages that wanted an area to practice their research and conduct experiments without the interference of the city.

THE CLAWS OF HEDRIOUS

Archipelago and collection of small towns - Population 131,784

(76% Gnome, 13% Elf, 6% Half-Orc, 5% Other)

The claws of Hedrious is so named after a slightly forgotten god named Hedrious. The claws was the part of the name given because the collection of islands looked like the gash from claws on the skin. The gnomes here were tribal until they were conquered by the Arueshai empire about 15,000 years ago. The gnomes to the surprise of many adapted to city life with remarkable speed. Though many reside in The Capital and other cities now, this is the area from which they originated. The human population as always was exterminated.

If one were to travel to other worlds they would find less and less city gnomes. They are primarily from Ellam.

The claws of Hedrious are notable because they are one of the few pieces of land that are not part of the super continent of Ellam where many of its cities are located.

HALMLET ISLAND

Island with 3 large cities - Population 262,345

(86% Half-Orc, 7% Elf, 7% Other)

Halmlet is known as being the land from where the iconic Halmlet Half orcs originated. Originally they were taken as slaves and many killed because it was believed they were half-human. However from the experimentation done by a blood elf it was found that actually they were half-elfen more often than not. A hundred years of political maneuvering and they were freed.

The Island from when it was conquered nearly 16,000 years ago seemed to always be a very structured and civilized city. Some of the population of elves sent to oversee and control the cities still remain there.

As stated before Halmlet Island is one of the few land masses on Ellam that is not part of the super continent.

HEROES OF ARUESHAI

Seeing as Arueshai is so vast, 100 or more planets and planes, you can be virtually any class that you want to be. Indeed there is a class which is usually only available to those with an Arueshai past which is the dervish. So instead I will highlight the most common type of class for each rank of the military and possible occupation.

CONSCRIPTS

The conscripts are the lowest positions in the Arueshai military. They are usually from the tens of thousands to hundreds of thousand of small towns and cities that the Arueshai military conquers. Here are the classes that are members of the conscript army. He are some of the classes you will pretty much mostly find only in this tier.

BARBARIAN

Arueshai has a balanced and efficient military. They use formations and want their soldiers to follow orders. It is no suprise that you would find soldiers that ignore all of that and attack everything wantonly at the bottom. It is hard to lead the enemy in a trap if the barbarians of the group charge ahead and attack anyway. They aren't completely useless and are indeed quite strong so they still have a place in the arueshai military. They pretty much stay at this level because the conscript army is the only one that typically tells its people to just charge ahead and attack everything anyway.

ROGUE

Arueshai doesn't like law breakers. There can be rogues in other ranks it is just that the conscripts are the creatures that are from newly acquired planes. The reward for being a professional thief that is actually repeatedly caught stealing is death. For that reason there aren't that many in the other tiers of the military. The only other tier they are seen in are the quarry hunters typically. However quarry hunters accept all types. It should be noted that if you have the skills of the rogue you won't be executed just the repeated crimes have that effect. Being a legal member of the military is a good start to becoming legitimate.

STANDARD ARMY

This tier is typical for members of the military that follow directions, have training, and are strong in a fight.

DERVISH

The begin to undergo training from the age of 5 and when they join the military they are pretty much there for life. A dervish follows orders even if it is against their own survival so they are of use in a variety of tactics and strategies. A dervish is almost never seen in the other areas of the army. They are basically made for this tier from all the training. That said they do occupy every position of this tier some of the highest ranking in this tier are dervishes.

RAVAGER

The ravager is typically seen in this tier. Though they are the ones that typically commit atrocities on those that are conquered they follow orders in battle and work exceptionally well with the dervishes.

Ravagers unlike the dervishes typically aren't lifers. They necessarily stay in the military for any longer than the typical mandatory service from receiving ravager training. That mandatory service is usually 20 years of service.

OFFICER CORPS

The Officer corps can have people of any class. However in the typical army that is not of the special forces they are typically spellcasters. Although it should be said that if you have a high intelligence you can be placed in military intelligence or in a position for you to utilize your skills.

SPELLCASTERS

Arueshai typically places a large amount of value on spellcasters. They have that additional value in officer positions because they typically possess advanced mental capabilities of some kind. This is useful for decision making, planning, inspiring the troops, and many other things. For that reason there are even low level spellcasters in the officer ranks though they experience something of a wall until they get more powerful.

QUARRY HUNTERS AND OTHER SPECIAL FORCES

The quarry hunters and other special forces can take many different tasks and things that are not suitable for other tasks. Diplomats are not part of the military but the people that guard them are and they typically act as an armed escort. These bodyguards are a type of special forces because it requires a different set of skills and you are usually away from typical military encampments.

The quarry hunters are people that hunt down adventuring parties and eliminate them. They are usually at least of level 12 or higher as adventurers have the habit of growing powerful relatively quickly for some reason. Their levels don't necessarily get too crazy as if adventurers that become a problem are sent a diplomat to quit peacefully. If the adventuring party does not heed this call they could possibly find the might of the arueshai military to destroy them. That being said Arueshai doesn't necessarily kill all adventures just ones that it sees that pose a problem for the empire.

There is the sapper teams which are members that handle things like castle walls and such. They can be spellcasters however most are powder dwarves with things like sniper rifles, cannons, and explosive sticks that can bring down castle walls.

There are also adventurers themselves. Just because the military has members that hunt down problematic parties and eliminate them doesn't mean they don't hire adventurers themselves. Indeed sometimes adventurers are used to hunt down adventurers. The reason being is that the most difficult thing to deal with concerning adventurers is their mobility. If an adventurer slated for destruction is dumb enough to run into an Arueshai battalion they will just be eliminated with no need for quarry hunters. Adventurers handle odd jobs for the military like finding artifacts, eliminating pests in cities not currently occupied by forces, or other such things.

ADVENTURERS

You can be an adventurer that is not part of the military or currently hired by the military. The military after they take over a nation or city don't always leave behind a battalion or something like that. If the city has been stable for a hundred years or more they may decide to leave behind only military town guard and of course a recruiter. The city is still expected to pay taxes and perhaps other stipulations according to what the corresponding council leader in charge of them desires. So for this reason the town may still pay for adventurers and small jobs may still be warranted.

It should be known that usually if there is a threat that would wipe out the town a contingent of troops are usually sent to deal with an issue. Perhaps more may be sent. It should be noted that on more than one occasion Kulth himself enters the front line to deal with threats. It is probably because Kulth loves combat and completely hates administrative duties. There is nothing like seeing people cower in fear at a dragon the size of a skyscraper.

RESISTANCE FORCES

Any nation, city, or town that is currently resisting Arueshai can have their own heroes. It should be noted that resistance forces have never been permanently successful in taking back territory from Arueshai. How do you stop an army over a billion strong that has a possibility to get over 100 times that size if they wish? Nevertheless while there are many possible situation of people resisting Arueshai that would be too numerous to list there is one particular example of a people which have evaded complete destruction. That is the Megroth humans.

MEGROTH HUMANS

Why are they special, why do they matter? Well despite being one of the races that Zabbas Adran has slated for total destruction they have the uncanny ability to survive. This is part to do with them and this has part to do with their goddess. Megroth Humans are almost stronger than humans in other planes and worlds. They are more adaptive and skilled in particular. They might have been able to survive on their own but it is the boons of the goddess **Illundria** who was the head goddess in the Megroth pantheon that give them the edge.

BOONS OF ILLUNDRIA

These boons are different from your typical abilities. They aren't completely common but they aren't rare either. It is said the boons are taxing on the goddess but she does not care and will face possible destruction to help her people. The boons can be things like you are smarter than you would be otherwise, you can travel to distance planes even as a teenager, or that you your skills with concentration can improve significantly for a good deal of time. These boons vary wildly.

THE GREAT MISTAKE

This is in reference to the human diviner that was in The Capital of Arueshai when Arueshai was only a city. During that time Zabbas Adran was mostly mortal and asked for a reading. The diviner foolishly told the leader of the city that he would be eventually killed by a human some day in his future. Zabbas Adran believed him unfortunately and asked for the same reading multiple times of different days. It is said that the diviner just sought to perhaps put the leader in his place with a little fear. He obviously had not idea that would lead to the near complete genocide of his people. Zabbas Adran because of this obviously false reading grew to hate humans not fear them. Humans went from the second most prevalent race to being nearly extinct.

The gods themselves since Zabbas Adran has ascended have tried to reason with him but his hatred and anger seems to never end. The most that could be done is that Illundria convinced Zabbas Adran that exterminating humans was perhaps the second or third most important thing while disguised as another god. Since then the forces of arueshai have seen to it that conquest and magical discovery are the most important things with genocide being a possible third. This change of priority has allowed for the population of humans to slightly increase over the past couple of centuries. There is still probably only 1000 megroth humans on Ellam and slightly more on other planes but they are surviving.

GODS OF THE MEGROTH HUMANS

There is not much to tell. The Megroth humans used to have a whole pantheon. However with the purge that took place some of the gods actually sought to fight Zabbas Adran and were completely destroyed or were weakened severely. Illundria saved the gods that survived by teleporting herself and the others away. She remained with her powers intact but the others became lesser dieties. Zabbas Adran eventually would gain the strength to become an overdiety.

SUGGESTED MODES OF CAMPAIGN PLAY

The following are a couple of suggestions for how having a different start in the campaign changes the type of play of the game. These are only suggestions and maybe you can find another.

BORDER ARMY SKIRMISHER

For this one you are in a newly found world or plane. On this newly discovered plane you do missions like adventurers to undermine or even assault towns before they are slated to be conquered by the empire of Arueshai. You are given missions like infiltrate a supply store and eliminate it or to attack people living outside the city walls so that they pull forces out from the city to cover their assets and there by weakening it.

This is almost a more classical type of adventuring type of play in that the empire just is the one that gives you your work.

SPLINTER CELL

You are transported via the gateways to a different world or plane with a single mission. After you complete that mission that is valuable to Arueshai you are free to do as you please with no way to get back. Things like this are simple but yet can be goals for a campaign. Examples include things like destroying a particular artifact or killing a particular individual. The reason for this is that such a simple act can make a later invasion or conquering of the territory easier. It could eliminate a possible threat that was found to be a possible problem in the future. This is different from the other styles of play in that after the mission it is basically like another D&D campaign as they might not see Arueshai attack that plane in their lifetime.

GAME OF HOUSES

In this setting you are in the capital. There is almost no threat of actual combat aside from other nobles. The Capital is an extremely large city being equivalent to the size of Texas. Blood elves are extremely cut throat and you can play a non-blood elf family that is trying to be accepted to one of the established ones. I don't really know how to run a purely intrigue campaign but this is rife with what is needed for one. You have the constant vying for power and you have the threat that if you are on the wrong side politically you are eliminated. You have to keep up appearances that you are friendly to another family on the surface but at the same time take actions to eliminate them clandestinely.

There is a large pay off as the number of slots on the council can increase and with enough politics you might be able to be one. As will be stated later the rewards for becoming a council member could even be possible ascension to godhood.

RESISTANCE

This is for the cities and nations that are seeing the beginning of the wave for assault from Arueshai. The odds are stacked against you but you must not fail.

In this type of mode you are struggling to stop an incoming invasion. While completely turning the tables on Arueshai and making it an offensive war is unlikely, you might be able to do enough damage to stop their advance. This could lead to a peaceful annexation or maybe even an armistice that prevents such incursion for at least another 100 years.

This is different from the other option in that you have an army at your back and you actually fight the forces of Arueshai. You just probably don't fight it fully as it is hard to combat battalion after battalion.

SURVIVAL

In this you are most likely megroth humans or fugitives of some kind. You have to evade the forces of Arueshai from finding and destroying you. You are only a few people so combating even a possible conscript force is unlikely. The most you can handle is the military town guard and even then it would be tough. This is something of a survival game where you have to constantly be on the run from Arueshai forces.

SLICE OF LIFE

I put this in here because I have heard of people doing this. You can just lead ordinary lives. Not just The Capital but there are many areas of Arueshai that are completely peaceful. It is like the roman empire in that yes there is conquest but there are many town where you can just live peaceful lives. Some of them like the Capital have modern amenities like lights and running water. If you are a fugitive you are obviously living the survival game but if you want you can easily live a peaceful life. There is racism in Arueshai but it is almost completely against humans. There is a soft racism against Dust Elves but that is only with Blood Elves.

However if you want to play this correctly just be weary of Blood Elves. There racial feature makes almost every single one of them akin to a power hungry monster. Not quite the same but they have an urge that drives them to seek out power. They still feel emotions but see giving into them as a kind of weakness. This only becomes more pronounced as they grow older. Every blood elf by nature doesn't play slice of life but the game of houses mode of play.

The bonus to playing a dust elf is that if you die someone will probably bring you back to life because it is completely easy for them.

UNKNOWN THREAT FROM BEYOND

This is just a common style of play. You read this book but want to do your own campaign setting. At any time you can include a possible threat of invasion or just a scout force from Arueshai here. It doesn't need to be a big part of your campaign or anything else but an encounter. You could just try to pit an Arueshai scouting party against your players and that is it. This is slightly similar to a splinter cell if you have one player that wants to be from Arueshai if they wish it.

Basically this mode is if there is like one or two things you want from this book to be in your game but not the whole thing. Feel free to use as much as you want.

CONTINUED MODES OF PLAY

COUNCIL MEMBER ERRAND BOY

For whatever reason you were called into the service of one of the members of the council. They are to send you on all manner of missions as a group or maybe by yourself. This may be done secretly or maybe is it with the backing of a council member which would give you authority in the area which you are doing your mission. This is very common to that of a normal adventuring quest giver in most missions except that yours is one of the most powerful creatures in a vast empire that spans planets. You could continue to be given missions or the council member could decide to let you lose after one.

ADVENTURERS

You can have a typical adventuring game. It would just be on one of the planets that isn't completely subdued by the empire. For example on Ellam, the homeworld of Arueshai, there are no wandering monsters or dens of monsters. If they are not of the empire or they do not capitulate they simply are destroyed. That is partly why Ellam has such a huge population compared with typical D&D settings.

With hundreds of conquered worlds some have a small presence of what is typical in Arueshai and some have more.

FIREARMS

These firearms were invented by powder dwarves in the Arueshai campaign setting. Their power doesn't come with a drawback however.

Reload. The weapon can be fired a number of times equal to its Reload score before you must spend 1 bonus action to reload it. You must have one free hand to reload a firearm.

Jam. Whenever you make an attack roll with a firearm, and the dice roll is equal to or lower than the weapon's jam score, the weapon is jammed. The weapon does not fire, and the weapon cannot be used again until you spend an action to try to clear it.

Ammunition. Unless it states otherwise standard is the same bullets used in most guns and cost 5 gp for 20. Buckshot costs about 5gp for 5. A sniper round costs 5 gp for 1. 45 special costs 5 gp per 1 bullet. The dwarven just uses twice as much ammo. Cannon balls cost 150 gp for 1 ball. The 50 sniper special costs 25 gp for 1 round. The Atlish rounds cost 100gp for 2 bullets. Nint rounds cost 100 gp for 10 bullets. Aeos rounds cost 1000 gp for one shot.

FIREARMS

Name	Cost	Ammo	Damage	Weight	Range	Properties
Hand Pistol	75 gp	standard	1d6 piercing	2 lbs	(30/120)	Common, Light, Reload 1, Jam 1
Pistol	200 gp	standard	1d8 piercing	5 lbs	(30/120)	Common, Reload 6, Jam 1
Musket	500 gp	standard	2d6 piercing	10 lbs	(100/400)	Common, Two-Handed, Reload 1, Jam 2
Blunderbuss	500 gp	buckshot	4d4 piercing	10 lbs	(30/60)	Common, Spread, Reload 1, Jam 4
Sniper Rifle	700 gp	sniper round	2d12 piercing	25 lbs	(150/600)	Common, Long Range, Two-Handed, reload 1, Jam 3
Dwarven Hand Cannon	2000 gp	45 special	3d6 piercing	7 lbs	(60/240)	Reload 6, Jam 3
Dwarven shotgun	1500 gp	buckshot	6d4 piercing	20 lbs	(30/120)	Spread, Reload 2, Jam 3
Dwarven Cannon	10,000 gp	cannon ball	8d10 bludgeoning	500 lbs	(100/1000)	Loading, reload 1, Jam 5
Dwarven Sniper Rifle	5,000 gp	50 sniper special	3d12 piercing	50 lbs	(200/5280)	Long Range, Two-Handed, Reload 4, Jam 3
Dwarven Watch Issue	500 gp	standard	3d4 piercing	7 lbs	(60/240)	Light, Reload 24, Jam 1
Anti-Material Rifle	25,000 gp	Atlish Rounds	4d12 piercing	50 lbs	(600/10560)	Loading, Elite, Two-handed, Reload 4, Jam 2
Anti-Material Pistol	10,000 gp	Nint rounds	4d6 piercing	12 lbs	(60/240)	Reload 6, Elite, Jam 2
Aeos Cannon	100,000 gp	Aeos round	16d20 force	750 lbs	(160/1500)	Loading, reload 1, Jam 4, Elite, Explosive

The only caveat is that the Dwarven weapons are special issue that the powder dwarves keep to themselves typically. This goes for their corresponding ammo the only exception being the Dwarven Watch issue that they hand out to the Military Town Guard of The Capital. The dwarven weapons are not considered common and so your average powder dwarf does not start out with one.

Long Range. Some weapons are made for distance combat. If a firearm has the long range property attacks against creatures within 30 feet are at disadvantage.

Spread. When this weapon fires all creatures within 5 feet of the creature take half of the damage it would deal to its primary target. This only happens on a hit.

Common. These weapons are available to the general public. You don't need special permission or to be a powder dwarf to get a hold of these weapons.

Elite. These weapons are made with exceptionally rare and sometimes magical materials. They are extremely hard to purchase or obtain. Nearly everyone that possesses these are powder dwarves. These weapons are considered magical for purposes of overcoming resistance.

Explosive. The blast from this weapon is so intense that creatures other than the target within 20 feet of it must make a DC 28 Constitution saving throw. On a failure they take half damage on a success they take one forth damage.

Special Ammunition. The powder dwarves have made special rounds for each of the weapons. There are rounds which poison the target and rounds that explode. There are special grooved rounds that are accurate for almost 2 times the distance as normal. There are fragmented rounds that have less penetration (-5 to attack) but deal 10 extra damage. However these rounds are not standard and so do not have the normal pricing that has been listed. The prices of these special rounds vary as wildly as their effects.

ARUESHAI DRAGONS



The Dragons in arueshai are a little different than they are in other realms. The dragons of arueshai don't always have flying. They look similar to other dragons but they don't have wings and don't have a breath attack. They instead have these other features.

The mental statistics of the dragons of arueshai differ wildly from dragon to dragon so the values that are used are just a good baseline. The dragon can be dumber like in the case of Kulth or they can be much smarter.

SEA DRAGON WYRMLING

Medium Dragon, lawful neutral

Armor Class 21 (natural Armor)

Hit Points 43 (5d8 + 20)

Speed 30ft., swim 60 ft., 30 ft. climb

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	19 (+4)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +8, Con +7, Wis +2, Cha +3

Skills Insight +2, Perception +4, Stealth +8

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 2 (450 xp)

Amphibious. This dragon can breathe air and water.

Swim By. While in the water the Sea Dragon's movement doesn't provoke opportunity attacks.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. Melee Weapon Attack: +6 to hit, reach 5ft., one target. *Hit* 11 (2d6 + 4) slashing

Bite. Melee Weapon Attack: +6 to hit, reach 10ft., one target. *Hit* 8 (1d6 + 4) piercing

ON SEA DRAGONS

Sea Dragons are different from your typical classical dragons. They don't have wings or a breath weapon. Instead Sea Dragons have pale blue scales that rise a little from the surface coming to points. They have webbing in between their claws. Still their claws are the most vicious part about them. The claws and the muscles that support them strike with more force and penetration than claws of any other dragon. It is said that the claw attacks from Ancient elder dragons can cut through stone, metal, and even magical walls of force.

A common tactic of Sea Dragons that are in water is to swim at surprising speeds toward a creature, then attack and retreat out of the creatures attack distance. It is an old adage to not fight a Sea Dragon in the water. Most techniques for fighting sea dragon is to somehow draw them out of the water and keep them out of the water.

The scary thing in dealing with sea dragons in particular is that they hunt, live, and fight in groups. For example if you were dumb enough to fight against adult sea dragons in water, they would attack you together then greatly wounded ones would either leave or retreat until opposing forces focused on the others only to return to fighting while others are distracted.

Sea Dragons can blood frenzy. This is when they are in water if they smell blood in the water they sometimes track down the unfortunate animal, usually in groups. The animal is usually picked apart from sea dragons doing hit and run bite and claw attacks until it can no longer move.

As they are social, sea dragons actually live in communities in the sea. An ancient sea dragons lair would have many dragons there. They like to keep the young ones around to make them feel young. Sea Dragons typically either try to find natural cave like homes in the coral or they have even been known to make their own using stones on the sea floor.

In arueshai Sea Dragons hold a place of particular significance due in part to Kulth who is a council member. They are one of the few intelligent races living in the water that is not populated by coral elves. Whether this is because the coral elves fear the dragons, they do it because of the pact of Kulth, or for some other reason is unknown. Sea Dragons are the most populous of the Dragons of Arueshai.

YOUNG SEA DRAGON

Large Dragon, lawful neutral

Armor Class 24 (natural Armor)

Hit Points 242 (23d10 + 115)

Speed 50ft., swim 120 ft., 50 ft. climb

STR	DEX	CON	INT	WIS	CHA
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25 (+7)	20 (+5)	21 (+5)	14 (+2)	13 (+1)	17 (+3)
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Saving Throws Dex +9, Con +9, Wis +6, Cha +7

Skills Insight +5, Perception +9, Stealth +9

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 12 (8,400 xp)

Amphibious. This dragon can breathe air and water.

Swim By. While in the water the Sea Dragon's movement doesn't provoke opportunity attacks.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit* 17 (3d6 + 7) slashing

Bite. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit* 10 (1d6 + 7) piercing

ADULT SEA DRAGON

Huge Dragon, lawful neutral

Armor Class 27 (natural Armor)

Hit Points 338 (25d12 + 175)

Speed 60ft., swim 180 ft., 60 ft. climb

STR	DEX	CON	INT	WIS	CHA
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27 (+8)	18 (+4)	25 (+7)	16 (+3)	15 (+2)	19 (+4)
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Saving Throws Dex +11, Con +14, Wis +9, Cha +11

Skills Insight +9, Perception +16, Stealth +11

Damage Immunities cold

Senses blindsight 60ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 22 (41,000 XP)

Amphibious. This dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Perfect Camouflage. While in the water the dragon is invisible.

Swim By. While in the water the Sea Dragon's movement doesn't provoke opportunity attacks.

Magical Weapons. The dragon's weapon attacks count as magical.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5ft., one target. *Hit* 30 (4d10 + 8) slashing

Bite. *Melee Weapon Attack:* +15 to hit, reach 10ft., one target. *Hit* 19 (3d6 + 8) piercing

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit* 22 (3d8+8) bludgeoning

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a wisdom (perception) check.

Tail Attack. The dragon makes a tail attack.

ANCIENT SEA DRAGON

Gargantuan Dragon, lawful neutral

Armor Class 30(natural Armor)
Hit Points 741(38d20 + 342)
Speed 70ft., swim 240 ft., 70 ft. climb

STR	DEX	CON	INT	WIS	CHA
31 (+10)	16 (+3)	29 (+9)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +13, Con +19, Wis +13, Cha +15
Skills Insight +13, Perception +23, Stealth +13
Damage Immunities cold
Senses blindsight 60ft., darkvision 120 ft., passive Perception 33
Languages Common, Draconic
Challenge 33 (221,000 XP)

Amphibious. This dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Perfect Camouflage. While in the water the dragon is invisible.

Swim By. While in the water the Sea Dragon's movement doesn't provoke opportunity attacks.

Magical Weapons. The dragon's weapon attacks count as magical.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. Melee Weapon Attack: +20 to hit, reach 10ft., one target. *Hit* 87 (14d10 + 10) slashing

Bite. Melee Weapon Attack: +20 to hit, reach 15ft., one target. *Hit* 35 (7d6 + 10) piercing

Tail. Melee Weapon Attack: +20 to hit, reach 20 ft., one target. *Hit* 33 (5d8+10) bludgeoning

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a wisdom (perception) check.

Tail Attack. The dragon makes a tail attack.

Invisibility. The dragon can use a legendary action to make itself invisible.

A SEA DRAGON'S LAIR

Sea Dragons either make their homes in the natural caves of coral or the earth or they make one with stones. Their lair actions may not be as impressive as that of other dragons but they are known for their impressive strength themselves. As stated earlier a sea dragon is rarely alone and an ancient dragon will many times have adult, young, and wyrmling dragons that you must fight.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row.

- 2d6 Sea Dragon Wyrmlings from the commotion arrive and roll a shared initiative. They attack the enemies of the dragon on their turn.
- 1d4 Young Sea Dragons from the commotion arrive and roll a shared initiative. They attack the enemies of the dragon on their turn.
- 1 Adult Sea Dragon from the commotion arrive and rolls an initiative in combat. It attacks the enemies of the ancient sea dragon.
- If in the water, sediment is thrown which functions like the darkness spell making creatures unable to see like they would normally while within it.

REGIONAL EFFECTS

The region of the Sea Dragon has a couple of indicators to indicate its presence.

- Within 10 miles of the Lair there are less and less fish and other animal wildlife.
- Sometimes when getting close to a Lair they will find the sea bed picked clean of stones. They may just find indentations in the ground where the rock once were.

If the top Legendary dragon dies the other sea dragons will disperse and flee.

AIR DRAGON WYRMLING

Medium Dragon, chaotic neutral

Armor Class 13 (natural Armor)

Hit Points 43 (5d8 + 20)

Speed 60ft. can fly with movement but must end its turn on the ground or fall, 60 ft. climb

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	19 (+4)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +8, Con +7, Wis +2, Cha +3

Skills Insight +2, Perception +4, Stealth +8

Damage Immunities lightning, thunder

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 2 (450 xp)

Insubstantial. This dragon can pass through objects as long as there is room for air to pass through.

Fly By. While flying the dragon doesn't provoke opportunity attacks with its movement.

Unbreathing. This dragon does not need to breathe air.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 8 (1d6 + 4) piercing

Electric Clap (Recharge 5-6). The dragon does 5 (1d6+2) Lightning damage and 5 (1d6+2) Thunder damage to all creatures within 10 feet of it. Creatures can make a DC 13 dexterity saving throw to save for half damage.

ON AIR DRAGONS

Air Dragons are usually more carefree than the other dragons. They typically leave the brood and venture out on their own when they are young. Their mating as solitary animals is similar to tigers. They will gather in one place long enough to raise children then when they are old enough each party will leave.

They are typically a mix of light blue and white. Their scales are so smooth to the touch that it almost seems like skin unless one gets extremely close. They have smaller claws and teeth than their other draconic brethren. Air Dragons can be seen disappearing in a puff of cloudy smoke jumping from one area to another. This is what they can when they pass through solid objects. The parts of the Air Dragon that meet resistance simply turn into cloud and reform later.

Though they are named Air Dragons they cannot fly at least for extended periods of time. The name probably stuck because of their ability to emit large amounts of electricity and shockwaves at the creatures around them.

Since they strike it on their own so much they are probably helped immensely by the pact that let dragons be part of the Arueshai nation. They typically live on highly elevated areas like mountain tops and high buildings. They can't fly to easily get down but it is said that they enjoy the height. The oldest among them have found out to master the part of them enabling flight to sustain it much longer.

In battle they typically rely on their electric clap ability. Like the sea dragons they rely on hit and run attacks frequently. However while some sea dragons give into their bloodlust and keep fighting an outgunned Air Dragon will run and think nothing of it. If the Air Dragon runs they have no problem leaving everything behind and starting a new life on the other side of the planet they are on. The only exception is if they have children they will try to save them if possible and take them with them on their exodus. It is rare but on occasion an air dragon has been known to go into the lungs of a creature and reform.

It is rare for an Air Dragon to make a lair usually they value experiences and sensations over sticking in one place and hoarding treasure.

YOUNG AIR DRAGON

Large Dragon, chaotic neutral

Armor Class 15 (natural Armor)

Hit Points 242 (23d10 + 115)

Speed 120ft. can fly with movement but must end its turn on the ground or fall, 90 ft. climb

STR	DEX	CON	INT	WIS	CHA
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25 (+7)	20 (+5)	21 (+5)	14 (+2)	13 (+1)	17 (+3)
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Saving Throws Dex +9, Con +9, Wis +6, Cha +7

Skills Insight +5, Perception +9, Stealth +9

Damage Immunities lightning, thunder

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 12 (8,400 xp)

Insubstantial. This dragon can pass through objects as long as there is room for air to pass through.

Fly By. While flying the dragon doesn't provoke opportunity attacks with its movement.

Unbreathing. This dragon does not need to breathe air.

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit* 14 (2d6 + 7) piercing

Electric Clap (Recharge 5-6). The dragon does 17 (1d8+12) Lightning damage and 17 (1d8+12) Thunder damage to all creatures within 20 feet of it. Creatures can make a DC 14 dexterity saving throw to save for half damage.

ADULT AIR DRAGON

Huge Dragon, chaotic neutral

Armor Class 17 (natural Armor)

Hit Points 338 (25d12 + 175)

Speed 180ft. can fly with movement but must end its turn on the ground or fall, 120 ft. climb

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +11, Con +14, Wis +9, Cha +11

Skills Insight +9, Perception +16, Stealth +11

Damage Immunities lightning, thunder

Senses blindsight 60ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 22 (41,000 XP)

Insubstantial. This dragon can pass through objects as long as there is room for air to pass through.

Fly By. While flying the dragon doesn't provoke opportunity attacks with its movement.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magical Weapons. The dragon's weapon attacks count as magical.

Unbreathing. This dragon does not need to breathe air.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10ft., one target. *Hit* 14 (1d10 + 8) slashing

Bite. *Melee Weapon Attack:* +15 to hit, reach 15ft., one target. *Hit* 19 (3d6 + 8) piercing

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit* 13 (1d8+8) bludgeoning

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Electric Clap (Recharge 5-6). The dragon does 44 (4d10+22) Lightning damage and 44 (4d10+22) Thunder damage to all creatures within 30 feet of it. Creatures can make a DC 19 dexterity saving throw to save for half damage.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a wisdom (perception) check.

Tail Attack. The dragon makes a tail attack.

Repulsion Bubble (Costs 2 actions).* Can create a bubble of force that emerges from the dragon. It does 22 (2d10+11) force damage to all creatures in 60 feet. Every creature effected must make a DC 19 strength saving throw or be knocked back 60 feet. A creature that successfully saves against this isn't knocked back and takes half damage.

ANCIENT AIR DRAGON

Gargantuan Dragon, chaotic neutral

Armor Class 19 (natural Armor)

Hit Points 741 (38d20 + 342)

Speed 240ft. can fly with movement but must concentrate on flight, 120 ft. climb

STR	DEX	CON	INT	WIS	CHA
31 (+10)	16 (+3)	29 (+9)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +13, Con +19, Wis +13, Cha +15

Skills Insight +13, Perception +23, Stealth +13

Damage Immunities lightning, thunder

Senses blindsight 60ft., darkvision 120 ft., passive Perception 33

Languages Common, Draconic

Challenge 33 (221,000 XP)

Insubstantial. This dragon can pass through objects as long as there is room for air to pass through.

Fly By. While flying the dragon doesn't provoke opportunity attacks with its movement.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magical Weapons. The dragon's weapon attacks count as magical.

Unbreathing. This dragon does not need to breathe air.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +20 to hit, reach 10ft., one target. *Hit* 16 (1d10 + 10) slashing

Bite. *Melee Weapon Attack:* +20 to hit, reach 20ft., one target. *Hit* 21 (3d6 + 10) piercing

Tail. *Melee Weapon Attack:* +20 to hit, reach 15 ft., one target. *Hit* 15 (1d8+10) bludgeoning

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Electric Clap (Recharge 5-6). The dragon does 72 (7d10+33) Lightning damage and 72 (7d10+33) Thunder damage to all creatures within 45 feet of it. Creatures can make a DC 23 dexterity saving throw to save for half damage.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a wisdom (perception) check.

Tail Attack. The dragon makes a tail attack.

Repulsion Bubble (Costs 2 actions).* Can create a bubble of force that emerges from the dragon. It does 44 (4d10+22) force damage to all creatures in 90 feet. Every creature effected must make a DC 23 strength saving throw or be knocked back 90 feet. A creature that successfully saves against this isn't knocked back and takes half damage.

AN AIR DRAGON'S LAIR

An Air Dragon's lair is typically found in high places that have a good view of the surrounding land. Particularly if there are multiple high places around that an Air Dragon can jump around to.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row.

- A whirlwind forms like the spell whirlwind though with no one holding concentration it lasts the complete duration on its own.
- Lightning bolts shoot through the air targeting a creature randomly on the battlefield. These lightning bolts are like a 9th level casting of the spell lightning bolt with a DC of 19

- A burst targets a place that the dragon can see. All creatures must make a DC 23 strength saving throw or be pushed 30 feet from the epic center and take 3d6 force damage.

REGIONAL EFFECTS

The region containing an Air Dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- 10 miles around the Air Dragon's Lair have a much smaller population of birds.
- 2 miles around the Air Dragon's Lair typically have a much high presence of thunderstorms.
- 4 miles around the Air Dragon's Lair typically have very high winds.

SUN DRAGON WYRMLING

Medium Dragon, neutral

Armor Class 19 (natural Armor)

Hit Points 43 (5d8 + 20)

Speed 60ft., 60 ft. climb

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	19 (+4)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +8, Con +7, Wis +2, Cha +3

Skills Insight +2, Perception +4, Stealth +8

Damage Immunities fire, radiant

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 2 (450 xp)

Bright Existence. The sun dragon constantly emits bright light out to 120 feet. Creatures attacking the sun dragon have disadvantage on attacks against it if they rely on sight.

Consumption of the Sun. The sun dragon if hit with radiant or fire damage from a source other than itself regains 10 hit points each time they would take damage.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5ft., one target. *Hit* 8 (1d6 + 4) piercing

Radiant Burst (Recharge 5-6). The dragon does 9 (2d6+2) Radiant damage to all creatures within 30 feet of it. Creatures can make a DC 17 constitution saving throw to save for half damage. If they fail the save they are also blinded for a minute.

ON SUN DRAGON

Sun Dragons typically live in the deserts and can found on many worlds not just Ellam. They love the deserts because they like to go and bask in the sun. Sun Dragons are a little different from most things because they can literally take sustenance from being in the sun. For this reason the desert sun dragons almost never hunt they just need to go out in the sun and relax.

Sun Dragons have typically a mix of yellow and red scales. Sun dragons have no tail. As they age the scales on their body look more and more like clear cracks can be seen. If one were to feel their scales they would be somewhat smooth and warm to the touch. Sun Dragons because of their nature are almost not dragons but mammals as their body and blood is quite warm. However this is purely from magic and not any anatomical reason for having it be this way. Like the others typically found in Arueshai they do not have wings or a breath weapon. Instead they emit light almost like a shockwave that burns creatures that get too close. The feeling can be deceptive as their scales are extremely tough like steel.

However if angered they can easily attack and continue to attack until the offending creature is dead. This doesn't happen much as the sun dragon loves to just bask in the sun and relax.

Though there are communities of sun dragons there are many that live on their own as few things are dumb enough to just attack a dragon for no reason. Though they don't live in typical houses they have areas that are their territory. They typically smooth out their areas. They like to keep their treasure in these areas. For this reason they are somewhat greedy and it is common practice for a sun dragon to try to amass as large a horde for their group as possible.

YOUNG SUN DRAGON

Large Dragon, neutral

Armor Class 22 (natural Armor)

Hit Points 242 (23d10 + 115)

Speed 70 ft., 70 ft. climb

STR	DEX	CON	INT	WIS	CHA
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25 (+7)	20 (+5)	21 (+5)	14 (+2)	13 (+1)	17 (+3)
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Saving Throws Dex +9, Con +9, Wis +6, Cha +7

Skills Insight +5, Perception +9, Stealth +9

Damage Immunities fire, radiant

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 12 (8,400 xp)

Bright Existence. The sun dragon constantly emits bright light out to 180 feet. Creatures attacking the sun dragon have disadvantage on attacks against it if they rely on sight.

Sun's Mantle. Creatures that start or end their turn within 10 feet of the dragon take 7 (2d6) fire damage. The dragon can turn this off and on.

Consumption of the Sun. The sun dragon if hit with radiant or fire damage from a source other than itself regains 20 hit points each time they would take damage.

Actions

Multiattack. The dragon can attack 3 times. Twice with its claws and once with its bite.

Claw. Melee Weapon Attack: +11 to hit, reach 10ft., one target. *Hit* 16 (2d8 + 7) piercing

Bite. Melee Weapon Attack: +11 to hit, reach 10ft., one target. *Hit* 14 (2d6 + 7) piercing

Radiant Burst (Recharge 5-6). The dragon does 26 (3d8+12) Radiant damage to all creatures within 50 feet of it. Creatures can make a DC 19 constitution saving throw to save for half damage. If they fail the save they are also blinded for a minute.

ADULT SUN DRAGON

Huge Dragon, neutral

Armor Class 25 (natural Armor)

Hit Points 338 (25d12 + 175)

Speed 80 ft., 80 ft. climb

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +11, Con +14, Wis +9, Cha +11

Skills Insight +9, Perception +16, Stealth +11

Damage Immunities fire, radiant

Senses blindsight 60ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 22 (41,000 XP)

Bright Existence. The sun dragon constantly emits bright light out to 180 feet. Creatures attacking the sun dragon have disadvantage on attacks against it if they rely on sight.

Sun's Mantle. Creatures that start or end their turn within 15 feet of the dragon take 22 (3d6+11) fire damage. The dragon can turn this off and on.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magical Weapons. The dragon's weapon attacks count as magical.

Consumption of the Sun. The sun dragon if hit with radiant or fire damage from a source other than itself regains 30 hit points each time they would take damage.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10ft., one target. *Hit* 14 (1d10 + 8) slashing

Bite. *Melee Weapon Attack:* +15 to hit, reach 15ft., one target. *Hit* 19 (3d6 + 8) piercing

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Radiant Burst (Recharge 5-6). The dragon does 36 (3d8+22) Radiant damage to all creatures within 50 feet of it. Creatures can make a DC 21 constitution saving throw to save for half damage. If they fail the save they are also blinded for a minute.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a wisdom (perception) check.

Flare (Costs 2 actions). Can cast fireball that has a save DC of 17.

ANCIENT SUN DRAGON

Gargantuan Dragon, neutral

Armor Class 28 (natural Armor)

Hit Points 741 (38d20 + 342)

Speed 90 ft., 90 ft. climb

STR	DEX	CON	INT	WIS	CHA
31 (+10)	16 (+3)	29 (+9)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +13, Con +19, Wis +13, Cha +15

Skills Insight +13, Perception +23, Stealth +13

Damage Immunities fire, radiant

Senses blindsight 60ft., darkvision 120 ft., passive Perception 33

Languages Common, Draconic

Challenge 33 (221,000 XP)

Bright Existence. The sun dragon constantly emits bright light out to 180 feet. Creatures attacking the sun dragon are blinded while looking at the sun dragon.

Sun's Mantle. Creatures that start or end their turn within 20 feet of the dragon take 40 (5d6+22) fire damage. The dragon can turn this off and on.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magical Weapons. The dragon's weapon attacks count as magical.

Consumption of the Sun. The sun dragon if hit with radiant or fire damage from a source other than itself regains 40 hit points each time they would take damage.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +20 to hit, reach 10ft., one target. *Hit* 16 (1d10 + 10) slashing

Bite. *Melee Weapon Attack:* +20 to hit, reach 20ft., one target. *Hit* 21 (3d6 + 10) piercing

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Radiant Burst (Recharge 5-6). The dragon does 47 (3d8+33) Radiant damage to all creatures within 50 feet of it. Creatures can make a DC 23 constitution saving throw to save for half damage. If they fail the save they are also blinded for a minute.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a wisdom (perception) check.

Flare (Costs 2 actions). Can cast a level 7 fireball that has a save DC of 23.

A SUN DRAGON'S LAIR

Sun Dragon's like wide open places and places that are basically deserts. They sometimes just like to lie around, soak in the sun's rays and in some cases they almost seem to magnify the intensity of the sun.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row.

- The dragon picks up to 5 creatures to be targeted by the scorching ray spell with a +15 for spell attack modifier. Each creature receives 3 rays.
- The spell daylight is cast 2 times centered on two points the sun dragon chooses.
- The spell Dawn is cast on a location the Sun Dragon can see. The spell lasts for the duration and doesn't need someone to concentrate on it. It cannot be moved but has a spell save DC of 23.

REGIONAL EFFECTS

The region containing an Sun Dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- up to 50 miles around the Sun Dragon's Lair the sun takes 2 hours longer to set and rises 2 hours earlier.
- up to 2 miles around the Sun Dragon's Lair moisture from rivers and stream seem to dry up much quicker and water is harder to find.
- up to 10 miles around the Sun Dragon's Lair the temperature is about 30 degrees (fahrenheit) hotter than normal.

GRASS DRAGON WYRMLING

Medium Dragon, neutral

Armor Class 15 (natural Armor)

Hit Points 102 (12d8 + 48)

Speed 30ft., 30 ft. climb

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	19 (+4)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +8, Con +7, Wis +2, Cha +3

Skills Insight +2, Perception +4, Stealth +8

Damage Immunities acid

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 2 (450 xp)

Regeneration. This dragon regenerates 10 hit points per round while in contact with the ground.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit* 8 (1d6 + 4) piercing

ON GRASS DRAGONS

Grass dragons are very mild mannered they will many times leave most creatures alone even those that enter its territory unless attacked. They have a strange peculiarity which is that they sometimes seem closer to that of a plant. They sometimes will stay in an area for hours and days without moving. Like sun dragons they can feed from another source. This source seems to be that they just need to stay in contact with the ground.

They have an important use in Arueshai. That is from a seemingly young age they can seem to accelerate the growth of plants almost magically. For this reason many large farms in Arueshai are either owned or have a grass dragon on them.

They have large communities of them but they seem to mostly operate by themselves. While they seem to enjoy having hoards of treasure like most dragons they don't care all that much about it. They seem to get more joy out of creating a large crop than anything else.

Grass dragon have green scales and the scales are extremely thin and long. Part of the scale come off of the scale and is soft and flexible to the touch. This is one of the many reasons why they are called grass dragons because it looks like grass covers their bodies. There is also their miraculous healing ability.

Grass dragons can typically be found in the wilds as they do not like the cities all that much. They prefer to be in areas where there can typically be large amounts of vegetation.

YOUNG GRASS DRAGON

Large Dragon, neutral

Armor Class 17 (natural Armor)

Hit Points 336 (32d10 + 160)

Speed 40ft., 40 ft. climb

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +9, Con +9, Wis +6, Cha +7

Skills Insight +5, Perception +9, Stealth +9

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 12 (8,400 xp)

Regeneration. This dragon regenerates 20 hit points per round while in contact with the ground.

Slow Growth. While on land all the ground 100 feet from the young grass dragon is considered difficult terrain.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit* 10 (1d6 + 7) slashing

Bite. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit* 10 (1d6 + 7) piercing

ADULT GRASS DRAGON

Huge Dragon, neutral

Armor Class 19 (natural Armor)

Hit Points 608 (45d12 + 315)

Speed 50ft., 50 ft. climb

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +11, Con +14, Wis +9, Cha +11

Skills Insight +9, Perception +16, Stealth +11

Damage Immunities acid

Senses blindsight 60ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 22 (41,000 XP)

Regeneration. This dragon regenerates 30 hit points per round while in contact with the ground.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Slow Growth. While on land all the ground 300 feet from the adult grass dragon is considered difficult terrain.

Magical Weapons. The dragon's weapon attacks count as magical.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10ft., one target. *Hit* 19 (2d10 + 8) slashing

Bite. *Melee Weapon Attack:* +15 to hit, reach 15ft., one target. *Hit* 19 (3d6 + 8) piercing

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit* 17 (2d8+8) bludgeoning

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a wisdom (perception) check.

Tail Attack. The dragon makes a tail attack.

ANCIENT GRASS DRAGON

Gargantuan Dragon, neutral

Armor Class 21 (natural Armor)
Hit Points 1248 (64d20 + 576)
Speed 70ft., 70 ft. climb

STR	DEX	CON	INT	WIS	CHA
31 (+10)	16 (+3)	29 (+9)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +13, Con +19, Wis +13, Cha +15
Skills Insight +13, Perception +23, Stealth +13
Damage Immunities acid
Senses blindsight 60ft., darkvision 120 ft., passive Perception 33
Languages Common, Draconic
Challenge 33 (221,000 XP)

Regeneration. This dragon regenerates 60 hit points per round while in contact with the ground.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Slow Growth. While on land all the ground 1000 feet from the ancient grass dragon is considered difficult terrain.

Magical Weapons. The dragon's weapon attacks count as magical.

Sprout. By concentrating for 1 minute the dragon can cause 1 year worth of growth for a plant it can see in a minute.

Decay. By concentrating on an object it can see for 1 minute that is on the ground the grass dragon can make it under go 1 year of decay.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +20 to hit, reach 10ft., one target. *Hit* 32 (4d10 + 10) slashing

Bite. *Melee Weapon Attack:* +20 to hit, reach 20ft., one target. *Hit* 35 (7d6 + 10) piercing

Tail. *Melee Weapon Attack:* +20 to hit, reach 20 ft., one target. *Hit* 28 (4d8+10) bludgeoning

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a wisdom (perception) check.

Tail Attack. The dragon makes a tail attack.

Grasping Vines. The dragon can cast the spell entangle with the save DC being 23. The dragon is immune to this spell.

A GRASS DRAGON'S LAIR

Grass Dragon's like large fields of vegetation. They typically have lairs in grass lands and forests. So like to cultivate rare and precious plants.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row.

- The spell entangle is cast on a location the ancient dragon can see. It doesn't need to hold concentration for this spell and it last for the duration. The spell has a save DC of 23.
- A tree within 300 feet of the dragon is animated and has the statistics of a treant. This Treant fights on the side of the dragon.
- Strong energies flow through the lair. Up to 10 creatures of the dragon's choosing heal 4d10+5 hit points.

REGIONAL EFFECTS

The region containing an Grass Dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- up to 50 miles around the Ancient Grass Dragon's lair is considered very difficult to travel on. Travel time through this area takes 4 times longer than normal
- up to 15 miles around the Ancient Grass Dragon's lair has more rain fall than normal and there is an abundance of wildlife.
- up to 25 miles around the Grass Dragon's Lair survival checks to determine where you are, are made at disadvantage.

MIND DRAGON WYRMLING

Medium Dragon, lawful neutral

Armor Class 14 (natural Armor)

Hit Points 43 (5d8 + 20)

Speed 30 ft., 30 ft. climb

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	19 (+4)	14 (+2)	13 (+1)	13 (+1)

Saving Throws Dex +8, Con +7, Wis +3, Cha +3

Skills Insight +3, Perception +5, Stealth +8, Persuasion +3, Intimidation +3, Deception +3

Damage Immunities psychic

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Common, Draconic

Challenge 2 (450 xp)

Telepath. The dragon can communicate telepathically with any creature within 120 feet of it. The Dragon can also read the surface thoughts of any creature within 120 feet of it.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 8 (1d6 + 4) piercing

Psychic Feedback (Recharge 5-6). The dragon does 5 (1d6+2) Psychic damage to all creatures of its choice within 30 feet of it. Creatures can make a DC 15 intelligence saving throw to save for half damage. Creatures that fail the save are also stunned and can repeat this save at the end of each of their turns.

ON MIND DRAGONS

Mind Dragons have very dark blue scales that cover their body. The scales are typically circular and their bodies feel smooth to the touch.

Mind Dragons are very social. So social that they are one of the few dragons that like to live in the cities. They actually prefer cities. The thousands to millions of bustling thought seem to almost give them energy. Though they do not actually get nourishment from this like a sun dragon gets from the sun. Still their psychic abilities mean they can actually feel the emotions of those around them and they can get enjoyment from this.

From their lawful nature they even serve in the military if they so wish it. In combat a mind dragon is very intelligent on average and they can typically use an impressive array of tactics and strategies. They are surrounded by others on average due to their social nature. This can even mean non-dragons as they do not possess the feeling of superiority that keeps them from working with mortals.

In combat they typically use their ability to psychically stun those around them and attack their minds. The ancient ones can even control the minds of other creatures.

If one spends enough time around a mind dragon they will find themselves having a better opinion of it over time naturally without the dragon doing anything.

YOUNG MIND DRAGON

Large Dragon, lawful neutral

Armor Class 16(natural Armor)

Hit Points 242(23d10 + 115)

Speed 40ft., 40 ft. climb

STR	DEX	CON	INT	WIS	CHA
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25 (+7)	20 (+5)	21 (+5)	18 (+4)	17 (+3)	17 (+3)
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Saving Throws Dex +9, Con +9, Wis +7, Cha +7

Skills Insight +7, Perception +11, Stealth +9,
Persuasion +7, Intimidation +7, Deception +7

Damage Immunities psychic

Senses blindsight 30 ft., darkvision 120 ft., passive
Perception 21

Languages Common, Draconic

Challenge 12 (8,400 xp)

Telepath. The dragon can communicate telepathically with any creature within 120 feet of it. The Dragon can also read the surface thoughts of any creature within 120 feet of it.

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit* 14 (2d6 + 7) piercing

Psychic Feedback (Recharge 5-6). The dragon does 17 (1d8+12) psychic damage to all creatures of its choice within 60 feet of it. Creatures can make a DC 17 intelligence saving throw to save for half damage. Creatures that fail the save are also stunned and can repeat this save at the end of each of their turns.

ADULT MIND DRAGON

Huge Dragon, lawful neutral

Armor Class 18 (natural Armor)

Hit Points 338 (25d12 + 175)

Speed 50 ft., 50 ft. climb

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	25 (+7)	20 (+5)	19 (+4)	19 (+4)

Saving Throws Dex +11, Con +14, Wis +11, Cha +11

Skills Insight +11, Perception +18, Stealth +11,
Persuasion +11, Intimidation +11, Deception +11

Damage Immunities psychic

Senses blindsight 60ft., darkvision 120 ft., passive
Perception 28

Languages Common, Draconic

Challenge 22 (41,000 XP)

Telepathy. The dragon can communicate telepathically with any creature within 120 feet of it. The Dragon can also read the surface thoughts of any creature within 120 feet of it.

Psychic Empathy. Whenever a creature deals damage to the dragon they take half as much in psychic damage.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magical Weapons. The dragon's weapon attacks count as magical.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. Melee Weapon Attack: +15 to hit, reach 10ft., one target. *Hit* 14 (1d10 + 8) slashing

Bite. Melee Weapon Attack: +15 to hit, reach 15ft., one target. *Hit* 19 (3d6 + 8) piercing

Tail. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. *Hit* 13 (1d8+8) bludgeoning

Charming Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become charmed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Charming Presence for the next 24 hours.

Psychic Feedback (Recharge 5-6). The dragon does 44 (4d10+22) Psychich damage to all creatures of its choice within 90 feet of it. Creatures can make a DC 19 intelligence saving throw to save for half damage. Creatures that fail the save are also stunned and can repeat this save at the end of each of their turns.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a wisdom (perception) check.

Tail Attack. The dragon makes a tail attack.

ANCIENT MIND DRAGON

Gargantuan Dragon, chaotic neutral

Armor Class 20 (natural Armor)

Hit Points 741 (38d20 + 342)

Speed 60 ft., 60 ft. climb

STR	DEX	CON	INT	WIS	CHA
31 (+10)	16 (+3)	29 (+9)	24 (+7)	21 (+5)	21 (+5)

Saving Throws Dex +13, Con +19, Wis +15, Cha +15

Skills Insight +15, Perception +25, Stealth +13, Persuasion +15, Intimidation +15, Deception +15

Damage Immunities lightning, thunder

Senses blindsight 60ft., darkvision 120 ft., passive Perception 35

Languages Common, Draconic

Challenge 33 (221,000 XP)

Telepathy. The dragon can communicate telepathically with any creature within 120 feet of it. The Dragon can also read the surface thoughts of any creature within 120 feet of it.

Psychic Empathy. Whenever a creature deals damage to the dragon they take half as much in psychic damage.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magical Weapons. The dragon's weapon attacks count as magical.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +20 to hit, reach 10ft., one target. *Hit* 16 (1d10 + 10) slashing

Bite. *Melee Weapon Attack:* +20 to hit, reach 20ft., one target. *Hit* 21 (3d6 + 10) piercing

Tail. *Melee Weapon Attack:* +20 to hit, reach 15 ft., one target. *Hit* 15 (1d8+10) bludgeoning

Charming Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become charmed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Charming Presence for the next 24 hours.

Psychic Feedback (Recharge 5-6). The dragon does 72 (7d10+33) Psychic damage to all creatures of its choice within 45 feet of it. Creatures can make a DC 23 intelligence saving throw to save for half damage. Creatures that fail the save are also stunned and can repeat this save at the end of each of their turns.

Dominate Monster (Recharge 6). The dragon can cast the spell Dominate Monster without verbal or somatic components. The save DC for the spell is 23 and the dragon can hold concentration on as many as 3 creatures under power of the spell at a time.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a wisdom (perception) check.

Tail Attack. The dragon makes a tail attack.

A MIND DRAGON'S LAIR

A mind dragon typically likes to live near the most sentient creatures, that are friendly, as possible. This usually means they can be found in cities of some kind though it is possible to find them in other areas. They are usually not alone.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row.

- The spell hold monster is cast on a location the ancient dragon can see. It doesn't need to hold concentration for this spell and it last for the duration. The spell has a save DC of 23.
- 5 creatures randomly selected within 300 feet of the dragon have the spell rary's telepathic bond cast upon them.
- The dragon can casts the spell Dissonant Whispers on one creature within 60 feet of it. The save DC is 23.

REGIONAL EFFECTS

The region containing an Mind Dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- up to 15 miles around the Ancient Mind Dragon's lair the inhabitants there exhibit an enhanced emotion be it rage, fear, happiness, courage, empathy, or madness. The emotion depends on the nature of the dragon.
- up to 15 miles around the Ancient Mind Dragon's lair the inhabitants watch and are suspicious of sentient creatures that aren't known by the Mind Dragon.
- up to 5 miles around the Mind Dragon's Lair it can feel a creature's presence there and can communicate telepathically with it.

SPACE DRAGON WYRMLING

Medium Dragon, chaotic neutral

Armor Class 9(natural Armor)

Hit Points 43(5d8 + 20)

Speed 50 ft. hover

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	19 (+4)	14 (+2)	15 (+2)	15 (+2)

Saving Throws Dex +8, Con +7, Wis +4, Cha +4

Skills Insight +4, Perception +6, Stealth +8

Damage Resistances piercing, slashing, bludgeoning from magical weapons

Damage Immunities force; piercing, slashing, bludgeoning from non-magical weapons

Condition Immunities prone

Senses true sight 10 ft., darkvision 60 ft., passive

Perception 16

Languages Common, Draconic

Challenge 2 (450 xp)

Incorporeal. The dragon can move through solid objects as if it were difficult terrain but takes 10 necrotic damage if it ends its turn in a solid object.

Unbreathing. The dragon doesn't need to breathe air or be in an atmosphere and can survive the environment of space and the astral plane.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 8 (1d6 + 4) piercing

Catastrophic Escape (Recharge 5-6). The dragon does 13 (3d6+2) Force damage to all creatures within 10 feet of it. Then it teleports to a space within 90 feet of it.

ON SPACE DRAGONS

Not much is known on space dragons. They typically don't live on the ground like most dragons even from other planes. They live in the astral plane or the places in between planets. What they eat is also kind of strange as they can eat normal food like most humanoids but frequently can be seen just chewing on rocks in the astral plane for sustenance.

Space Dragons aren't very social creatures though they are very intelligent. They can get together to mate but otherwise they typically give each other space. Once they become young they typically leave the nest sort of speak.

A space dragon has a very peculiar body. Like the others mentioned they do not possess wings. However they do not seem to possess scales from a first look. They seem to have two tentacle like appendages protruding from their head though their purpose is unknown. If injured you can see something of what would look like scales. However normally it looks like they have a uniformly black body. Their eyes in contrast are yellow and seem to even glow a little bit. Physically they are perhaps some of the weakest of the dragons.

Their body is similar to that of a serpent. When they age they slowly growing limbs and claws but while they are wyrmlings they are akin to serpents that seem to fly though the air. Even when older they still look closer to gigantic serpents with relatively small limbs.

In battle space dragons are very intelligent and if they decide to fight split up their victims and like to pick them off one at a time. They have a variety of spell like abilities which they seem to possess almost instinctively. There isn't very many incidences of people fighting a space dragon but the ones that have noted they were picked apart and some of them say that they only survived because the space dragon let them. They are very insistent that they can be the most dangerous of the Arueshai dragons that are known.

YOUNG SPACE DRAGON

Large Dragon, chaotic neutral

Armor Class 11 (natural Armor)

Hit Points 242 (23d10 + 115)

Speed 50ft. hover

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	21 (+5)	18 (+4)	17 (+3)	19 (+4)

Saving Throws Dex +9, Con +9, Wis +8, Cha +8

Skills Insight +7, Perception +11, Stealth +9

Damage Resistances piercing, slashing, bludgeoning from magical weapons

Damage Immunities force; piercing, slashing, bludgeoning from non-magical weapons

Condition Immunities prone

Senses true sight 30 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 12 (8,400 xp)

Incorporeal. The dragon can move through solid objects as if it were difficult terrain but takes 10 necrotic damage if it ends its turn in a solid object.

Unbreathing. The dragon doesn't need to breathe air or be in an atmosphere and can survive the environment of space and the astral plane.

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit* 14 (2d6 + 7) piercing

Catastrophic Escape (Recharge 5-6). The dragon does 23 (3d6+12) Force damage to all creatures within 10 feet of it. Then it teleports to a space within 120 feet of it.

Wall of Force (Recharge 6). The dragon casts the spell wall of force without verbal, somatic, or material components. It doesn't require concentration but can still be ended at any time by the dragon. This effect cannot be counterspelled or dispelled.

ADULT SPACE DRAGON

Huge Dragon, chaotic neutral

Armor Class 13 (natural Armor)

Hit Points 338 (25d12 + 175)

Speed 60 ft. hover

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	25 (+7)	20 (+5)	19 (+4)	21 (+5)

Saving Throws Dex +11, Con +14, Wis +11, Cha +12

Skills Insight +11, Perception +18, Stealth +11

Damage Resistances piercing, slashing, bludgeoning from magical weapons

Damage Immunities force; piercing, slashing, bludgeoning from non-magical weapons

Condition Immunities prone

Senses truesight 60ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 22 (41,000 XP)

Incorporeal. The dragon can move through solid objects as if it were difficult terrain but takes 10 necrotic damage if it ends its turn in a solid object.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Unbreathing. The dragon doesn't need to breathe air or be in an atmosphere and can survive the environment of space and the astral plane.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10ft., one target. *Hit* 14 (1d10 + 8) slashing

Bite. *Melee Weapon Attack:* +15 to hit, reach 20ft., one target. *Hit* 19 (3d6 + 8) piercing

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit* 13 (1d8+8) bludgeoning

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Catastrophic Escape (Recharge 5-6). The dragon does 33 (3d6+22) Force damage to all creatures within 20 feet of it. Then it teleports to a space within 150 feet of it.

Wall of Force (Recharge 6). The dragon casts the spell wall of force without verbal, somatic, or material components. It doesn't require concentration but can still be ended at any time by the dragon. This ability can't be counterspelled or dispelled.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a wisdom (perception) check.

Tail Attack. The dragon makes a tail attack.

Spacial Distortion (2 actions). The dragon picks a creature it can see within 120 feet. The creature makes a DC 20 charisma saving throw. On a failure the creature is teleported to a space within 120 feet that the dragon can see.

ANCIENT SPACE DRAGON

Gargantuan Dragon, chaotic neutral

Armor Class 15 (natural Armor)

Hit Points 741 (38d20 + 342)

Speed 70 ft. hover

STR	DEX	CON	INT	WIS	CHA
31 (+10)	16 (+3)	29 (+9)	22 (+6)	21 (+5)	23 (+6)

Saving Throws Dex +13, Con +19, Wis +15, Cha +16

Skills Insight +15, Perception +25, Stealth +13

Damage Resistances piercing, slashing, bludgeoning from magical weapons

Damage Immunities force; piercing, slashing, bludgeoning from non-magical weapons

Condition Immunities prone

Senses truesight 60ft., darkvision 120 ft., passive Perception 35

Languages Common, Draconic

Challenge 33 (221,000 XP)

Incorporeal. The dragon can move through solid objects as if it were difficult terrain but takes 10 necrotic damage if it ends its turn in a solid object.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magical Weapons. The dragon's weapon attacks count as magical.

Unbreathing. The dragon doesn't need to breathe air or be in an atmosphere and can survive the environment of space and the astral plane.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +20 to hit, reach 10ft., one target. *Hit* 16 (1d10 + 10) slashing

Bite. *Melee Weapon Attack:* +20 to hit, reach 20ft., one target. *Hit* 21 (3d6 + 10) piercing

Tail. *Melee Weapon Attack:* +20 to hit, reach 15 ft., one target. *Hit* 15 (1d8+10) bludgeoning

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Catastrophic Escape (Recharge 5-6). The dragon does 44 (3d6+33) Force damage to all creatures within 30 feet of it. Then it teleports to a space within 180 feet of it.

Wall of Force (Recharge 6). The dragon can cast the spell wall of force without verbal, somatic, or material components. It doesn't require concentration but can still be ended at any time by the dragon.

Plane Shift (Recharge 6). The dragon can cast the spell plane shift without verbal, somatic, or material components. If used on another creature the saving throw for the spell is DC 24.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a wisdom (perception) check.

Tail Attack. The dragon makes a tail attack.

Spacial Distortion (2 actions). The dragon picks up to 3 creatures it can see within 180 feet. The creatures make a DC 24 charisma saving throw. On a failure the creature is teleported to a space within 180 feet that the dragon can see of the dragon's choosing.

A SPACE DRAGON'S LAIR

A space dragon typically lives in the areas between planets and makes its lair there.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row.

- Up to 5 creatures are teleported to where they were last round.
- 3 creatures have the spell Slow cast on them that the dragon can see. The concentration happens automatically without the dragon needing to maintain it DC 24.
- Up to one creature has the Haste spell cast on it. The concentration happens automatically without the dragon needing to maintain it.

REGIONAL EFFECTS

The region containing an Space Dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- up to 15 miles around the Ancient Space Dragon's Lair creatures begin to see after images and hear echos of what has been said.
- up to 10 miles around the Ancient Space Dragon's lair time passes by 2 as quickly either outside or inside the are. This depends on the dragon.
- up to 5 miles around the Space Dragon's Lair distances warp and change. Sometimes it seems like the distance is 2 times longer than it should be and sometimes the distance seems like have as much.

ANCIENT ELDER DRAGONS OF ARUESHAI

One of them is Kulth but here are some others.

ERLONO THE QUICK

Gargantuan Dragon, chaotic neutral

Armor Class 29 (natural Armor)

Hit Points 1462 (68d20 + 748)

Speed 960 ft. can fly with movement but must concentrate on flight, 240 ft. climb

STR	DEX	CON	INT	WIS	CHA
33 (+11)	28 (+9)	33 (+11)	18 (+4)	17 (+3)	28 (+9)

Saving Throws Str +29, Dex +27, Con +29, Int +22, Wis +21, Cha +27

Skills Insight +21, Perception +39, Stealth +27

Damage Immunities lightning, thunder

Senses blindsight 120ft., darkvision 240 ft., passive Perception 49

Languages Common, Draconic

Challenge 65 (1,575,000 XP)

Insubstantial. This dragon can pass through objects as long as there is room for air to pass through.

Unbreathing. This dragon does not need to breathe air.

Fly By. While flying the dragon doesn't provoke opportunity attacks with its movement.

Legendary Resistance (12/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magical Weapons. The dragon's weapon attacks count as magical.

Constant Air Gale. The scales around the dragon have air moving around it so quick that ranged weapon attacks are made at disadvantage against it.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +29 to hit, reach 10ft., one target. *Hit* 24 (2d12 + 11) slashing

Bite. *Melee Weapon Attack:* +29 to hit, reach 20ft., one target. *Hit* 29 (4d8 + 11) piercing

Tail. *Melee Weapon Attack:* +29 to hit, reach 15 ft., one target. *Hit* 22 (2d10+11) bludgeoning

Frightful Presence. Each creature of the dragon's choice that is within 240 feet of the dragon and aware of it must succeed on a DC 35 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Electric Clap (Recharge 5-6). The dragon does 161 (9d20+66) Lightning damage and 161 (9d20+66) Thunder damage to all creatures within 120 feet of it. Creatures can make a DC 35 dexterity saving throw to save for half damage.

Air Gale (Recharge 6). The dragon can cause strong winds in an area 300 feet long, 100 feet wide, and 200 feet tall going in a direction that the Dragon chooses. The winds last for 1 minute and during that time each creature that starts its turn with in it must make a DC 35 strength saving throw or be pushed 75 feet along its direction. Movement costs to travel against the direction of the wind cost 4 times as much. The dragon can choose to change the direction of the wind with a bonus action or reaction. Ranged weapon attacks are at disadvantage in this wind. The dragon is immune to its Air Gale.

Stunning Shock (Recharge 6) The dragon emits a high voltage low amp shock that cause every creature in 90 feet to make a DC 35 Constitution saving throw. On a failure they are stunned for 1 minute. The creatures affect can make this saving throw again at the end of each of their turns with advantage.

Legendary Actions

The dragon can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a wisdom (perception) check.

Tail Attack. The dragon makes a tail attack.

Repulsion Bubble (Costs 2 actions). Can create a bubble of force that emerges from the dragon. It does 118 (7d20+44) force damage to all creatures in 240 feet. Every creature effected must make a DC 35 strength saving throw or be knocked back 1000 feet. A creature that successfully saves against this isn't knocked back and takes half damage.

IMRAET THE BRILLIANT

Colossal+ Dragon, lawful good

Armor Class 37 (natural Armor)
Hit Points 1334 (21d100 + 273)
Speed 120 ft., 120 ft. climb

STR	DEX	CON	INT	WIS	CHA
35 (+12)	12 (+1)	37 (+13)	22 (+6)	19 (+4)	27 (+8)

Saving Throws Dex +20, Con +32, Wis +23, Cha +27
Skills Insight +23, Perception +42, Stealth +20

Damage Immunities fire, radiant

Senses blindsight 120ft., darkvision 240 ft., passive Perception 52

Languages Common, Draconic
Challenge 70 (1,905,000 XP)

Bright Existence. The sun dragon constantly emits bright light out to 360 feet. Creatures attacking the sun dragon are blinded while looking at the sun dragon.

Sun's Mantle. Creatures that start or end their turn within 40 feet of the dragon take 96 (8d12+44) fire damage. The dragon can turn this off and on.

Legendary Resistance (12/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magical Weapons. The dragon's weapon attacks count as magical.

Consumption of the Sun. The sun dragon if hit with radiant or fire damage from a source other than itself regains 40 hit points each time they would take damage.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +31 to hit, reach 20ft., one target. *Hit* 32 (3d12 + 12) slashing

Bite. *Melee Weapon Attack:* +31 to hit, reach 30ft., one target. *Hit* 40 (5d10 + 12) piercing

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 35 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Change Shape. The dragon magically polymorphs in a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or born by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, hit dice, ability to speak, proficiencies, legendary resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Radiant Burst (Recharge 5-6). The dragon does 353 (25d20+90) Radiant damage to all creatures within 140 feet of it. Creatures can make a DC 35 constitution saving throw to save for half damage. If they fail the save they are also blinded for a minute.

Luminate (Recharge 6). The dragon heat up the volume of everything within 1000 feet for 1 hour. During that duration the area is in bright light and all creatures within that volume take 1d10 fire damage at the start of their turn.

Legendary Actions

The dragon can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a wisdom (perception) check.

Flare. Can cast a level 9 fireball that has a save DC of 35.

MYTIM THE PATIENT

Colossal+ Dragon, neutral

Armor Class 27 (natural Armor)

Hit Points 4031 (58d100 + 1102)

Speed 80ft., 80 ft. climb

STR	DEX	CON	INT	WIS	CHA
39 (+14)	8 (-1)	48 (+19)	19 (+4)	27 (+8)	27 (+8)

Saving Throws Dex +17, Con +37, Wis +26, Cha +26

Skills Insight +26, Perception +44, Stealth +17

Damage Immunities acid

Senses blindsight 120ft., darkvision 240 ft., passive Perception 54

Languages Common, Draconic

Challenge 68 (1,770,000 XP)

Regeneration. This dragon regenerates 200 hit points per round while in contact with the ground.

Legendary Resistance (12/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Slow Growth. While on land all the ground 10,000 feet from the ancient grass dragon is considered difficult terrain.

Magical Weapons. The dragon's weapon attacks count as magical.

Sprout. By concentrating for 1 minute the dragon can cause 10 years worth of growth for a plant it can see in a minute.

Decay. By concentrating on an object within its sight for 1 minute that is on the ground the grass dragon can make it under go 10 year of decay.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +32 to hit, reach 25ft., one target. *Hit* 56 (4d20 + 14) slashing

Bite. *Melee Weapon Attack:* +32 to hit, reach 40ft., one target. *Hit* 60 (7d12 + 14) piercing

Tail. *Melee Weapon Attack:* +32 to hit, reach 40 ft., one target. *Hit* 66 (8d12+14) bludgeoning

Frightful Presence. Each creature of the dragon's choice that is within 240 feet of the dragon and aware of it must succeed on a DC 32 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Change Shape. The dragon magically polymorphs in a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or born by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, hit dice, ability to speak, proficiencies, legendary resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Mulch (recharge 6). The dragon causes non living biodegradable material within 300 feet of it the size up to 100 cubic feet to rapidly decay. Within one minute 1 minute it experiences 100 years of decay.

Legendary Actions

The dragon can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a wisdom (perception) check.

Tail Attack. The dragon makes a tail attack.

Grasping Vines. The dragon can cast the spell entangle with the save DC being 32. The dragon is immune to this spell. The spell doesn't require concentration. Additionally all creatures restrained by the spell take an additional 48 (5d6+30) acid damage.

YRVANARTH THE CRUEL

Gargantuan Dragon, neutral evil

Armor Class 29 (natural Armor)
Hit Points 2145 (110d20 + 990)
Speed 60 ft., 60 ft. climb

STR	DEX	CON	INT	WIS	CHA
31 (+10)	22 (+6)	29 (+9)	32 (+11)	25 (+7)	39 (+14)

Saving Throws Dex +23, Con +26, Wis +24, Cha +31
Skills Insight +24, Perception +41, Stealth +23,
Persuasion +31, Intimidation +31, Deception +31
Damage Immunities lightning, thunder
Senses blindsight 120ft., darkvision 240 ft., passive
Perception 51
Languages Common, Draconic
Challenge 64 (1,515,000 XP)

Telepathy. The dragon can communicate telepathically with any creature within 240 feet of it. The Dragon can also read the surface thoughts of any creature within 120 feet of it.

Psychic Empathy. Whenever a creature deals damage to the dragon they take half as much in psychic damage.

Legendary Resistance (12/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magical Weapons. The dragon's weapon attacks count as magical.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. Melee Weapon Attack: +27 to hit, reach 10ft., one target. *Hit* 21 (2d10 + 10) slashing

Bite. Melee Weapon Attack: +27 to hit, reach 20ft., one target. *Hit* 24 (4d6 + 10) piercing

Tail. Melee Weapon Attack: +27 to hit, reach 15 ft., one target. *Hit* 19 (2d8+10) bludgeoning

Charming Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 39 Wisdom saving throw or become charmed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Charming Presence for the next 24 hours.

Psychic Feedback (Recharge 5-6). The dragon does 85 (7d12+39) Psychic damage to all creatures of its choice within 90 feet of it. Creatures can make a DC 39 intelligence saving throw to save for half damage. Creatures that fail the save are also stunned and can repeat this save at the end of each of their turns.

Dominate Monster (Recharge 6). The dragon casts the spell Dominate Monster without verbal or somatic components. The save DC for the spell is 39 and the dragon doesn't need to hold concentration for this spell. The maximum duration is increased for this spell to be 8 hours.

Change Shape. The dragon magically polymorphs in a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or born by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, hit dice, ability to speak, proficiencies, legendary resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a wisdom (perception) check.

Tail Attack. The dragon makes a tail attack.

Mesmerize (2 actions). The dragon causes a creature that can see it to lay down, collapse, and become incapacitated on a failure of a DC 39 wisdom saving throw. This effect lasts until the end of the creatures turn.

Degrade (2 actions). The dragon sends a different type of psychic attack that temporarily lessens the abilities of those that it affects. The target must make a DC 39 Intelligence saving throw. On a failure the targets Intelligence, Wisdom, and Charisma decrease by 4 to a minimum of 5 for 1 minute.

RENDETH THE CURIOUS

Colossal Dragon, chaotic good

Armor Class 17 (natural Armor)
Hit Points 1722 (84d20 + 840)
Speed 80 ft. hover

STR	DEX	CON	INT	WIS	CHA
33 (+11)	18 (+4)	31 (+10)	28 (+9)	29 (+9)	33 (+11)

Saving Throws Dex +23, Con +29, Wis +28, Cha +30
Skills Insight +28, Perception +47, Stealth +23

Damage Resistances piercing, slashing, bludgeoning from magical weapons

Damage Immunities force; piercing, slashing, bludgeoning from non-magical weapons

Condition Immunities prone

Senses truesight 120ft., darkvision 240 ft., passive Perception 57

Languages Common, Draconic
Challenge 70 (1,905,000 XP)

Incorporeal. The dragon can move through solid objects as if it were difficult terrain but takes 10 necrotic damage if it ends its turn in a solid object.

Legendary Resistance (12/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Magical Weapons. The dragon's weapon attacks count as magical.

Unbreathing. The dragon doesn't need to breathe air or be in an atmosphere and can survive the environment of space and the astral plane.

Actions

Multiattack. The dragon makes three attacks one with its bite and two with its claws.

Claw. *Melee Weapon Attack:* +30 to hit, reach 15 ft., one target. *Hit* 22 (2d10 + 11) slashing

Bite. *Melee Weapon Attack:* +30 to hit, reach 25 ft., one target. *Hit* 32 (6d6 + 11) piercing

Tail. *Melee Weapon Attack:* +30 to hit, reach 20 ft., one target. *Hit* 20 (2d8+11) bludgeoning

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 38 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Catastrophic Escape (Recharge 4-6). The dragon does 64 (3d12+44) Force damage to all creatures within 30 feet of it. Then it teleports to a space within 360 feet of it.

Wall of Force (Recharge 6). The dragon can cast the spell wall of force without verbal, somatic, or material components. It doesn't require concentration but can still be ended at any time by the dragon. This spell can't be counterspelled or dispelled.

Plane Shift (Recharge 6). The dragon can cast the spell plane shift without verbal, somatic, or material components. If used on another creature the saving throw for the spell is DC 38. This spell can't be counterspelled or dispelled.

Time Stop (Recharge 6). The dragon can cast the spell time stop without verbal, somatic, or material components. The range of time stop is increased by a factor of 10 for this casting. During time stop Rendeth can keep the time stop from ending prematurely when affecting a creature during the effect. It can split the extra turns among any number of willing creatures within 1000 feet. This spell can't be counterspelled or dispelled.

Change Shape. The dragon magically polymorphs in a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or born by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, hit dice, ability to speak, proficiencies, legendary resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Reactions

Counterspell. The dragon can cast the spell counterspell at 8th level. This counterspell has a range of 120 feet. Like other abilities that use spells this doesn't require spell slots.

Legendary Actions

The dragon can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a wisdom (perception) check.

Tail Attack. The dragon makes a tail attack.

Spacial Distortion (2 actions). The dragon picks up to 5 creatures it can see within 360 feet. The creatures make a DC 38 charisma saving throw. On a failure the creature is teleported to a space within 360 feet that the dragon can see of the dragon's choosing.

POWER LEVELS OF THE SIX ANCIENT ELDER DRAGONS

One would be mistaken to assume that the powers that are written down are the only thing that these dragons can do. Indeed each on has abilities that are plot devices. An example is that Rendeth can also travel through time and to different planes and planets at will. The powers listed are just what you would expect to see in combat. Each dragon has much more power behind them than what is shown. It is just like council members. After for the general of an army how should I write down an army that consists of billions of creatures.

ERLONO THE QUICK

Erlono has powers that aren't simply mentioned here. For example Erlono the Quick is a name given by its remarkable speed. However through use of his powers he can propel his speed to break the sound barrier if that is indeed how physics works in Arueshai.

Erlono the Quick through concentration and through dreams can actually control the weather. He can choose where lightning bolts strike and the strength of the wind.

Although the strength of wind is already known and can be used in battle, Erlono can actually affect the winds out to 500 miles from him.

While Erlono in battle typically emits terrible lightning and thunder damage to all creatures in an area he can also emit it in a constant fashion.

IMRAET THE BRILLIANT

Imraet has powers that aren't mentioned in a stat block. For example it is a long process of concentration but Imraet can actually cause a Star to burn brighter consuming more of its fuel. She just doesn't do this because she suspects it would kill most of the life on the planet and it as said before is a long process.

Imraet can actually cause for her lair to be around 1,000 degree fahrenheit or hotter on a continual basis just from the magic that is emitted from her. It actually takes a little bit of effort not to burn everything in 25 miles of where she lives.

MYTIM THE PATIENT

Mytim the Patient has power that aren't mentioned in a stat block. However they are suggested. Mytim typically spend most of his time laying down and mediating. This causes for the flora of the planet and nearby planets more robustly. Indeed one of the effects of his lair is that organic materials will start to decay as you draw near.

Mytim can actually transfer his regenerative abilities and reverse age on other creatures. This goes as far as curing them of their ailments and wounds. Lost limbs regrow almost instantly.

YRVANARTH THE CRUEL

Yrvanarth the Cruel has power that aren't mentioned in a stat block. He can passively influence the minds of creatures up to 100 miles of his lair. He can concentrate and influence the minds of creatures that are on other planets.

The empire has started noticing a larger number of people within the empire killing each other when Yrvanarth the Cruel enters a town but either can't prove anything or so somehow he is protected.

RENDETH THE CURIOUS

Rendeth's stat block is deceptive and very much so. Just from abilities a strategic dm can probably easily party wipe a party with its abilities. However there are also abilities that aren't written on here. It is said that Kulth is the strongest of the Dragons however some speculate that is because Rendeth hasn't shown its power.

Rendeth can travel forward and back in time. However she cannot travel to the time before Zabbas Adran became an Overgod because a block has been placed on existence preventing that. Rendeth can stop time like the ability but by concentrating it can lengthen the time of time stop or extend its reach. Almost no other being knows but Rendeth once stopped time for a planet while forces could be mustered to get there.

Rendeth is perhaps the only one of the Ancient Elder dragons that you can find outside of Arueshai besides the occasion invasion. It frequently travels to other worlds and planes just to experience them. This sometimes causes trouble as the native gods sometimes take offence but many times find they are too weak to stop it.

KULTH THE MIGHTY

Kulth is more powerful than his stat block. However he doesn't possess things that can affect a world. Instead Kulth responds to problems with a fury of strikes that rip nearly everything to pieces. The magic from Kulth is from his attacks. Nothing is immune to his attacks and he can claw through every substance that has been found. Walls of force, force cages, and even as Rendeth has found sometimes his claw tear through the fabric of space itself. This is notable in the effect of a time stop the claw instantly tear a whole through the magic of the spell rendering it inert.

OTHER MONSTERS AND CURIOSITIES IN ARUESHAI

GNOMISH MECH MODEL A45

This work of incredible engineering is a mech that relies on power from vidrium powder to fuel it. The workings of the mech are very mechanical in function. It can fit three gnomes which control the mech by means of various levers and pullies only some seem to understand. Standing at about 14 feet tall there are only a few in existence.

They are relatively new in existence. Having only made an appearance about 1,000 years ago there are not that many in existence.

A45 MECH

Huge construct, Unaligned

Armor Class 25 (Reinforced Steel Plating)

Hit Points 465 (30d20 + 150)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	20 (+5)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +14, Dex +8, Con +12

Condition Immunities blinded, Deafened, incapacitated, petrified, paralyzed, poisoned, stunned, unconscious, exhaustion, charmed, disease

Damage Immunities psychic, poison

Senses uses the perception of the individuals within the machine

Languages the machine has the language of the individuals within the machine

Challenge 22 (41,000 XP)

A armor Plating Threshold. These mechs have a damage threshold to physical damage of 10. So after resistances you must do 10 damage to have it count against the mech.

Aquinas Shell. From having glass that is magically treated by a method invented from Aquinus the Blood elf, the ones piloting the mech from the inside are not susceptible to damage or effects. This effect ends when the Mech reaches 0 hit points..

Steam Powered Ejection Packs. When the mech reaches 0 health the individuals inside fly 240 feet in the air and their parachuts deploy giving an effect like slowfall.

Actions

Multiattack. The A45 Mech can make 2 slam attacks with its fists.

Slam. Melee Weapon Attack: +14 to hit, reach 10ft., one target. *Hit* 59 (8d12 + 7) bludgeoning

Missile Barrage (3 Missile Clusters). The mech activates one of its missile clusters fires 2 large explosive missiles. Within a distance of 120 feet two areas of a 20 foot radius are effected. Creatures within the effect of those areas must make a DC 20 Dexterity saving throw. On a failure they take 21 (3d12+1) piercing damage from shrapnel and 27 (4d12+1) fire damage from the explosive heat. Creatures that saved successfully only take half damage. The A45 Mech only has enough payload to do this attack 3 times before they need to have their reserve refilled to fire it again.

The H25 Plane only seats one creature. The size of the seat though usually will only fit a creature of small size or less. It relies on the power of vidrium powder. They use their sheer speed to dive out of the way of attacks and get out of range for enemies to hit it.

H25 PLANE

Large construct, Unaligned

Armor Class 10 (Steel Plating)

Hit Points 260(40d8 + 80)

Speed 10ft., 4600 ft fly.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	24 (+7)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +9, Dex +12, Con +7

Condition Immunities blinded, Deafened, incapacitated, petrified, paralyzed, poisoned, stunned, unconscious, exhaustion, charmed, disease

Damage Immunities psychic, poison

Senses uses the perception of the individuals within the machine

Languages the machine has the language of the individuals within the machine

Challenge 13 (41,000 XP)

Armor Plating Threshold. These planes have a damage threshold to physical damage of 5. So after resistances you must do 5 damage to have it count against the mech.

Aquinas Shell. From having glass that is magically treated by a method invented from Aquinus the Blood elf, the ones piloting the mech from the inside are not susceptible to damage or effects. This effect ends when the Plane reaches 0 hit points..

Steam Powered Ejection Packs. When the mech reaches 0 health the individuals inside fly 240 feet in the air and their parachuts deploy giving an effect like slowfall.

Aerial Supremacy. While the H25 plane is flying through the air it gets a +15 to its AC

Fly By While moving through the air the H25 Plane doesn't provoke opportunity attacks.

Steady Speed. The H25 Plane cannot take the dash action.

Actions

Multiattack. The A25 Plane can make 3 energy blaster attacks with its ray guns.

Energy Blaster. *Range Attack:* +7 to hit, range 60/120 ft., one target. *Hit* 15 (3d4 + 7)

BIOGRAPHIES OF THE CURRENT COUNCIL OF ARUESHAI



he following are the current biographies and statistics of the current council of arueshai. The can be discretion of the DM to make these council members even stronger than is listed here if the situation calls for it.

ZABBAS ADRAN

This is the God Lich. The most powerful member of the council by far. He is an overgod and so does not actually have statistics but his power level is equal or surpasses the overgods of other settings. Instead here we will talk of his past and personality. Finally at the end we will list something called the gifts of Adran that are bestowed primarily to blood elves.

HISTORY IS HISTORY

The past of Zabbas Adran is that he was born a demi-god. Zabbas's father had relations with the female elven god **Ryme**. His father perished in the encounter and this was before there were blood elves and just Dust Elves. Zabbas Adran was actually half dust elf and later created the blood elves or rather warped them. Even so what had occurred for one reason or another was seen as disgraceful by the other elven gods and so Ryme lived as a mortal long enough to raise Zabbas Adran from a young age.

You won't get the tale of people picking on Zabbas Adran at a young age. For some reason or another everyone of every occupation accepted him and did what he wish. However he always tried to get more. At the young elven age of 34 he had taken control of the elven city known as **Aruesh**. He was a natural to everything that he ever did. With a full and ever changing harem he produced about 30 children before ascending. This was done shortly after annexing the city of Helct by force. After this happened they renamed Aruesh, The Capital and the country that formed Arueshai.

The humans know of the great mistake and it was what led to the extermination of humans in Helct. However they don't really know the true reason. You see the humans of Helct worshiped a now forgotten god. When Zabbas purged the people the god grew weak and Zabbas Adran with his small amount of divine essence devoured the god and ascended to godhood about 20,000 years ago. Zabbas would later start to devour and absorb other gods after taking over the people as Arueshai expanded.

That is why the expansion was also so slow because Zabbas was devouring gods. He kept some of the elven pantheon existing but they lost some degree of power naturally as they were forgotten and Zabbas Adran was worshiped as a god. After the annexing of most of the coral elves into the empire many of them quickly accepted Zabbas as a god and his power grew. It was at that time he surrendered some of his divine essence and the children and descendants of his became what is now known as the blood elves. They inherited the ire of Zabbas and remembered and sang the hymn of ryme to receive her blessing. As they were the descendants of gods they already didn't age. Most of all and what spurred Arueshai even further was they all inherited the burning urge of Zabbas Adran to seek out and gain power.

PERSONALITY OF A GOD

As a mortal Zabbas Adran craved constantly some increase of power. He saw Aruesh and later Arueshai as an extension of himself. People saw that he happened to be good at everything growing up. However while he did possess innate ability they didn't see that he would practice constantly and sometimes forego trance for days. He was always seeking to better himself.

When he ascended he found that many gods looked down on him and he burned with a quiet rage as eventually he would destroy and absorb every god that did so along with many of the human ones. That is the reason that he was accepted so readily is that what mortals didn't know is behind the scene he was killing other gods as Arueshai grew. So far in the 20,000 year history none of them have ever returned.

One might ask why if he cares for the expansion of Arueshai why must the troops do most of the heavy work? Part of this is to throw off the other gods. Many of them think that it is just an invading force before they realize the true terror before them. However part of it is a believe that while he could help them he wants them to do it themselves and not be completely worthless.

Zabbas always had a distaste for the lackadaisical attitude of the dust elves but he was from them and they did help him ascend. Their position in society isn't permanent; if they showed some initiative as a people they would be regarded the same as blood elves. However it irks him that they simply do not care. Even after relaying that they could change their station they do not care at all. It doesn't help that the dust elf gods are more proactive and Silek, god of perserverance, continues to bless them accordingly.

GIFTS OF ADRAN

The following are the gifts of Adran they are almost exclusively given to a blood elf though it has been on occasion given to creatures of other races. While they may not be on here every council member and former council members have been given a gift of Adran. It is almost always given after someone has proven themselves to already be exceptional. The following are some examples of gifts:

- **Stormcaller.** Once per long rest you can summon storm clouds that cover an area with a radius of 50 miles. You can do this out to a distance of 100 miles and unlike call lightning does require concentration. The storm clouds last until you finish a long rest and 10 minutes. You can decide to extend the duration of the storm clouds by using another use of it. While it is in effect lightning strikes up to 100 creatures within the effect every round unless you choose that person to not be affected. The lightning does 10d10 lightning damage on a hit but the creature can make a DC 30 dexterity saving throw to take half damage.
- **Warp Soul.** Your movement speed increases by 60 and instead of your move speed you may now teleport that distance. Also you can make a touch attack against an object or creature using your dexterity or strength. If you succeed on the touch attack can teleport the object or creature any distance of your remaining movement.
- **Relinquishment of Silek.** Due to something of a working between gods this blessing makes you harder to kill. You get the racial ability Lamentations of Silek like the dust elves. In addition if you die you resurrect yourself 1d20 days later. You no longer age.
- **Relinquishment of Kamil.** Due to something of a working between gods this blessing makes it so that you go first in combat unless another creature has this blessing in which case you roll like normal. In addition on your first round in combat you get 2 turns one after the other.
- **Fate of the Bloodied Ones.** This one is purely for blood elves. You can use Ode to Ryme as many times as you want but it can only be used once on a roll. It also extends the power to ability checks and attack rolls.
- **Aegis Shell.** This one is simple the creature effected permanently increases their maximum hit points by 500.
- **Durability of Grimdlegar.** This gift is typically given to whomever is the council representative of the Stone Dwarves. This gift makes all damage do half of that damage to the dwarf. This stacks with resistance and any other effect that reduces damage.
- **Pact of Kulth.** This gift was given to Kulth the mighty. The creature gifted ascends to the ranks of a lesser god. The blessed cannot be permanently killed and when they "die" resurrect themselves in 1d20 days. The gifted doesn't age. The physical attributes of the gifted increase by 10 and maximums increase by 10 permanently. There are also many other smaller blessings which effect the gifted and all of the races they watch over.
- **Pact of Gunati Nifralti.** This gift is given to Gunati Nifralti known also as the merchant or treasurer or spymaster. The gifted can do mathematical equations instantly. They know instantly what people would pay or trade for a good or item. The gifted intelligence increases by 10 and their maximum increases by 10. The gifted can have up to 50 simulacrum at a time and they all share the same consciousness by are able to act independantly.
- **Pact of Voron Erthyra.** This gift allows the gifted to communicate telepathically with any creature they have met across any distance or planes. The gift can see through the eyes of such individuals. The gifted intelligence increases by 10 and their maximum increases by 10.
- **Pact of Glibrivpovpo.** This gift is to the nenscient by the same name. With this gift there is no vulnerability to any damage. The gifted is immune to all status effects. Thier intelligence increases by 10 and their maximum increases by 10.
- **Pact of Gra-Und.** This gift is to the dawn titan by the same name. With this gift there is an aura around the gifted that deals 10d20 fire damage or 10d20 ice damage at the start of every creatures turn within 120 feet of the gifted. The gift may be suspended and reactivated whenever the gifted chooses.
- **Pact of the Judicator.** This gift is to the inevitable that is given this title. It gives the gifted the power of reassemble which heals 100 hit points every round. Also if the gifted dies they resurrect within 1d20 days.
- **Durability of Naeryndam Adharice.** This gift is given to the representative of the Dust elves. If you die you comeback to life in 1 minute unless a wish spell is cast to delay your coming back to life for 1 day. You can resurrect even if you do not have a body or it isn't in the best condition.
- **Whisper of Ryme.** The blood elf representative is usually given this gift. The gifted gets an increase +20 to all social rolls and cannot critically fail them.
- **Will of Kamil.** This gift is usually given to the representative of the coral elves. With an action the gifted can fill the lungs of a creature with water with a melee touch attack. The target must have lungs and must need to breath for it to work. The creature makes a DC 30 Constitution Saving Throw on a failure they take a level of exhaustion. They repeat this saving throw every turn or until they take an action to cough up the water in their lungs.
- **Blessings of the Faithful.** This gift is given to the scion of Adran. While this gift is on a creature that creature can cast any first through 9th level spell they know without expending a spell slot.

KULTH

What more is there to say about Kulth. He is brash and arrogant. You might get that way if you are the progenitor of your kind. He was powerful before he made the pact with Zabbas Adran.

PERSONALITY OF A GOD

Kulth is even more arrogant than before since he ascended. He demands now to be worshipped by all dragons and as Arueshai spread even came into conflict with other dragon gods. He has a booming voice that if one was to listen to it all day the sheer force of it would make a lesser creature sick to their stomach. He intentionally nearly yells with everything he says. He is extremely proud and only follows the orders of Zabbas Adran himself, although he seems loathed to do it.

Kulth can take insults very personally like some other council members. There have been occasions where Kulth would run through a town and destroy the town because of some perceived insult. Even though he was told that those in Arueshai don't have to follow him as a god he gets filled with rage when seeing any other god praised. He has been known to kill on a whim. As such even the elder and ancient elder dragons near him have become something of Yes Men. The world around him is an echo chamber. However when you are as powerful as a draconic god what does it matter.

Being a council member is tiring with the tons of paper work that need to be done from managing the events and things in towns and cities for the territories they were given. Kulth however is the only that shirks his duties on purpose. Thus his territories are nearly wild with the exception of spies that work for Kulth. The spies send word back if something is wrong and Kulth destroys whatever is a problem. He has had the most towns and cities rebel under him. However none of them survive. Kulth Comes through and murders everything and reduced everything to rubble.

Being the 2nd or 3rd most powerful Kulth is in control of 30 planes or planets (the wording is up to the DM). However each one is an Anarchistic Mess. The only normal duty that is performed is that of taxes which are higher than many of the others. This is because Kulth take some for himself. He sees the wealth of Gunati Nifralti as an insult because he is much weaker than him. He thinks he is richer than Gunati because those around him told him so even though he possesses only a fraction of the Rakshasa's wealth. He believes that having a hundred million gold makes him the richest Council member.

Kulth also possesses one of the smallest of the Arueshai standard armies. The reason being is that most of the forces he controls are actually the thousands of loyal dragons that follow his orders.

PACT OF KULTH

What was the pact that keeps being talked about that caused for Kulth to become part of the Empire. Well you see Kulth always wanted to become a god. However he had no way of doing so. Zabbas Adran eventually heard of this and so made him a bargain. He would give him immortality and immortality to the dragons that serve him as well as godhood.

In exchange for giving Kulth immortality and goodhood the dragon must swear an oath of allegiance to him as well as that of all of those dragons like him. Kulth thought he had the upper hand and so made Zabbas Adran agree to free all of the dragonborn that were enslaved from Vistol. What he didn't realize is that Zabbas Adran who while not stupid was not an expert at contract got the aid of a certain Devil. This devil's name was Gunati Nifralti. The devil was a prodigy even among other devils and worked in clauses that trapped the dragon. By the time the dragon realized what has happened; the Dragon, the dragons under him, and even the dragon born all were permanently bound by this contract. It was after all reinforced by the blood of a greater diety (at the time, now an over diety). Kulth was indeed mighty but his stupidity made him and his kind servants.

Only few know of this however. It is dangerous knowledge to realize that the "strongest" council member is actually a fool. This knowledge is also dangerous because it points at the sheer hidden strength of Gunati Nifralti the devil that became a council member shortly after Kulth did. Although with him the pact wasn't written down as a contract as Zabbas Adran knew better.

However Kulth isn't completely enraged by this. He hasn't seen the bars of his cage just yet although he has slightly felt them. The words that play upon words and the double meanings that cancel each other out till one remains from the chain are too hard for anyone to follow. Kulth only barely read the 300 page contract where obvious mistakes were written to act as a trap. Kulth still believes that he got the upperhand where as all he did was ensure Gunati Nifralti a seat as a member of the Council.

Still it is not completely stupid of Kulth to agree. Were it not for the agreement even the dragons would have eventually been purged or bent the knee. Arueshai makes nearly no exceptions. You serve or you die. The only known exceptions are some gods and some of the gods that try to defy Arueshai seem to disappear.

OTHER DRAGONS

Earlier in this book there were examples of the different types of dragons on Ellam. Kulth is an Elder Ancient Dragon that ascended to godhood and what people fight is his avatar which was the strength of him in life. There are 5 other types of dragon native to Arueshai lands other than sea dragon and these have Elder Ancient Dragons just like Kulth though maybe a little less powerful.

Elder dragons are stronger than Ancient dragons and Ancient Elder dragons are stronger still.

KULTH THE MIGHTY

Colossal+ Dragon, chaotic evil

Armor Class 37 (natural Armor)

Hit Points 2891 (98d20 + 1862)

Speed 120ft., swim 560 ft., 120 ft. climb

STR	DEX	CON	INT	WIS	CHA
51 (+20)	22 (+6)	49 (+19)	12 (+1)	9 (-1)	21 (+5)

Saving Throws Dex +26, Con +39, Wis +19, Cha +25

Skills Insight +23, Perception +43, Stealth +26

Damage Resistances. piercing, slashing, bludgeoning, fire, lightning, thunder, radiant, necrotic, poison, acid

Damage Immunities cold

Senses blindsight 120ft., darkvision 360 ft., passive Perception 53

Languages Common, Draconic

Challenge 75 (2,265,000 XP)

Amphibious. This dragon can breathe air and water.

Legendary Resistance (12/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Perfect Camouflage. While in the water the dragon is invisible.

Swim By. While in the water the Sea Dragon's movement doesn't provoke opportunity attacks.

Epic Magical Weapons. The dragon's weapon attacks count as magical. The dragon's weapon attacks bypass immunities and resistances. The dragon's weapon attacks can cut through a wall of force.

Pact of Kulth. If killed Kulth the mighty resurrects within 1d20 days.

Voice of Rage. When Kulth speaks creatures take 1 thunder damage for every 6 seconds that he speaks. If he is particularly loud they take 10 thunder damage for every 6 seconds that he speaks.

Powerful leap. Kulth has a long jump distance of 240 ft and a high jump of 75 ft.

Actions

Multiattack. The dragon makes 5 attacks one with its bite and four with its claws.

Claw. *Melee Weapon Attack:* +40 to hit, reach 25ft., one target. *Hit* 241 (21d20 + 20) slashing

Bite. *Melee Weapon Attack:* +40 to hit, reach 40ft., one target. *Hit* 105 (13d12 + 20) piercing

Tail. *Melee Weapon Attack:* +40 to hit, reach 30 ft., one target. *Hit* 86 (12d10+20) bludgeoning

Frightful Presence. Each creature of the dragon's choice that is within 480 feet of the dragon and aware of it must succeed on a DC 33 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hits points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a wisdom (perception) check.

Tail Attack. The dragon makes a tail attack.

Invisibility. The dragon can use a legendary action to make itself invisible.

Mighty Roar (5 actions). The dragon lets out a mighty roar that deals 230 (20d20+20) thunder damage to all other creatures within 480 feet of it. Creatures can make a constitution saving throw DC 47 to take half damage from this.

Frenzy (4 actions). The dragon takes a turn right after the turn this ability it used. During that turn the dragon gets a movement, action, and bonus action like normal but does not replenish legendary actions on this turn.

GUNATI NIFRALTI

Gunati Nifralti is not your average Rakshasa. Over the millenia he has learned many spells. When Zabbas Adran was making a deal with Kulth he realised that the dragon was just asking for more and more things like some kind of child. The dragon apparently had no idea what a give and take was. So after a month or two of fruitless negotiations the god got the help of a devil. The devil was smart and crafty. He easily made it so that it seemed like the dragon got everything that he wanted when in actuality the dragon gave everything. The dragon seems to have not fully caught on how Gunati Nifralti tricked him so thoughughly

Gunati Nifralti doesn't share much of his past when he was just your average high ranking officer in the hells. Apparently he served some lord he doesn't care to speak of that much on the 4th plane of hell. Under the command of the likes of Fierna and Belial he sought to take interest in those already making unfair deals. However this was such a delightful deal because with it Gunati Nifralti now has power equal to those that were his commanders. He holds so much more power here than in the hells that he doesn't even try to vie for a position as one of the rulers of the hells. Although those under him sometimes refer to him affectionately and in a mocking manner as the 0th level ruler of hell.

Gunati Nifralti is very rich but even saying that is an understatement. With a reported net worth of 400 quadrillion gold pieces he might be the richest of those in the realms. Despite it all Gunati Nifralti spends most of his time behind a desk. He does so without any resentment of doing so. He has found that the simple brush strokes of a pen on the right papers can topple government and change the direction of empires. For the gift from Adran he simple wished to be even more intelligent. This is so that he could make even more money and have even more power.

Due to his influence devils are allowed to take souls in the planes and planets that he has control over. Which compared to the others is a measly 13 but he makes due. Even though he only has control over that many the companies and guilds that he controls operate in all such planes and planets even those outside the empire. He pulls gold from everywhere. Some say that his wealth is much greater than what anyone ever realizes and that only Zabbas Adran truly knows. Provided the planets and planes that he operates pay their taxes and surrender able bodies for military service the overgod doesn't care.

His forces aren't just the troops given to him by the empire and merchants. Gunati Nifralti is known or perhaps unknown as having one of the most extensive spy networks in Arueshai. The likes of which extend to 1000s of planes and planets. He isn't just the merchant but the spymaster of the Arueshai forces though he still usually charges for his information.

Gunati Nifralti has multiple clones and simulacrum that do the paper work if he has to step away from the office. After all how else will you manage forces across 1000s of planes and planets. Each one is linked telepathically and share the same consciousness.

OVERWHELMING INTELLIGENCE

For those DM that seek to adequately play this council member you have to realize that he is intelligent beyond what is possible normally for any mortal. It is a wonder how his brain can even have the capacity that it does. Here are some possible ways to show his intelligence.

TIME TO THINK

Gunati is extremely smart so you might try to rush players on their decisions when fighting this council member or when signing a deal they make their portion over a couple of minutes while you can take a week to find catches and loopholes.

SCRYING AND SPYING

Gunati has an extensive spy network and is a level 20 diviner. As such if there is battle with him or any of his forces your players should find that there enemies seem to already know everything about them. They know their weaknesses, strengths, and tactics. He knows everything about where they will move and it is impossible to surprise him. He could be watching them from the very beginning and knows everything about the players that you are playing with.

You could even go so far as to grant all of his forces advantage and the opposing forces disadvantage on rolls against each other.

PREDICTIVE MIND

For reasons mentioned before you could have it so that when your players are in combat against him they have to say what they were going to do from the beginning of the round and Gunati Nifralti can do things like side step attacks or avoid spells without harm. You can lock your players into this choice or you can give them some kind of penalty if the go against it. This penalty can be something like a -5 to attack or disadvantage on attack rolls against him.

EVERYONE HAS A PRICE

Due to the signifant wealth that Gunati Nifralti has and the information from spies and divination magic Gunati can buy the alligence of practically anyone that the party trusts or repsects. Note that this could also be things like blackmail and threats instead of just bribing people. Also due to his impressive intelligence you can have it so that people they meet are already bribed to act a certain way and say certain things to the party. Even the great Erlono The Quick works for him.

BRAIN LIMITATION

Basically this is just to say that you are only limited in what Gunati Nifralti is able to accomplish by what you can think of. If done properly you can have it so that he can control your players like puppets. They can have a whole campaign and at the end you can reveal that they were pawns of his machinations the entire time. In combat he is probably the weakest of the council but because of his intellect he is one of the strongest.

GUNATI NIFRALTI

Medium fiend, lawful evil

Armor Class 21 (Natural with Predictive ability)
Hit Points 462(44d10 + 220)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	20 (+5)	53 (+21)	18 (+4)	26 (+8)

Skills. Deception +15, Insight +11, Persuasion +22
Damage Immunities bludgeoning, slashing, and piercing from nonmagical attacks.
Senses darkvision 120ft., passive Perception 14
Languages Common, Infernal
Challenge 23 (105,000 XP)

Legendary Resistance (6/Day). If the fiend fails a saving throw, it can choose to succeed instead.

Predictive Ability. With his scouting and knowledge of divination Gunati Nifralti is able to predict your movement. This gives a +5 to AC.

Foretelling. With knowledge and planning even the critical hits of his enemies are treated as normal hits.

Normal Magic Immunity. Gunati Nifralti can't be affected or detected by spells of 8th level or lower unless he wishes to be.

Spellcasting. The rakshasa's spellcasting ability is Intelligence (spell save DC 35, +27 to hit with spell attacks). The rakshasa can cast the following spells, requiring no material components.

Cantrips (at will): Mage hand, prestidigitation, ray of frost.

1st level (4 slots): Detect magic, identify, comprehend languages, magic missile, sleep

2nd level (3 slots): Detect thoughts, See Invisibility, Mind Spike, Invisibility, Mirror Image

3rd level (3 slots): Clairvoyance, Tongues, Counterspell, Blink, Remove Curse, Slow

4th level (3 slots): Arcane Eye, Locate Creature, Dimension Door, Phantasmal Killer, Polymorph

5th level (3 slots): Contact other plane, Legend Lore, Scrying, Creation

6th level (2 slots): True Seeing, Arcane Gate, Eyebite, Contingency, Mass Suggestion

7th level (2 slots): Etherealness, Forcecage, Plane Shift, Teleport, Simulacrum

8th level (2 slots): Antimagic Field, Clone, Maze, Mind Blank, Power Stun

9th level (2 slots): Astral Projection, Foresight, Imprisonment, Meteor Swarm, Time Stop

Actions

Multiattack. The rakshasa makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Legendary Actions

Gunati Nifralti can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The fiend regains spent legendary actions at the start of its turn.

Cast a Spell(2 actions). Gunati can cast a spell of level 1-7.

Claw Attack. The fiend can make two claw attacks on a creature within range.

Foretell. The fiend can use divination energy to increase their AC by 10 until the end of the next turn.

Contemplate(3 actions). The fiend can concentrate and regain a combined 8 spell slot levels.

VORON ERTHYRA

Not much is to tell of this enigmatic commander. He is a genius but unlike Gunati Nifralfi this genius isn't in things like business, being a spymaster, and creating contracts. Voron is what you would call a tactical and strategic genius. He is tasked with commanding and controlling the over 1 billion member military that Arueshai possesses. Indeed that he has held the job for almost 20,000 years is telling of his ability.

COLD HARD INTELLECT

Perhaps the only individual other than Zabbas Adran that rival Gunati Nifralfi in intellect he is extremely loyal to the empire. Adran has given him a bit of divine essence to help him in his duties as well. Voron is very good at his job.

He has been the commander of Arueshai for as long as it has been a nation. He is the father of many of the strategies used by Arueshai today.

BLOCKADE AND BOMBARD

While this could also be said of ship combat in this case it refers to the land activities of the Dervish and spell casters. The dervish form a wall and the spell casters in the back just let lose all of their spells. The usually start with immobilizing spells like web and walls of force. After the enemy has been locked down significantly the spellcasters begin using damage spells. Meanwhile the path to the dervishes lie in wait in an unbreakable phalanx formation.

PESTILENCE WARFARE

A strategy when assaulting a city is that Arueshai will launch projectiles with the expressed purpose of spreading disease. The projectiles are specially made to spread this disease across a city sometimes spraying liquid on any creature trying to get close to it. Usually this results in even higher casualties on the enemy side.

PURGE THE DISSIDENT

In some of Arueshai's older more stable areas a little bit of unrest from time to time is allowed. However it is a common tactic that in a new conquered land that anyone engaging in guerrilla tactics is eventually caught and killed. Then everyone they loved is killed. If people protest the new government they are killed as well. There is no mercy that is shown to any that dispute Arueshai rule in any sense.

FIND HIM AND CRUSH HIM

If your enemy goes to ground leave no ground for the enemy to go to. This is an adage that is said in the Arueshai military. When tracking a group or even just a specific person that is hiding the military will send out trackers. Then if found they are quickly surrounded and eliminated. However if all they find is a hideout or the last people to give them safe haven, the haven is burned or the people are killed.

POISON

This falls under two categories usually. Either they poison the land or the people. If there is a field and the military can't stay behind to protect it when it is used by the enemy they take all of the food and then salt the fields.

Areshai has been known to poison the drinking water of an entire town with clandestine operatives. Then they assault the town with a full force after a significant number of the people have died.

STRIKE WHILE THE ENEMY IS DISTRACTED

Sometimes when the arueshai army is invading they don't always come at you with full force. An example is that sometimes when the enemy army is moving around they will engage with just enough troops to lead to stalemate. Then the other force attacks a town and burns it to the ground. They kill as many of the enemy civilians as they want and lie in wait. Then the other army disengages a distance and lets the enemy go back to their city to find it in ruins. Then they find the other half lying in wait while the force they were supposed to fight comes from behind.

This is very complicated to pull off but variations of it are frequently executed by Arueshai military under the command of Voron.

HUMANOID WAVE

Sometimes the military makes use of their conscript forces. The enemy will typically see an almost literal wave of conscript forces that attacks the enemy force. While they are distracted there is a special forces division that comes from behind and sabotages the enemy supplies. They will find food stores soiled, ammunition broken and destroyed, and sometimes building burning to the ground. Even if the conscript force doesn't make it they are expendable anyway. The damage is done and a smaller less experienced force could destroy or cripple a larger more experienced force.

RETREAT AND ATTACK

One of the common tactics that is utilized by the Arueshai military is that sometimes they will retreat and attack. This sometimes bewilders the enemies of arueshai. The goal is to make them chase them. Then while the first army is pulling back 2 others come from each side. Then the retreating army will back around and engage the enemy once more. If pulled off correctly the enemy is surrounded and crushed into the dust.

OPENING SALVO

A quick explanation of one of the slightly more recent tactics is the opening salvo and barrage. This is when the Arueshai army engages an enemy and they have powder dwarves. The powder dwarves have cannons and mortar and wreck the enemy lines. Then while the army advances the dwarves continue to barrage the enemy from all sides with explosive rounds. It is surprisingly effective.

VORON ERTHYRA

Medium humanoid(blood elf), Lawful neutral

Armor Class 40 (Enchanted +5 plate and other magical items)

Hit Points 2566(39d12 + 312+2000)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	27 (+8)	42 (+16)	39 (+14)	21 (+5)

Saving Throws Str +27, Dex +13, Con +29, Int +26, Wis +35, Cha +15

Skills Persuade +16, History +27, Arcana +27, Perception +25, Survival +25

Damage Resistances piercing, slashing, and bludgeoning nonmagical damage; fire, cold, and lightning damage

Senses darkvision 60 ft., passive Perception 35

Languages Common, Elvish, Dwarvish, Draconic

Challenge 39 (375,000 XP)

Legendary Resistance (12/Day). If the elf fails a saving throw, it can choose to succeed instead.

Arueshai Trance (11/Day). If Voron doesn't have temporary hit points he can use this ability. Voron gains 195 temporary hit points and is immune to charm while he has these temporary hit points.

Tactics. Voron has advantage to hit any creature that has a status condition or is within 5 ft of an enemy.

Killing Strike. When Voron does a critical hit on a creature that creature takes 50 damage in addition to what it would take normally.

Magical Weapons. Voron's Weapons are considered magical for the purposes of overcoming resistance and immunities.

Ire of Zabbas. On damage rolls using dice higher than a d4, you can reroll the die on a maximum value and add the maximum damage of the previous die.

Ode to Ryme. If a creature within 90 feet of you makes saving throw, you can cause that creature to reroll that saving throw if you do not like the result. You can do this once per rest.

Skin of Steel. Piercing, Slashing, and Bludgeoning damage do 22 less damage.

Nerves of Steel. Voron is immune to the condition of petrification and cannot be moved by magical means unless it is an epic level spell or higher.

Actions

Multiattack. The elf can make 3 weapon attacks on his turn.

Sword of Remgi. *Melee Weapon Attack:* +22 to hit, reach 5ft., one target. *Hit* 16 (1d8 + 11) slashing damage + 17 (5d6) fire damage

Bow of Adiam. *Ranged Weapon Attack:* +19 to hit, (150/600) range, one target. *Hit* 13 (1d8 + 8) Piercing damage. In addition a creature struck by this bow must make a DC 25 Constitution saving throw or become paralyzed for 1 minute. The creature can repeat this saving throw at the end of each of their turns.

Reactions

Steeled Resolve As a reaction Voron can make a dexterity saving throw in reaction to an ally taking damage within 10 feet of him. The DC is a fourth of the damage dealt. If Voron succeeds he takes half of the damage that would be dealt and the creature that would take damage takes none.

Uncanny Defense. As a reaction to taking damage Voron can choose to reduce that damage by half.

Legendary Actions

Voron Erthyra can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Elf regains spent legendary actions at the start of its turn.

Weapon Strike. The elf can make a weapon strike against a creature in range.

Legendary Healing Potion (2 actions)(12 uses). The elf uses their legendary action to consume a potion. The elf heals 12d4+32 hit points. The elf can also use this on an ally within 5 feet.

Dwarven Grenade(2 actions). The elf throws a Dwarven grenade into an area. The grenade does 4d20+4 non magical piercing damage and 4d10+4 fire damage to all creatures within 15 feet of the blast. A creature can make a DC 20 dexterity saving throw to take half damage on a successful save. On a failure the creature takes full damage and their attacks do disadvantage on their next turn.

DUST ELF REPRESENTATIVE

NAERYNDAM ADHARICE

This title and position of the council is given to the representatives of the Dust Elves Naeryndam Adharice. He is the current of the representatives. His gift was only a slight increase to the abilities that he already possessed.

PERSONALITY

Not much to say about Naeryndam except that while Blood Elves are arrogant, powerful, and powerhungry he is relaxed. He hates the paper work that he needs to do. Still he sees the point in it so he reluctantly does the paperwork. He probably is the only council member that won't kill you if you insult him to his face. Still you shouldn't think him weak as he has seen countless battles in his short time.

Part of him wants to raise the condition of dust elves in society but he knows that they don't really care so long as they aren't slaves they don't care. For this reason he is probably one of the few council members that would actually be nice to a human. He doesn't care for prejudices. Not that he is a champion of such things he just doesn't care.

Some days he just sits in his chair and stairs out of the building of the capital. Seeing as he is the representative of the dust elves he reluctantly travels to the 5 or so worlds where they are prevalent. Dust Elves are obviously all over the place but any world of a dust elf population greater than 100,000 requires his attention.

His training gave him more emotion however. He became a ravager and that caused something of a slow steady rage and killing intent to form within him. However it is much less than other ravagers.

His weapons and armor are the ones that have been passed down to every dust elf representative.

POSITION OF DUST ELF REPRESENTATIVE

Many dust elves have held this title since the founding of Arueshai when the blood elves were formed from the dust elves. Some say that all of the ambitious, cutthroat, and power hungry types became blood elves while the dust elves just existed and survived like they always do.

Dust elves are a strange lot they are privileged in a way but yet not. Dust elves very rarely are ambitious, power hungry, etc. that you would consider from most blood elves. They are somewhat similar to the elves found in most other places. The only exception though is that every single one of them no matter the profession seems to be religious of a sort.

Their low status is mostly from the blood elves telling everyone to treat them badly until they take their position in the empire more seriously. Dust elves are also skilled in more things than your average person. They seem to take to things remarkably well.

For religion they have a couple of gods that they worship. One is the dust elf god known only as the veiled goddess, another is silek, and another is pridomi. The Silek blesses all of the dust elves and makes it more difficult for them to die.

The veiled goddess blesses other dust elves more sporatically. She is known to resurrect dust elves that have died sometimes many times sometimes for more than 100 times. She also gives other blessings more often like for example the occasional sensation of joy or love toward another. Sometimes a dust elf will find themselves cured of disease or poison. It doesn't happen enough to rely on but it does happen.

Pridomi is the goddess of learning and her gift gives the dust elves the ability to be skilled in more things than they otherwise would be.

No dust elf fears death. There isn't an exception it seems to be part of being a dust elf. In fact many times they are attracted to death which is why they live in cemeteries and graveyards.

Dust elf homes can sometimes be unnerving to many. You can walk into one and see corpses of long dead relatives throughout the home. Also because of the way they live dust elves tend to share their homes with other families. Sometimes they can be found talking to the corpses within their house as if they were still alive. When asked about this practice they say they know the departed don't necessarily hear them but it is for the living.

It is obvious that dust elves don't distinguish between life and death among them. As such they have no funerals. There is no grief in a dust elf dying when you ask a dust elf. After all they know they are destined for an afterlife of some kind and sometimes they even come back to life on their own.

That said the dust elves don't partake of risky behavior any more than most. The only exception is life or death situations where someone needs to stare death in the face sort of speak.

NAERYNDAM ADHARICE

Medium humanoid (Elf), chaotic good

Armor Class 31 (Studded leather +5, +5 ring of Protection)

Hit Points 784(27d8 + 162+500)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	27 (+8)	22 (+6)	18 (+4)	17 (+3)	14 (+2)

Saving Throws Strength +16, Dexterity +21, Constitution +19, Intelligence +9, Wisdom +16, Charisma +7

Skills Insight +11, Survival +11, Medicine +12, Acrobatics +16, Athletics +11, Perception +11

Damage Immunities poison

Condition Immunities poisoned, petrified

Senses darkvision 60ft., passive Perception 21

Languages Common, Elven

Challenge 27 (105,000 XP)

Interferring Blade. When Naeryndam hits a creature with a weapon attack, Naeryndam can have the attack to 10 less damage. If Naerydam does this the creature has a -5 to attack until the end of their next turn.

All out attack. Naeryndam has advantage to attack other creatures and other creatures have advantage to attack him. Naeryndam has advantage on initiative rolls.

Legendary Resistance (9/Day). If the elf fails a saving throw, it can choose to succeed instead.

Killing Surge. If Naeryndam reduces a creature to 0 hit points, he regains use of his action. He can do this up to 3 times on his turn.

Practiced Opportunist. When Naeryndam gets an opportunity attack he can make 6 weapon attacks.

Magical Weapons. Naeryndam's Weapons are considered magical for the purposes of overcoming resistance and immunities.

Sentinel. If Naeryndam hits a creature with an opportunity attack their movement speed is reduced to 0 until the end of their next turn.

Durability of Naeryndam. This gift makes it so that if Naeryndam dies he comes back to life in 1 minute unless a wish spell is cast to delay him coming back to life for 1 day.

Actions

***Multiattack.** Naeryndam can make 3 attack with agony and 3 attacks with Repentance or 3 attacks with Somvenom

Agony. *Melee Weapon Attack:* +16 to hit, reach 5ft., one target. *Hit* 12 (1d6 + 8) piercing damage and 23 (5d8) piercing damage. When a creature is hit by this blade they are overcome with pain giving a -2 cumulative penalty to attacks until the end of their next turn.

Repentance. *Melee Weapon Attack:* +16 to hit, reach 5ft., one target. *Hit* 12 (1d6 + 8) piercing damage and 23 (5d8) piercing damage and 23 (5d8) radiant damage.

Somvenom. *Ranged Weapon Attack:* +16 to hit, range (150/600) ft., one target. *Hit* 13 (1d8 + 8) piercing damage and 11 (5d8/2) piercing damage. On a hit the creature must make a DC 25 Constitution saving throw or take 35 (10d6) poison damage on a failure.

Legendary Actions

Naeryndam Adharice can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Elf regains spent legendary actions at the start of its turn.

Weapon Strike. The elf can make a weapon strike against a creature in range.

Legendary Healing Potion (2 actions)(6 uses). The elf uses their legendary action to consume a potion. The elf heals 12d4+32 hit points. The elf can also use this on an ally within 5 feet.

Move The elf moves 40 feet to a space that he desires.

CORAL ELF REPRESENTATIVE AZURE WHELM

The coral elf representative is in stark contrast to the dust elf. While the dust elf kind of doesn't care the coral elf representative is full with passion. She loves all men and women and indeed many have seen her bed chamber. They are men and women of almost every humanoid race. She has a bit of a problem in that. She is a druid so she ages slower than most. For the thousands of years that she has been alive she has probably had about 200 or so children. The thing about coral elves is that strangely mating with any humanoid other than an elf just produces another coral elf.

She isn't in the office that much. Typically she is visiting her family accross the empire going on lavish retreats. Being a representative pays rather well. She doesn't get in trouble because as Zabbas Adran sees it she is only really screwing over her race. Her position makes the massive number of coral elves happy and that is what matters.

She typically spends her money on things like fancy clothes and jewelry. She has what many would consider a beautiful body. This is what most people see but most of her left over cash goes to buy presents for her children(if they are still alive), grand children, etc. She vists her family and spends time with them most of the time they have.

POSITION OF CORAL ELF REPRESENTATIVE

Azure Whelm isn't a total slouch though she just prefers company of the other coral elves aside from the experimental trists now and then. With her guidance coral elves have erected many great underwater nature zones throughout their many underwater cities.

Part of the reason for her relaxed nature is that she doesn't need to do anything. The coral elves got primarily the thing they wanted most. That is that they can colonize distant world and are the most populous of all the races of Arueshai. It is still a question if they could win against the blood elves because they are so ancient and powerful but coral elves have numbers on their side.

Arueshai sees the importance of coral elves because most of the military consists of them. The coral live almost exclusively in the sea as they find themselves most comfortable there. Since they typically inhabit most of the sea the coral elves ensure that the sea becomes for the most part safe and devoid of monsters aside from those that are citizens of Arueshai. So this typically means that a sea dragon also has some domain over the sea but make no mistake it belongs to the coral elves.

Some of the greatest advancements... were not made by coral elves. They typically stay at home or serve if they want to get to another plane. Coral elves are family elves and it is with family that they like to spend most of their time.

Azure Whelm is a bit of a outlier. Most coral elves choose a mate and they form a pair bond until the day they die. While female of other races may get the urge they need to have children, both males and females feel the need to have children when they reach maturity.

The coral elf underwater archetecture looks nothing like the massive architectural wonders that are in the The Capital. There is basically simple looking archetecture that populates the land on the bottom of the seas and oceans of the many different worlds. Building things underwater is much more difficult than on land so if a traveler were to visit one of their cities they wouldn't see any thing that impressive. Indeed most buildings of the coral elves seem to be mostly open aside from their houses. There government building typically are just collections of rocks that indicate where the building starts and ends.

For food coral elves are a little more impressive they have made in many of the more populated worlds fishing farms. There are massive collections of fish and other eaten creatures that are trapped in enclousures by massive nets. The coral elves have ways of feeding these animals and basically it allows for them to sustain their massive population.

Azure Whelm has been the coral elf representative for almost 3 thousand years. While she is not typically in the office, any coral elf can come up to her with a grievance that she will address. However this is very rarely done. Coral elves by themselves are content by nature.

She does have actual duties. Every 10 years or so there is a mandatory meeting where council members are supposed to report on the status of their duties. For representatives this basically means they talk about statistics and problems in there communities if they are something that lasts for a decade or more. The representatives can even plead for aid from the empire in some way or another. However as was stated before Azure Whelm knows that everything the coral elves really cared for has been solved.

She has asked that they start building the massive planar devices known as gateways under water. However it would be very difficult to do so and it would basically only benefit the coral elves so she has been declined.

Azure Whelm

Medium Humanoid (coral elf), chaotic neutral

Armor Class 25 (Studded Leather +5, ring of protection +5)

Hit Points 413 (25d8 + 100 + 200)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	18 (+4)	16 (+3)	28 (+9)	22 (+6)

Saving Throws Str +6, Dex +10, Con +9, Int +16, Wis +22, Cha +11

Skills. Survival +17, Stealth +13, Animal Handling +17, Insight +17, Perception +17

Condition Immunities exhaustion

Senses darkvision 60 ft. passive perception 27

Languages common, elvish, draconic

Challenge 25 (75,000 XP)

Wildshape. Azure has the ability to wild shape as per the druid ability.

Legendary Resistance (3/Day). If the elf fails a saving throw, it can choose to succeed instead.

Circle of the Moon. Azure gets all of the features that are described in the circle of the moon subclass.

Unlimited Wild Shape. Azure may wildshape an unlimited number of times.

Beast Wild Shape. Azure can cast many of her druid spells in any shape she assumes using wild shape. She can perform the somatic and verbal components of a druid spell while in beast shape, but she can't provide material components.

Magical Weapons. Azure's weapons are considered magical for the purposes of overcoming resistances and immunities.

Timeless Body. For every 10 years that pass, Azure's body ages only 1 year.

Spellcasting. The Azure's spellcasting ability is Wisdom (spell save DC 25, +17 to hit with spell attacks). Azure can cast the following spells, requiring no material components.

Cantrips (at will): Druid craft, Guidance, Poison Spray, Thorn Whip.

1st level (4 slots): Charm Person, Cure Wounds, Healing Word, Faerie Fire, Detect Magic

2nd level (3 slots): Enhance Ability, Gust of Wind, Moonbeam, spike growth, pass without trace

3rd level (3 slots): Call Lightning, Dispel Magic, Sleet Storm, Protection from energy, Conjure Animals

4th level (3 slots): Confusion, Conjure woodland beings, control water, Freedom of Movement, Ice Storm

5th level (3 slots): Antilife Shell, Conjure Elemental, Mass Cure Wounds, Greater Restoration

6th level (2 slots): Conjure Fey, Heal, Heroes Feast, Sunbeam

7th level (2 slots): Fire Storm, Mirage Arcana, Plane Shift, Regenerate

8th level (2 slots): Antipathy/Sympathy, Control Weather, Tsunami

9th level (1 slot): Foresight, Shapechange, Storm of Vengeance, True Resurrection

Actions

Club of Seas. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 4 (1d4 + 1) bludgeoning. When you hit a creature with this weapon water erupts from the club. A creature that is hit with this weapon must make a DC 20 strength check or be pushed 30 ft. A creature that fails the strength save takes 11 (3d6) thunder damage

Sling of Sleep +5. *Range Weapon Attack:* +4 to hit, range (30/120)ft., one target. *Hit* 8 (1d4 + 5). A creature hit with this weapon must make a DC 20 Wisdom save or fall asleep for 1 minute. A creature can shake the sleeping creature awake with an action or if the sleeping creature takes damage they can wake up.

Wildshape. You can use your action or bonus action to wildshape.

Dragon Shape (2/day). By spending an action you can choose to wildshape into any adult dragon for a duration of 1 hour or until you lose all your temporary hit points as per normal.

Will of Kamil. With an action Azure can fill the lungs of a creature with a melee touch attack (+13 bonus to hit). The target must have lungs and must need to breathe for it to work. The creature makes a DC 30 Constitution saving throw on a failure they take a level of exhaustion. They repeat this saving throw every turn or until they take an action to cough up the water in their lungs. This ability can be used in wildshape.

Legendary Actions

Azure Whelm can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Elf regains spent legendary actions at the start of its turn.

Weapon Strike. The elf can make a weapon strike against a creature in range.

Move The elf moves 30 feet to a space that she desires.

Spell (2 actions). Azure whelm can use her legendary action to cast a spell not on her turn that would normally require an action. She must be in her normal humanoid form to do this however.

STONE DWARF REPRESENTATIVE GRIMDLEGAR.

Grimdlegar is your typical stone dwarf. He likes fighting, he likes ale, and he likes good stories of battle. Though among the council members he is probably one of the weakest you wouldn't know that by listening to him. He typically even stands up to Kulth which pisses of the dragon immensely. That said he doesn't care.

Grimdlegar knows this is an important position so he does his duties even though he hate them. Being coupé up in the capital is no place for stone dwarf much less a savage such as himself. Every once in a while someone is stupid enough to attack one of the council. Grimdlegar often rushes to where the battle is only to find usually they are dead before he gets there.

Grimdlegar has only been on the council for maybe 50 years which is about the shortest tenure on there. Still though others on the council give him respect if only to shut him up. He tries to have a loud and booming voice as Kulth even though that is impossible.

Still though Grimdlegar is almost a legendary barbarian in his own right. He replaced the old member of the council when on one of the worlds that Arueshai was expanding he was the only survivor and still took down the enemy army. Conscript forces aren't known for their strength but he maybe kill 500 men in that battle. Of course he was near death himself when his superiors found but he was lying down guts spilt every with a smile on face.

One of the promises that Zabbas himself has given him is that he will extend his lifetime. Grimdlegar doesn't know how he feels about this. He wants to head into battle one more time. Well make that many more times. Most folks don't know how it feels to take down an army yourself, but it feels bloody great.

POSITION OF STONE DWARF REPRESENTATIVE

The stone dwarves are given a manner of respect. Which is evident that they are the only non elves that are given a representative. Still though the blood elves even dare to look down on them. Though that isn't saying much, they look down on bloody dragons.

Stone dwarves have a proud warrior culture. This is evident in that even though they live in mountains they rather fight each other and other races then build crap. That is why they are loyal to the empire. The empire always gives them some good fighting. Sometimes travelers from other planes and world visit the architecture and think it must dwarves that have built it. However they are wrong the architecture is courtesy the blood elves, city gnomes, and even Halmlet Orcs. However you shouldn't even call them orcs they are bloody cowards.

Stone dwarves are the fighters of the empire let no one tell you differently. Everyone else except for maybe the dragons and blood elves are a joke. The dust elves are to be admired too. That is why they are part of the empire is that a dust elf actually beat a stone dwarf in battle.

Stone dwarves aren't builders. But they are everywhere. Unlike the dwarves in other realms they actually can produce some damn children. Though they nothing like the coral elves, freaking degenerates. Probably half or maybe less of the population of stone dwarves is on the front lines. Even the women... Even pregnant women. They have been known to actually go into labor and have children while on the front lines and fight the next day.

Still female stone dwarves are no joke. Don't let them catch you making that old stereotype of bearded females. They have been known to cut a creature in half for making that joke.

Many Stone Dwarves are known for spending their entire lives in the military. However they typically enjoy having ranks in the standard army. The desk work of an officer is not as important to a stone dwarf typically.

Stone dwarves did have one impact on the architecture of the Arueshai empire. It is because of them that colloseums are prevalent within the empire. Their battle lust makes them desire a place to unleash their frustrations even during peace time. Within the massive colloseums of the empire humanoids and monsters of all races can fight each other. They can do this for money or for personal reasons. Not every city has one with impressive stone architecture. Some of the cities just have a ring surrounding a earthen disk with benches around it.

Usually the demands that Stone Dwarves make of the empire is that they want to see more battles. Although you typically have stone dwarves that have conflicts with other citizens of the empire and demand trial by combat. Most other citizens use their right to turn down this request.

GRIMDLEGAR

Medium humanoid (Dwarf), neutral evil

Armor Class 28 (ring of protection +5)

Hit Points 845(33d12 + 330+300)

Speed 45ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	30 (+10)	11 (+0)	14 (+2)	18 (+4)

Saving Throws Str +21, Dex +8, Con +25, Int +5, Wis +7, Cha +9

Skills Perception +12, Athletics +14, Intimidation +14,

Condition Immunity Grimdlegar is immune to being charmed or frightened

Senses passive Perception 18

Languages Pottymouth

Challenge 27 (105,000 XP)

Legendary Resistance (6/Day). If the dwarf fails a saving throw, it can choose to succeed instead.

Durability of Grimdlegar. All damage does half damage to grimdlegar this stacks with resistance.

Dwarven Martial Training. Bludgeoning, piercing, and slashing damage is reduced by 3.

Battle Thirst. Stone dwarves have advantage on saving throws to resist the frightened condition and it has a maximum duration of 2 rounds no matter what.

Frenzied Barbarian Rage. Possesses barbarian rage as per the barbarian ability and can do this an unlimited number of time a day.

Superior Brutal Critical. When grimdlegar does a critical hit he rolls 11 additional weapon damage dice.

Reckless Attack. Grimdlegar rolls melee attacks with advantage and attacks have advantage to hit him.

Greater Rage. Grimdlegar's rage now has an increased chance for your weapon attacks to do critical hits if they use his strength. He can now perform a critical hit on a 19 and 20 if he is using melee for his weapon attack. In addition his rage lasts for 1 hour.

Actions

Multiattack Grimdlegar can make 5 weapon attacks with wyrmsplitter or 3 with Skybane

Wyrmsplitter. *Melee Weapon Attack:* +23 to hit, reach 5ft., one target. *Hit* 27 (1d12 + 20) slashing damage. In addition it does 18 (5d6) fire damage on a hit. If the creature is a dragon, they must make a DC 30 constitution saving throw or take an additional 28 (5d10) force damage.

Skybane. *Ranged Weapon Attack:* +16 to hit, range (100/400), *Hit* 12 (1d10+6) piercing damage. On a hit a creature needs to make a DC 30 constitution saving throw; on a failure the creature can no longer benefit from flight for 1 minute and if flying plummets to the ground also the creature becomes prone.

Reaction

When Grimdlegar takes damage from a creature that is within 5 feet of him, he can use his reaction to make a melee weapon attack against that creature.

Legendary Actions

Grimdlegar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dwarf regains spent legendary actions at the start of its turn.

Weapon Strike. The dwarf can make a weapon strike against a creature in range.

Move The dwarf moves 45 feet to a space that he desires.

Legendary Healing Potion (2 actions)(6 uses). The dwarf uses their legendary action to consume a potion. The dwarf heals 12d4+32 hit points. The dwarf can also use this on an ally within 5 feet.

BLOOD ELF REPRESENTATIVE

JELENNETH BRYMARIS

Jelenneth appears different than your average blood elf. She seems warm, caring, and personable. This is in contrast to the typical behavior of other blood elves which is cold, distant, and arrogant. However some in power know that this is a mask. The thing about Jelenneth is that she can typically make you think and feel what she wants you to think and feel. Despite some blood elves thinking that it is better to be feared she knows that why have them fear you when they can all simply love you. Many find this a hard task but for her it is like flipping a switch.

Her upbringing is a little different than those of other blood elves but still very similar. Her father was the lord of the summer court in the feywild. Her mother was a dust elf. They are both still alive today because they were changed to blood elves when Zabbas Adran ascended. Her lineage among the lord of the summer court has led to her having something of a bizarre heritage that she exploits to get her way with people.

She was instrumental in getting the stone dwarf nation, Gurrumyr, to join Arueshai. Part of it was her silver tongue and part of it was the magics that she possesses. Her magic functioned differently than other spellcasters in that it seemed to come from the magic within her blood. All of that was about 19,000 years ago though. She has done much in the meantime. In particular she is the one that rallied the blood elves together.

She is known as the great diplomat of the empire of Arueshai. In particular she likes to settle disputes that aren't simply solved by the courts throughout the empire. The Arueshai legal system is a little lacking and sometimes people fall through the cracks. In such cases she has been known to intervene and set precedent as member of the council. All of the members of the council have this power though she is typically the only one that utilizes it. Zabbas Adran doesn't care for the small details concerning the day to day functionings of the empire.

POSITION OF BLOOD ELF REPRESENTATIVE.

What does the blood elf representative do? Well like the other the representatives is to bring the matters of their race (blood elves) to the attention of the council. Having a representative in the council is important to show the power of that race to the commoners of Arueshai. It is also useful because it gives political power to all members of that race in the empire.

Blood elves are a feared race in Arueshai. Most of the are old and powerful or know someone that is old and powerful. Each one simply from their race has political power. When a blood elf reaches adolescence they undergo a personality change though. They start becoming more and more severe, power hungry, ruthless, and industrious.

There are few blood elves when you consider that they are the ones that started the empire of Arueshai in many ways. This isn't that different from normal elves just more pronounced. For example a typical blood elf will be more concerned with their job, social status, or political power than having children. It isn't uncommon for a blood elf to be 1000 years or more before even thinking of children.

Blood elves are primarily what drives Arueshai though. They all have a burning desire to gain power and commit to acts which cement their power into stone sort of speak. Many if not most of the highest ranking generals and leaders of Arueshai are blood elves even though they make up such a few number of its citizens.

A blood elves position in society varies dramatically depending on what their focus is on. This focus is the career or task they set aside to gain and increase their power. Their focus is what each blood elf does almost to the detriment of everything else.

The population of blood elves isn't that much in the empire. They comprise less than 1% of the individuals of the empire. This is compared to 70% being coral elves which seem to breed almost like rabbits. The seem to not care about politics. Dust elves comprise probably about 3% of the population compared to blood elves 1%. A very large majority of blood elves live mostly in The Capital. However there are many that independantly travel and many that comprise the officer corps of the military of Arueshai. The other large concentration of blood elves lay in the world of **Beruzo**.

Due to their power and small number there is almost an unwritten rule that any blood elf killed will eventually be sought out and have resurrection magics cast on their bodies. The bill of the material components is either sent to the family or handled by the government of Arueshai itself(for the odd occasion there is something as a poor blood elf). There is a generous service charge for this task usually.

While they comprise maybe 1% of the population though they comprise more than 95% of the very high level spellcasters in Arueshai. There are a large number of martial blood elves as well but they have to contend with the likes of the dragons that populate Arueshai so their standing their isn't as impressive. They are also typically extremely wealthy but their percentage isn't that impressive looking because a certain Rakshasa member of the council controls most of it.

The children of Blood elves usually don't have that cushy of a life to live despite what you would think being born of priveledge and power. Blood elf parents show their love by giving their children as much adversity as they think they can handle. They have a split attitude in this regard as anyone who attacks one of their children would find out. They just typically feel like they will be the ones that give their children a difficult time. It isn't unusual to see a blood elf child in the middle of nowhere given a certain task to accomplish to prove their worth to the family.

JELENNETH BRYMARIS

medium humanoid (blood elf), Lawful Evil

Armor Class 24 (+5 amulet of protection, +5 ring of protection)

Hit Points 700 (40d4 + 200+400)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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12 (+1)	19 (+4)	21 (+5)	28 (+9)	24 (+7)	30 (+10)
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Saving Throws. Str +11, Dex +25, Con +26, Int +30, Wis +28, Cha +20

Skills perception +18, insight +58, persuasion +78, deception +78, intimidation +78

Senses darkvision 60 ft., passive Perception 28

Languages elvish, common, dwarvish, draconic, halfling, celestial, infernal, abyssal, orcish, deep speech, undercommon, sylvan, primordial, giant, and gnomish.

Challenge 40 (405,000 XP)

Legendary Resistance (12/Day). If the elf fails a saving throw, it can choose to succeed instead.

Magical Weapons. Jeleneth's Weapons are considered magical for the purposes of overcoming resistance and immunities.

Ire of Zabbas. On damage rolls using dice higher than a d4, the elf can reroll the die on a maximum value and add the maximum damage of the previous die.

Ode to Ryme. If a creature within 90 feet of you makes saving throw, the elf can cause that creature to reroll that saving throw if the elf does not like the result. You can do this once per rest.

Veteran Negotiator. Whenever Jeleneth rolls less than 10 on a d20 for a charisma skill check she treats the roll as a 10. On a 20 for a d20 charisma roll she adds +10 to the result.

Spellcasting. Jeleneth's spellcasting ability is Intelligence (spell save DC 28, +20 to hit with spell attacks). Jeleneth can cast the following spells, requiring no material components.

Cantrips (at will): Toll of the dead, firebolt, mending, prestidigitation

1st level (5 slots): Chromatic Orb, Disguise Self, Mage Armor, Shield, Absorb Elements

2nd level (5 slots): Blindness/Deafness, detect thoughts, Hold Person, Knock, Suggestion

3rd level (5 slots): Counterspell, Dispel Magic, Fly, Fireball, Blink

4th level (5 slots): Banishment, Dimension Door, Fire Shield, Polymorph, Confusion

5th level (5 slots): Bigby's Hand, Dominate Person, Scrying, Hold Monster, Teleportation Circle

6th level (5 slots): Chain Lightning, Mass Suggestion, Globe of Invulnerability, Programmed Illusion, True Seeing

7th level (5 slots): Force Cage, Teleport, Planeshift, Simulacrum, Sequester

8th level (5 slots): Mind Blank, Power word Stun, Incendiary Cloud, Dominate Monster, Telepathy

9th level (5 slots): Gate, Meteor Swarm, Time Stop, Wish, True Polymorph.

Actions

Quarterstaff of Nullification. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit* 5 (1d6 + 1). On a hit the creature hit must make a DC 30 wisdom saving throw. On a failure every magical effect is dispelled as if they had a level 9 dispel magic cast on them.

Epic Spell: Hellball (2 uses). Hell ball deals 12d6 acid damage, 12d6 fire damage, 12d6 lightning damage, and 12d6 thunder damage to all creatures in a 40 ft radius sphere. Unattended objects also take damage. Targets in the area must make a dexterity saving throw taking half damage on a successful save. It has a range of 300 feet.

Epic Spell: Mark of Desolation (1 use). The mark of desolation does 20d10 fire damage, then 20d10 cold damage, then 20d10 acid damage, then 20d10 lightning damage, then 20d10 thunder damage, then 20d10 radiant damage, then 20d10 necrotic damage, and then 20d10 psychic damage to one target creature in 120 feet. It is dexterity save for half.

Epic Spell: Aegis of Ages (2 uses). You select up to 6 creatures within a 30 foot radius. Each of those creatures gets a +8 to AC for the duration of the spell. They also get 50 temporary hit points that stack on whatever they already had. This spell lasts for 8 hours

Legendary Actions

Jeleneth can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The elf regains spent legendary actions at the start of its turn.

Spell (2 actions). The elf can cast a level 1-9 spell as if it were her turn.

Move The elf moves 30 feet to a space that she desires.

Legendary Healing Potion (2 actions)(6 uses). The elf uses their legendary action to consume a potion. The dwarf heals 12d4+32 hit points. The elf can also use this on an ally within 5 feet.

SCION OF ADRAN

The scion is one of many. They are the voices of the chosen of Adran. Together they speak and together they act. Born of noble heritage and cast into the divine fold. The many personalities of the Scion of Adran act as one.

Their personality can change wildly. Some wonder if the scion of adran is actually one person with multiple personalities or many souls compressed into one body. That is not important as no one dares to express this question in their presence. One thing is known about the Scion of Adran; they do not suffer any insubordination to the dictates of the emperor Adran. The Scion is given tasks that require total loyalty.

The Scion of Adran has always been the scion of Adran. Never have they fallen in their task and if they were to fall they would simply rise again shortly afterward. From cowering in the corner mewling like an idiot to charging ahead to the front lines; the Scion of Adran is unpredictable. Sometimes the Scion of Adran does their duty to the letter. Other times they massacre, butcher, and flay everyone alive in the area. The only constant is loyalty to the emperor.

Some say that the scion of Adran was someone that Zabbas Adran knew as a mortal that Zabbas gave him power for his unrelenting loyalty. The current scion of Adran has been know for many things. Frequently the Scion of Adran kills anyone that speaks ill of the emperor. Even the form of the Scion of Adran seems to change to whatever they want. Sometimes they are a small girl that kills everyone in a gathering of 1000 people. Sometimes they are an old man that shows up at a village and flays everyone alive painting messages of blood on the buildings of the area.

TASKS OF THE SCION OF ADRAN

The tasks of the Scion of Adran are as varied as the character themselves.

Sometimes the Scion of Adran is sent to root out the worship of human gods in the area. Though this task usually results in the unrestricted slaughter of entire villages until the Scion of Adran can no longer feel the divine presence of that god. None are saved men, women, children, animals, or whatever is alive in the area and can worship a human god.

Sometimes the Scion of Adran is sent to a contingent of Empire soldiers and told to root out a possible spy. The result is usually dozens of them are tortured to death until they are satisfied that they rooted out the culprit.

Sometimes the Scion of Adran or their minions are sent to hunt down believed humans in the area. The result is usually that the scion of Adran and their minions spread out amongst a population and commit many atrocities in the name of the Emperor. The Scion of Adran is relentless and eventually finds humans and eliminates them. Although truth be told smart humans in the area would know to leave the second the Scion of Adran makes it to their plane.

Word has spread out that the Scion of Adran is completely ruthless in application of their task. The wise know to stay a safe distance from them.

THE TOUCHED

The Scion of Adran isn't alone. They have creatures that they control. These are the touched. The scion has an ability that removes the soul of someone unloyal to the Empire and replaces it with something loyal. The new soul is always extremely insane (or several degrees of madness the temporary ones replenishing themselves). The now touched will find themselves capable of abilities that the person didn't have before.

The touched can commit a variety of acts such as murder, rape, torture, vandalism, theft, or even something like repeatedly smashing their head into a wall till they die when they enter an area. They are unpredictable and will do anything and everything that can be imagined.

The behavior of the touched seems to be of little concern to the Scion of Adran who seems to let the touched run around and commit chaos almost by their will. The touched can be recognized by the blood that seems to pool around their eyes, ears, and random pores. A common trait is when touched enter an area you can them screaming, crying, and wailing wildly while they commit their atrocities.

SOUL HARVEST

One of the most feared abilities of the scion of Adran is that they can harvest souls of the fallen and almost seem to replace them in bodies with the Touched. Whatever cosmic rules that this seems to violate apparently don't really seem to matter to the Scion of Adran.

There is much speculation on what the new souls in the touched seem to be. They don't have a connection with the old as it seems once the process of whatever the scion does to someone is completely irreversible. The touched seem to have no memories of what they possessed before and they have a completely different personality if you can call what they possessed when touched is a personality.

More over those that fall to 0 hit points or die near the Scion of Adran have their souls absorbed by the Scion of Adran. Once this happens they have never been know to appear again.

EXPERT DECEIVER

Many times the Scion of Adran can enter an area without anyone knowing otherwise. They can take nearly any form that they wish. If they wish to get sympathy of a little girl they can act the part without anyone knowing the difference until they are cut to ribbons.

EXPERT TRACKER

The Scion of Adran is many times sent to track down humans and eliminate them. Megroth humans in particular are uncannily resourceful and hard to track. They typically elude the Arueshai standard army. However they almost never elude the Scion of Adran.

SCION OF ADRAN

Medium monstrosity, chaotic evil

Armor Class 30 (ring of protection +5, amulet of protection +5)

Hit Points 2363(105d12 + 1680)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+10)	30 (+10)	43 (+16)	24 (+7)	24 (+7)	24 (+7)

Saving Throws Str +20, Dex +35, Con +26, Int +17, Wis +17, Cha +32

Skills Deception +37, Stealth +40, Survival +37, Perception +37

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious, incapacitated

Senses blind sight 120 ft., passive Perception 47

Languages All commonly known languages and any that are absorbed

Challenge 54 (965,000 XP)

Legendary Resistance (12/Day). If they fail a saving throw, they can choose to succeed instead.

Magical Weapons. Scion of Adran's Weapons are considered magical for the purposes of overcoming resistance and immunities.

Ire of Zabbas. On damage rolls using dice higher than a d4, they can reroll the die on a maximum value and add the maximum damage of the previous die.

Ode to Ryme. If a creature within 90 feet of you makes saving throw, they can cause that creature to reroll that saving throw if the elf does not like the result. You can do this once per rest.

Aura of Nothing If a creature within 90 feet of the Scion of Adran drops to 0 hit points or dies their soul is absorbed and they can not longer be raised and if alive die instantly. Any memories of the creature are now known by the Scion of Adran. The only exception is blood elves.

Regeneration The Scion of Adran Regenerates 50 hit points per round.

Wings The scion can sprout wings from their body to themselves a flying speed of 120 ft.

Spellcasting. Scion of Adran's spellcasting ability is Wisdom (spell save DC 30, +22 to hit with spell attacks). The Scion of Adran can cast the following spells, requiring no material components.

The Scion of Adran can cast any spell of level 1-9 that belongs to a cleric spell list. They have an unlimited number of all level 1-9 spell slots.

Corpse Flesh The scion of adran once killed can instead take over a corpse within 30 feet and emerge again with half of its maximum health points.

Actions

Multiattack The Scion of Adran can make 5 flesh mutable attacks. The scion of Adran can substitute one of these attacks for a Touch of Adran.

Change Shape. The Scion of Adran magically polymorphs into a creature or object that has a challenge rating no higher than its own, or back into their true form. They revert back to their true form when they die. Any equipment they are wearing or carrying is absorbed or borne by the new form (their choice).

In a new form, the Scion of Adran retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, legendary resistance, and Intelligence, Wisdom, Charisma scores, as well as this action. Their statistics and capabilities are otherwise replaced by those of the new form, except any class feature or legendary actions of that form.

Touch of Adran. *Melee Weapon Attack:* +25 to hit, reach 5ft., one target. *Hit* 55 (10d10) necrotic damage. If the scion of Adran touches reduces a creature to 0 hit points they immediately die and their soul is replaced by one loyal to the Scion of Adran. If the touched creature is still alive they get 5 levels of madness rolled on all tables for madness in the dmg. The Scion of Adran can touch a corpse and give them a loyal soul. The new soul has a level between 1-10 and is made by the dm.

Flesh Mutable. *Melee Weapon Attack:* +25 to hit, reach 30ft., one target. *Hit* 42 (3d20 + 10) piercing, bludgeoning, or slashing (depends on the attack). This attack can take many forms. Sometimes it is a spike make of bone and flesh that emerges out of the scion of Adran with frightening speed. Sometimes it is a normal looking hand that forms into a large substance like a boulder that crushes the opposing creature.

Bubble Pop The Scion of Adran swells in size and contracts with spikes protruding in every direction. Other creatures in 30 feet must make a DC 30 Dexterity Saving Throw or take 63 (5d20+10) piercing damage on a failure and half on a success.

Legendary Actions

The Scion of Adran can take 6 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. They regain spent legendary actions at the start of its turn.

Spell (2 actions). The scion of Adran can cast a level 1-9 spell as if it were their turn.

Move The Scion of Adran moves 50 feet to a space that they desire.

Flesh Mutable Attack The Scion of Adran makes a Flesh Mutable attack.

GLIBRIVPOVPO

What could be said about this strange creature other than it is a nenscient and a strong one at that. Nenscients have a very peculiar personality and they typically don't care for much if they are full and satiated. Even their more evil of personalities rarely show themselves. They only get violent when they are starving. Seeing as how they can live for 400 years on one soul that doesn't happen very often. As far as age goes nenscients don't seem to age. There seems to be no such thing as an infant nenscient as whenever they are found they are usually the huge aberrations that you typically find emerging from pockets in the astral plane.

What are nenscients? Most people don't know exactly how a nenscient lives because it is obvious that the rock they form around them is more of a protective clothing kept their by psychic energies. Their body seems to be the tentacles and teeth that can be seen as almost translucent. Because of their nature one wonders if they are purely psychic beings and exist both only with the minds of people and yet are thoughts made manifest.

PERSONALITY

Glibrivpovpo is interesting it doesn't have the same mentality as the other nenscients. It actually stays busy rather than sleepily moving around when it is full. Glibrivpovpo is actually both something of a representative and an something of a council that got its position by sheer power. It can be seen managing the 5 or so worlds that is under its control. This office work usually leads to it being more susceptible to paper cuts than gashes from swords.

THE ASTRAL PACT

Why are there nenscient within the ranks of the Arueshai military? The answer is that a deal was struck between Glibrivpovpo and Zabbas Adran with Gunati Nifralti adding his own little touches. The astral pact is an agreement that Arueshai would not enter the Astral Plane with expansion of its empire. In exchange Nenscient have agreed to serve forever within service of the nation.

Part of the agreement is that Nenscients would be allowed to feed on one of the lower class of society every 200 years. Since they can go so long without food they don't cause much of a disturbance within the local populace.

Nenscient are extremely rare and there are about 75 within service to the empire. This in contrast more than 1 billion standing member military that Arueshai boosts. Still the nenscient have their own special purposes within arueshai. If the empire needs something that can deal large amounts of damage psychically they can send out a contingent of nenscients. This is because most mind flayers are exterminated by the empire. The reason is because mind flayers seem to think mind flayers are better than blood elves and they had empires in the past which according to rumor (mostly theirs) could rival Arueshai.

There is speculation why Arueshai would agree to this but they have a similar agreement with the dragons of Ellam where there would be areas that wouldn't be subject to Arueshai expansion in exchange for their service.

STEADY CONTROL

The biggest contribution that nenscient make is that they can be seen in the largest 30 cities of the empire excluding the capital and those underwater. Yes a nenscient can deal lots of psychic damage but they can also slightly affect the mood of all sentient creatures around them for miles. This effect can keep entire cities pacified.

The usefulness of this ability should be apparent. With this Arueshai has even lower risk of rebellion and the rise of rebellious factions.

The capital also has steady control but it is by the nenscient Glibrivpovpo. Still the capital is extremely large and so only a small portion of the city has this steady control over it. About 500 square miles out of 200,000 square miles.

YTAR

The planet of Ytar was particularly hostile toward the Expansion of Arueshai but instead of the Army being sent in to annihilate everyone on Ytar that harbored ill intent. Glibrivpovpo said it would go to the planet. And so it went and just hovered in the air when it arrived still for about 10 years. At the end of the 10 years a psychic shockwave rippled through and killed everything on the planet in a matter of moments.

GLIBRIVPOVPO

Gargantuan Aberration, lawful neutral(if full) evil (if hungry)

Armor Class 7

Hit Points 2126(39d100 + 156)

Speed 20ft flying and hover

STR	DEX	CON	INT	WIS	CHA
12 (+1)	5 (-3)	19 (+4)	30 (+10)	17 (+3)	8 (-1)

Saving Throws Dex -3, Con +4, Int +28, Wis +21, Cha +17

Damage Resistances Piercing, Slashing, Bludgeoning, Necrotic, Psychic

Damage Vulnerability Radiant

Damage Immunity Poison

Condition Immunities Poisoned, Prone, Stunned, Charmed, Blinded, Deafened, Frightened, paralyzed, and Petrified

Senses passive Perception 31

Languages All

Challenge Rating 65(using dmg could be off less if the party has a paladin or radiant damage source)
(1,575,000)

Telepathic. The nenscient can communicate telepathically

Misplaced Notions. Whenever anyone tries to attack the creature they see that which they love, hold dear, or fear. They must make a WIS saving throw DC 19 or their attack fails and they wasted it.

Legendary Resistance(12/day). Can automatically succeed a saving throw.

Out of focus. Each turn a creature must make a DC 19 perception check to be able to perceive the nenscient. If they fail attacks against the nenscient are at disadvantage for that creature for that turn.

Empathetic Life. Whenever the nenscient takes more than 20 damage in a turn every creature in 100 feet must make a WIS saving throw DC 19 or take 20 psychic damage if the nenscient so chooses.

Regeneration. The nenscient regenerates 10 HP at the beginning of its turn each round in combat unless it took radiant damage the turn before.

Aura of Control. Creatures within a 10 mile radius of the nenscient must make a DC 19 Wisdom saving throw after sleeping for 8 hours. On a failure their mood is slightly changed to be more loyal to the Empire and the nenscient.

Actions

The nenscient can make 4 tentacle attacks and either a bite to consume or type of mind blast per turn. They can do psychic scream in place of these attacks. If anyone is at 0 health the nenscient will try to use bite to consume on the body.

Bite to Consume. *Melee Weapon Attack:* +19 to hit, reach 10 feet, one creature. *Hit* 4 (1d8-1) Piercing damage and the target must make a DC 35 CHA saving throw or take 115(10d20+10) necrotic damage or half on a success. Half of the necrotic damage from this rounded down is returned as life to the nenscient. If the target dies from this attack their soul is absorbed and the nenscient must be killed in 3d10 days or their soul is destroyed. If the target took no piercing damage then the teeth did not penetrate and there is no necrotic damage.

Tentacle. *Melee Weapon Attack:* +19 to hit, reach 25 feet, one creature *Hit* 6 (1d8+1) bludgeoning damage and the target must make a STR 14 DC check or is grappled and restrained. The can repeat the save at the beginning of their turn.

Pacifying Mind Blast. The target takes 103 (12d12+25) psychic damage and is paralyzed until they succeed on a DC 35 Intelligence Saving throw at the beginning of their turns after the attack.

Charming Mind Blast. The target takes 103 (12d12+25) psychic damage and is charmed until they succeed on a DC 35 Intelligence Saving throw at the beginning of their turns after the attack.

Terrifying Mind Blast. The target takes 103 (12d12+25) psychic damage and is terrified until they succeed on a DC 35 Intelligence Saving throw at the beginning of their turns after the attack.

Psychic Scream(Recharge 6). The nenscient sends out a psychic wail and every creature of its choice in 1000 feet must make a Intelligence saving throw DC 35 or take 173 (15d20+15) psychic damage and be stunned until the start of their next turn. On a successful save the creature takes half and is not stunned.

Legendary Actions

The nenscient can take 7 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The nenscient regains spent legendary actions at the start of its turn.

Mind Blast(Costs 3 actions). The nenscient can make one of the mind blast attacks

Teleport (Costs 2 actions). The nenscient can teleport to a location up to 120 feet away. If it does this while grappled the creature grappling it teleports with it.

Tentacle attack (Cost 1 action). The nenscient does a tentacle attack on a creature.

Center (Cost 1 action). Then nenscient can reroll a 1d6 to see if it can recharge psychic scream on a 6.

GRA-UND THE DAWN TITAN

Gra-und is a large towering giant made of stone. It stands at over 26,720 feet tall. Sometimes known as the burning mountain from the power given by Zabbas Addran. It is a primordial in that it is almost as a moving mountain where large limbs made of stone emerge to crush enemies like insects. It was found to exist not on the elemental planes but on a world called **Atar**. Again a deal was struck between Zabbas Adran and Gra-und with the help of Gunati Nifralti.

PERSONALITY

Gra-und's personality is hard to grasp that is because it speaks in very low monotone utterings that are so deep in bass they are felt more than heard. Still if you can understand what Gra-und says you understand that it is mostly a neutral creature. It doesn't care much for the politics or the military expansion of Arueshai. Gra-und likes nothing better than just relaxing and dreaming decades away.

However if one is foolish enough to anger Gra-und they will find themselves in great turmoil from the barrage of rock like appendages that will seek to crush its foes.

PACT OF GRA-UND

The pact actually took about 2 decades to complete and resulted in the dawn Titan becoming a citizen of the empire and a council member almost 5,000 years ago. In the pact it stated that Gra-und was to become a council member of Arueshai and have the elementals under it become part of the Empire as well.

It is puzzling to some scholars why Gra-und accepted. Gra-und is slow to move and act and at one time took 2 years to think about the possibility of entering Arueshai. Still with this a variety of elementals and intelligent beasts that worshiped Gra-und like a god entered the empire.

The pact makes sure that elementals under him would be treated as citizens and not as slaves. Even so new elementals are given the option of cooperating before being annihilated by the vast armies of Arueshai.

Due to its large size Gra-und has rarely traveled from its home planet. There was one example where a group of 1,000 blood elf archmages created a spell that would allow Gra-und to travel to another planet to deal with a foe of Arueshai. This was a personal favor of Gunati Nifralti. Gra-und fought for 1 year and the attacks from the Titan actually changed the landscape of **Nerios**. Still the enemy was crushed to dust and the Council member was pleased and teleported Gra-und back to Atar like it wished.

Most of the other council members would see it as a type of begging to ask Gra-und like that in such a way so they have not done so.

RULER OF PLANES

While Gra-und has some power in Arueshai it is one of the strongest of the primordials and as such enjoys much revelry from visiting elementals. From various genie, to elementals, to even things like mephits they all so respect as reverence.

ANCIENT POWER

Gra-und is much older than Arueshai and everyone and everything in it. It is even older than some of the Elven pantheon of gods typically worshiped by Arueshai. As such this also shows in its personality almost akin to the older generation of various mortal races.

ATAR

Atar is a very primeval world. It is mostly a mix of flowing lava, terrible gales, constantly emerging tsunamis, frequent earthquakes, and in some places pure magical force explodes in a cacophony of thunderous sound that ravages the surrounding land. It does have wild life and vegetation but they aren't plentiful. Atar has regions that can go from -300 degrees to 240 degree fahrenheit.

Still there has recently been a small pocket of settlers of some humanoids and mostly elementals that have made their home on this world. The communities here are extremely small but would rival what you would see in lands outside of Arueshai.

It is rather obvious that Gra-und is the ruler of Atar. For reasons probably fitting its personality Atar is the only planet that it rules though it was offered more lands than this.

As will nearly all of the land that is part of the Empire there is a massive gateway on Atar though it is too small for Gra-und to fit through. The gateway due to the extremely harsh environment of Atar has had to be repaired numerous times.

One of the oddities of Atar is that you can find literal floating islands of rock. Massive slabs of land, some even thousands of square miles on the top just seem to float in the area. There are some blood elf and others trying to study this phenomenon but they have little answers. Some have even dared to make settlements on the floating rock.

HELTE

The world of Helte is a rumor and something that some scholars have stumbled upon. Apparently there was a planet called Helte according to some records of ancient scholars and planar travelers. One mentioned a giant mountain flying through space crashing into the planet. The atmosphere grew hot. The record of the then fleeing scholar and planar traveler mentioned large arms protruding out from the meteor tearing the planet into pieces. There is a theory among certain academic circles that this was indeed Gra-Und and that his current form can change. When they got the opportunity to ask Gra-Und this it simply replied that it may have done such but did not care to remember.

AVATAR

There is also a rumor that Gra-Und's form is just an avatar and really Gra-Und is on the level of a diety. They also theorize that if you were to "kill" Gra-Und it would just possess a mountain or possible a planet and control that.

GRA-UND

Colossal+ Elemental, neutral

Armor Class 19 (natural armor)
Hit Points 8150(100d100 + 3100)
Speed 160ft.

STR	DEX	CON	INT	WIS	CHA
70 (+30)	3 (-4)	72 (+31)	24 (+7)	32 (+11)	22 (+6)

Saving Throws Str +45, Int +21, Wis +25, Cha +20

Damage Vulnerabilities thunder

Damage Immunities poison; bludgeoning, piercing, slashing from nonmagical attacks.

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious, stunned

Senses Darkvision 1 mile, tremor sense 10,000 ft., passive Perception 21

Languages Terran, common, elvish

Challenge 82 (2,820,000 XP)

Earth Glide. The elemental can burrow through nonmagical earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Unliving. Gra-Und doesn't need to breath, sleep, eat, or drink.

Extremely Large. Due to its exceptional size Gra-Und is immune to the grappled, restrained, or prone condition unless it is from a suitably spectacular effect that would actually impact a creature of Gra-Und's Size.

Siege Monster. The elemental deals double damage to objects and structures.

Legendary Resistance(30/day). Can automatically succeed a saving throw.

Colossal Presence. If Gra-Und moves more than half its movement speed it creates an effect like the spell earthquake around it. It copies the effects of the spell but is not considered magical. The save DC for the spell effect is 33. The effect is changed so that it effects areas up to 200 feet from it.

Regeneration. The elemental regenerates 10 HP at the beginning of its turn each round in combat unless it took radiant the turn before.

Pact of Gra-Und. This gift is to the dawn titan by the same name. With this gift there is an aura around the gifted that deals 10d20 fire damage or 10d20 ice damage (its choice) at the start of every creatures turn within 120 feet of the dawn titan. The gift may be suspended and reactivated whenever the gifted chooses.

Epic Crushing attacks. Gra-Unds attacks are considered magical and treat immunity like resistance.

Damage Threshold. Due to its thick skin, damage that is not thunder that is less than 20 is treated as doing 0 damage against Gra-Und.

Actions

Multi-Attack. Gra-Und can make 2 slam attacks or launch up to 300 spiked projectiles but they must be against different targets.

Slam (Recharge 6) (Recharge 6). This attack is so large it actually effects every creature in a 1000 foot radius from a spot up to 10,000 feet from Gra-Und. However it is slow. Gra-Und can make the attack 2 times before it needs to be recharged. Every creature within the area of effect must make a DC 64 Dexterity Saving Throw or take 410 (38d20+30) bludgeoning damage. On a successful save a creature takes half damage.

Spiked Projectiles. *Ranged Weapon Attack:* +10 to hit, range (1000/10,000), one target. *Hit* 28 (3d20 -4). If a spiked projectile hits a flying creature it must make a DC 22 Constitution save or be knocked prone.

Earth Prison. With an action Gra-Und can cause the earth underneath a creature to open up. Immediately the ground beneath the creature becomes a 100 foot radius and 500 foot deep cylinder of air or water whatever fills the vacuum of the displaced earth. Gra-Und can similarly use its action to fill this or a similar crevice of earth or create a mound of the same size.

Aloft. Gra-Und can cause an amount of Earth up to a hundred thousand miles in surface area to float in the area and remain aloft until it decides to end this effect. Some times this effect can happen even without conscious control from Gra-Und though it can be ended if it so wished.

Spiked Earth. Gra-Und touches the ground and all earth within a radius of 10 miles has jagged spiked stone erupt from the ground. Each creature in range makes a DC 35 Dexterity saving throw or take 85 (7d20+11) bludgeoning damage. On a successful save the creatures take half damage.

Legendary Actions

The dawn titan can take 15 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dawn titan regains spent legendary actions at the start of its turn.

Spiked Projectiles The dawn titan can use one of its spiked projectile actions against a creature.

Spot The dawn titan can use a legendary action to perform a perception check on every creature within 10,000 ft of it.

Pull Back. The dawn titan can reroll one of the recharge rolls for its slam ability.

Slam (5 actions). The dawn titan can make a slam action using a legendary action.

JUSTICAR

All hail the Justicar. It is one of the many of the inevitables. It knows only law and order. It judges everything with a type of machine like precision.

PACT OF THE JUSTICAR

The justicar wasn't always given the title of justicar. This was something of a new title. When Arueshai became so powerful that the other gods decreed it was a cosmic force the Pact was created to govern its laws like that of any cosmic power. Even with Zabbas Adran declaring that he wouldn't personally fight in Arueshai battles they decreed that there were certain laws that must be upheld even in Arueshai. The true knowledge of this was left only to the Overgods. Apparently to them Adran who wasn't existing from the creation of reality was an upstart.

The pact was the enforcement of what the Overgods deemed appropriate. For this reason many laws and regulations were placed among them. One of them being a limit to how much Arueshai can transport through its massive gates. Another is a limit of the number of troops that can be sent to any other planet than Ellam. Apparently the Overgods had the opinion that Arueshai would snowball and they placed restrictions on its development. For this reason is why Arueshai has enveloped all of reality.

The pact also determined what allies that Arueshai could have. For example while Arueshai could have a dawn titan agree to join it could not form a deal with all of the hells and flood them with fresh souls.

The timing of this pact was when Zabbas Adran ascended not only to that of a god but when he ascended to an overgod. There are whispers among the gods that doesn't get to mortal ears this was part of the reason he was able to be an overgod.

The existence of this pact is a mystery to even the other members of the council. Only Zabbas Adran and the inevitable Justicar know its full extent within the Empire.

NO BIAS NO MERCY

The laws that are judged by the Justicar are applied to the letter of the law. It doesn't matter the sob story it doesn't care. For this reason the high courts of the Justicars have lawyers that are more legal theorists. They know that no emotional appeal will work.

An example of this is say if you are caught stealing in Arueshai. The first time you are giving a warning and must pay back all of the damages which you have made. The second time you are judged to either serve the rest of your days in the Arueshai military or you are killed. If you are selected to serve and you steal again you die. The lawyers appeal in this case would be to get the thief a lifetime of service. Even these laws have various exceptions and loopholes. For this reason of knowing the laws Justicars are actually quite intelligent.

A QUICK VERDICT

Sometimes the justicar has no time to carry you back to The Capital. In this case the Justicar can deliver a verdict and corresponding punishment immediately on the field.

The Justicar otherwise takes you back to the supreme halls of justice within The Capital or directly with an Audience of Zabbas Adran and other overgods or greater deities. If they take you to the supreme halls of justice the Justicars deliver the verdict. If the crime is much higher than that Adran and a council of gods deliver the verdict. It is to be noted that some of the council members have the status of being gods so they can appear there as well.

OVERWHELMING FORCE

If the target is of considerable strength the Justicar can bring with them as many Makol and Marut as needed for the job as it deems appropriate. Very few entities can survive this as a Justicar has the strength to take down lesser deities.

ONE OF MANY

Though they don't really have a personality just programming, there are actually more than one Justicar. They just all share that name. Unlike other inevitables though they possess enough of an intelligence to deliver verdicts themselves and make judgements.

JUSTICAR

Gargantuan construct (inevitable), lawful Neutral

Armor Class 42 (natural armor)
Hit Points 2243 (65d20 + 1560)
Speed 120 ft., fly 90 ft. (Hover)

STR	DEX	CON	INT	WIS	CHA
62 (+26)	10 (+0)	58 (+24)	32 (+11)	24 (+7)	20 (+5)

Saving Throws Con +44, Int +31, Wis +27, Cha +25
Skills Insight +27, Intimidation +25, Perception +27
Damage Resistances thunder, radiant, necrotic, psychic, fire, cold, lightning; bludgeoning, piercing, and slashing damage
Damage Immunities Poison; piercing, bludgeoning, and slashing from non-magical weapons.
Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious
Senses darkvision 180 ft., passive Perception 37
Languages All but rarely speaks
Challenge 75

Immutable Form. The Justicar is immune to any spell or effect that would alter its form.

Innate Spellcasting. The Justicar's innate spellcasting ability is Intelligence (spell save DC 39). The Makol can innately cast the following spell, requiring no material components.

At will: plane shift (self only)

Legendary Resistance (12/Day). If the Justicar fails a saving throw, it can choose to succeed instead.

Pact of the Judicator. This gift is to the inevitable that is given this title. It gives the gifted the power of reassemble which heals 100 hit points every round. Also if the gifted dies they resurrect within 1d20 days.

Magic Resistance. The Justicar is immune to spells of level 1-9.

Actions

Multiattack. The Justicar makes three slam attacks

Unerring Slam. *Melee Weapon Attack:* automatic hit, reach 15 ft., one target. *Hit* 240 force damage, and the target is pushed up to 5 feet away from the Justicar if it is Huge or smaller.

Blazing Edict (Recharge 5-6). Arcane energy emanates from the Justicar's chest in a 60 foot cube. Every creature in that area takes 300 radiant damage. Each creature that takes any of this damage must succeed on a DC 39 Wisdom saving throw or be stunned until the end of the Makol's next turn.

Justify. The Justicar targets up to two creatures it can see within 120 feet of it. Each target must succeed on a DC 39 saving throw or be teleported to another plane in front of a being that is a Greater Diety or higher. The can also be teleported to a Supreme hall of Justice. A target fails automatically if it is incapacitated. If either target is teleported in this way, the Justicar teleports with it.

After teleporting in this way, the Justicar can't use this action again until it finishes a short or long rest.

NEW COUNCIL MEMBERS AND NOT NAMED FEATS

Part of this is up to dms and what they wish to introduce into the story. It should be said that there is no limit on the number of council members that are allowed. The only thing that makes a council member is that creature is at least above CR 20 with very powerful abilities almost always. The council members sometimes have duties like overseeing planets and have much more political power in those areas being near heads of state in those areas. Also while it may not be that obvious from the monster stat blocks each counciler is given a gift by Zabbas Adran that in some way makes them even more powerful.

With that said the dm can introduce new council members. It is said that in its past some council members have been removed from the position and some killed. So for that reason it is fluid.

GODS OF ARUESHAI

hese are the various gods that are found within Arueshai. That being said like it was stated earlier after a while in its expansion Arueshai started to practice the practice that most gods were allowed to be worshiped in Arueshai. These are many examples of Gods that existed in Ellam. Arueshai is so vast that you can find gods of nearly every campaign setting here. There are even more from Ellam than in here.

ZABBAS ADRAN

Alignment: Lawful Evil

Domain: Arcana, Knowledge, Light, Tempest, Trickery, War

This is the main god formerly a demi-god then lesser to greater diety and quickly ascended to the rank of Overgod. Zabbas is a very cruel god and doesn't seem to care if millions die. Zabbas prizes blood elves but mostly for their efficiency, industriousness, ruthlessness, and hunger for power. He is so power hungry that he has ordered genocide, wiping out of entire cultures, and murder of certain creatures holding a religion to weaken other gods enough that he could consume them. This was before he became and overgod and when he did he became much more hands off.

Unlike some other overgods he does have clerics and gives them power. He does not require their belief to sustain himself. Strangely he never required their belief.

This whole campaign setting is based on when Arueshai has existed for about 20,000 years. A dm can set the time earlier or later. They can make it so that Arueshai is still a budding nation to an empire that has dominion in every plane and every planet that is habitable. Although that is not necessarily the destiny of Arueshai.

FEATS NOT LISTED

There are some like Gra-Und possibly destroying a planet though there are many more that are possibly left up to imagination of the DM. For example Kulth might not have power to immediately destroy a planet but his claws can cut through almost anything and are considered to be stronger than artifact level weapons.

While it may not have been stated very clearly before Kulth, The scion of Adran, Glibrivpovpo, Gra-Und, and the Justicars have power in the least on the level of lower deities. Some are stronger than others.

SHADOW SEATS

There is rumor that some council member seats are held by gods that the local populace does not know the gods hold.

RYME

Alignment: Chaotic Good

Domain: Light, Nature

Ryme is the goddess that sired Zabbas Adran and even despite what he has done still loves him unquestioningly. She is a very light hearted goddess. She can be seen walking mortal lands from time to time. She is even said to take mortal lovers from time to time though these reports are quickly quashed by the church. She is a lover of song and the reports that talk of her say that she is usually singing or dancing in some way.

There are many different races that worship her though the most obvious are blood elves which recieve her blessing as she sees them as her blood (which they kind of are).

CLYINATARE

Alignment: Lawful Neutral

Domain: Nature, War

Clyin is a lesser diety. He hates Zabbas Adran. Mostly the reason why Clyin hates Zabbas is because he sees him something as a usurper. Still he has not been destroyed because he knows not to attack Zabbas Adran and listen to him when he is given orders. He is the god of Just wars. He hates the sometimes underhanded tactics that Arueshai has now been known for. If it were up to him two parties would meet on a battle field and fight there. He sees tactics like using townsfolk as bait as a cowardly proctice.

THE VEILED GODDESS

Alignment: Chaotic Good

Domain: Life, Nature, Grave, Death

The veiled goddess is the twin sister of her brother Silek. She tried her best to aid dust elves in their lives. She is known for sporadic gifts of kindness to varying dust elves. It is because of her that a dust elf will sometimes resurrect themselves. Although most of her domain is in the realms of the dead. She governs the lost souls and grants them an afterlife. There are three afterlives given to dust elves that is based on their alignment.

Those that have seen her through near death and death experiences say that her face is covered by a veil. She is worshiped by many races but most notably dust elves.

SILEK

Alignment: Lawful Neutral

Domain: Life, Grave, Death

Silek is the brother of the Veiled Goddess. While she gives her blessings out sporadically he extends his power to every dust elf. It is because of him that dust elves get their reputation of being exceptionally hard to kill.

He is worshiped by primarily dust elves though other races worship him too. He rules with his sister over the planes in the afterlife.

PRIDOMI

Alignment: Lawful Neutral

Domain: Knowledge, Forge, Trickery

Pridomi is the goddess that is responsible for the skills that many dust elves seem to utilize. She is in love with Silek who is more focused on spending time with his sister. Still they do spend some time together. She has the creed that a dust elf must at least attempt a craft a day to be considered faithful. For this reason she is credited as one of the few reasons dust elves attempt more than they usually do.

KAMIL

Alignment: Lawful Neutral

Domain: Tempest, Nature, War

Kamil is the god of the Sea which is where coral elves love to spend most of their time. It is said that not only is he responsible for their underwater nature but the knack of Coral Elves to act before others. Kamil is the one that gives every coral elf the desire to return to Sea if they have spent too much time on land. He is worshiped by soldiers, druids, rangers, and many coral elves. For this reason he is one of the most worshiped gods in Arueshai.

KALIA

Alignment: Chaotic Neutral

Domain: Life, Nature

Kalia is a bit of a different goddess. She has an insatiable appetite her libido is so strong that Coral Elves in general possess it. Her blessing is that Coral Elves can breed with any humanoid not just elves. However because of the declining numbers she was forced by Zabbas Adran to make it so that a coral elf would produce the other race when breeding with other elves. She tries to sleep with a large variety of Gods and mortals. She is the god of love and is only officially worshiped by a few coral elves however many more worship her in practice.

ULGAR THE GREAT HAMMER

Alignment: Lawful Neutral

Domain: Forge, War, Life

Ulgar is the Stone Dwarven God of War. He loves war so much that all of the Stone Dwarves which he considers his children are blessed or cursed with the love and thirst for battle. He does not suffer cowards and because of him the minds of stone dwarves don't really seem to either. Worshipers of Ulgar worship him on the battlefield. They fight in massive pits to see who is the victor and to the victor goes the spoils.

AMGAL THE FIRE BRINGER

Alignment: Lawful Neutral

Domain: Forge, War, Knowledge

Amgal is Powder Dwarf God of War. However unlike Ulgar, that believes it comes from within, his children seek to create it externally in the terms of ever increasing and powerful weapons. It is said that he was the one that granted the first then stone dwarf knowledge of gunpowder and from that point on created the powder dwarves. He continues to work in his great celestial workshop creating greater and more powerful weapons.

MUNGLIN THE LUCKY

Alignment: Chaotic Neutral

Domain: Trickery, War

Munglin the Lucky is a halfling god that had even more exceptional luck than others. It is from him that halflings have the additional ability of making that one rare exceptional strike that surpasses all others. Because Striker Halflings seem to only get this lucky feeling when attacking an enemy Munglin is thought to be a god of war as well as trickery. He is worshiped by mostly halflings but

KULTH, MYTIM, YRVANARTH, IMRAET, ERLONO, RENDETH

Alignment: Chaotic Evil, Lawful Good, Neutral Evil, Neutral, Chaotic Neutral, Chaotic Good

Domain: Varies but all of them nature

These are all the gods worshiped by the vistol dragon born. Some names are familiar as Kulth is an elder ancient dragon and so are the others. They are worshiped by the various dragon born. Kulth is the god that is typically worshiped by Sea Dragonborn. Imraet is the sun dragon that is worshiped by sun dragon born and is lawful good. Mytim is the grass dragon that is worshiped by grass dragonborn and is neutral in Alignment. Erlono is the Air dragon that is worshiped by Air dragonborn and is Chaotic Neutral. Rendeth is the Space dragon for space dragonborn and is Chaotic Good. Yrvanarth is the Mind dragon that is from the mind dragonborn that is neutral evil.

FULN STEAMSHIELD

Alignment: Lawful Neutral

Domain: Forge, Knowledge, Arcana

Fuln is the gnomish god that enjoys perserverance and invention. In that order for if you were dead what is the point of inventing things that make your life better. Fuln wants his followers to find out every bit of the natural world. Every phenomena can be explained is what he tells his followers. You need to chronicle it and make sense of it.

GRUG HEAD BUREAUCRAT

Alignment: Lawful Neutral

Domain: Knowledge, trickery

Grug is the half-orcish god that is mostly worshiped by the hamlet orcs. He is responsible for the great bureaucracy that awaits them in the after life. He teaches his followers that patience and hard work are the keys to success. For this reason you can see many Half-Orcs in the middle management positions of the Arueshai civilian government.

ILLUNDRIA

Alignment: Chaotic Good

Domain: Trickery, Knowledge, Arcana

Illudria is one of the human gods of Ellam. The other human gods have either been destroyed by Zabbas Adran or were weakened to an extent that they barely can hand out powers. Illundria is a goddess that is very serious most of the time as she is now. She didn't used to be that way she used to be more carefree but that changes when a goddess and her people are on the run. She uses most of her power to grant powers to the majority of the megroth humans that are left. She makes a purpose to try to defend humans anywhere they are. She is worshiped heavily by the surviving humans.

POWERS OF ILLUNDRIA

These are examples of powers that Illundria grants her followers who are people on the run from Arueshai.

- The ability to cast invisibility without material components a number of times per long rest equal to your proficiency bonus.
- The ability to cast the spell arcane eye without material components 2 times per long rest.
- An increase of 10 to movement speed and the ability to run 10 times longer without needing rest.
- The ability to cast dimension door a number of times equal to your proficiency bonus.
- The ability to cast the spell fly at 7th level once per long rest without needing material components.
- The ability to cast the spell Freedom of movement without material components a number of times equal your proficiency bonus per long rest.
- The ability to cast the spell Water breathing at will without using material components
- The ability to sense the Scion of Adran once they are within 10 miles.
- Immunity to psychic damage and the effects of psychic attacks and influence.
- The ability to cast the spell planeshift using your charisma modifier to cast the spell without needing material components once per long rest.

FACTIONS OF ARUESHAI

Arueshai is large. It is very large and depending on what era you decide to play it in and can be larger still. Still there are some major factions that need to be considered. It is possible to belong to multiple factions.

CORAL ELVES FACTION

Due to the size of the Coral Elves they are considered a super faction. A super faction has their own desires but since it is so large it would be difficult to rise in power in one. A super faction is called so from its sheer size.

Coral Elves are in themselves very powerful from sheer number. The fact that they comprise the large majority of humanoids within Arueshai is a statement in and of itself. They comprise the bulk of the military and they are a super large majority of the force that can wage war in the sea. Aside from some dragons and elementals they are powerful enough that they can take over sea factions in and of themselves. After they take out a sea faction they almost always just replace them with their own number.

Coral elves have additional political power in that they have a representative whose job it is to bring their concerns to the council. For this reason if there is something that the coral elves wish it is always at least heard. Also their power within Arueshai puts much weight on their demands.

GOALS OF CORAL ELVES AND THEIR OPINION

The coral elves desire mainly to be allowed to visit and colonize any world that arueshai touches. They see other coral elves as family and wish to grow their family. They are by far the largest faction in Arueshai comprising around 70% of the population of the entire Empire. Due to the large number of their population they ensure that almost nothing else aside from maybe Sea Dragons have power within the sea. As large as their population on Ellam is most of their population actually resides on other worlds.

Due to Arueshai being mostly Coral Elves even though blood elves have more political power most of them see Arueshai as being a coral elf empire. For this reason they volunteer to join the military although the biggest pull is the promise to be able to colonize elsewhere after their service. Should an enemy actually arise that puts Arueshai in jeopardy, the numbers of volunteers to the military will swell to the hundreds of billions.

Each individual coral is not that strong they are probably on average level 5 or 6.

BLOOD ELVES FACTION

It can be argued whether blood elves or dust elves were the ones that started Arueshai. It isn't that important of an argument as Blood elves were dust elves. As stated before blood elves live very long lives which are consumed with the pursuit of power.

Blood elves have a representative and the head general that is in charge of the military is a blood elf too. Zabbas Adran himself is a blood elf and it is rumored that the Scion of Adran was once a blood elf. There are blood elves in charge of many various factions. Plus many other blood elves themselves are said to be a power by themselves. Blood elves are said to either be young or very powerful.

Blood elves serve in the arueshai military but almost exclusively as officers. They see being part of the standard army as being beneath him typically. If they are in the standard army it is usually as Special Forces or adventurers of some kind.

To give an impression on the power level that is typical of blood elves, in The Capital there are millions of elves that have above level 20 spell casters. There are many mythals that are spread through the great city and that is one of the reasons why. The Capital for this reason is a region of common Extremely High magic.

GOALS OF BLOOD ELVES AND THEIR OPINIONS

The goals of a faction of blood elves is like measuring the grains of sand on a beach. Part of being a blood elf is to gain power and the ways to gain it are numerous. For example there is power in money so some go into business, there is power in sheer ability so some just relentlessly train themselves in sword or magic. Some seek power in politics which is probably why there are some blood elves that are in charge of other factions.

Blood elves since they hold themselves in such regard and they see Zabbas Adran as still a blood elf are strangely loyal to Arueshai. Of course that might only be because it gives them everything they want and no other outside force seems to give them more than Arueshai does. Zabbas Adran is a blood elf whom all blood elves are related so that give loyalty to some as well.

As stated before blood elves do not age so you have some that are young and weak but finding level 30 spellcasters that are over 15,000 years old is not uncommon.

THE FACTION OF DRAGONS

This faction was formed and became part of Arueshai when the Pact of Kulth was made. The foolish dragon ended up swearing the lives of all dragons to that of Arueshai in exchange for gaining divine essence. Of course as a blood elf would say this agreement still makes sense as Kulth did become a god but sold out that of all his kin. This doesn't exactly include all dragons though; just that of Sea, Sun, Air, Grass, Mind, and Space dragons. Still though the prospect of a nation of Dragons does have its appeal which attracts other dragons to that of Arueshai that aren't forced to serve.

Some dragons do serve in the military. Though many prefer that of the special forces to be in. The dragons that aren't in the military end up serving some blood elves or even council members. It is said that Gunati Nifralti even has the mighty Erlono the Quick under his payroll. It is curious how a council member has obtained the services of an ancient elder dragon but those familiar with Gunati Nifralti's accomplishments do not question it.

GOALS OF THE DRAGONS

The dragons while they are powerful enough to be a faction have a wide variety of goals. As a race they do not explicitly work together and are not organized. Each dragon has their own goals and aspirations. The dragons are a faction not from their unity but from their sheer power and the tendency of some policies of Arueshai being made just for dragons.

The cr of most dragons are around 11. Ancients are rare and there are very few elder and ancient elder dragons.

DUST ELVES FACTION

The dust elves have some power despite what the blood elves may have you think. Blood elves are just harsh on them because the dust elves obviously have some power but don't try to use it. Dust elves instead just spend most of their time trying to venerate their gods. The well known and major 3 gods are but some of many. They also worship the ones the blood elves worship.

What the dust elves want they already have. These in the past were things like being able to keep the dead around them, observe the day of the dead, being able to live in the cemeteries of Arueshai, and have a member on the council. It is said that although it isn't that obvious Zabbas Adran actually possesses something of a soft spot for them.

GOALS OF THE DUST ELVES REPRESENTATIVE

There are other more isolated goals of the dust elves but they have to almost exclusively do with that of the will of the gods. They end up tying closely to that of Arueshai as Zabbas Adran depending on the way you look at it is a Dust elf god.

The current representative in particular has a soft spot for the other unrepresented races and group. In particular he doesn't agree with slavery or the position of humans. He does try to provide some support or test the waters but knows that it is a very uphill battle to do so. He knows that it would be foolish to just fully support these groups openly so he tries to do his best to do so clandestinely.

The average level of dust elves is around level 6-9 so they aren't necessarily slouches.

STONE DWARVES FACTION

The stone dwarves are another faction. They have one of their own on a position of the council. Stone dwarves as a people love battle and are quite fearless. They can sometimes be seen picking fights with other races or amongst themselves. Stone Dwarves as a people don't want for that much. The adrenaline of battle is quite addictive to them so because of them there are massive battle arenas that can be found throughout Arueshai.

THE GOALS OF THE STONE DWARVES REPRESENTATIVE

The goals of the stone dwarves are usually linked to the fact that they like battle. So they are things like improved amenities for the military. They are things like formalized rules for duels. For example while it is almost unheard of Arueshai actually does provide a pension thanks to the stone dwarves for a near lifetime of military service. There are laws for the stone dwarves that have children while in the military. Due to their near constant fighting there are actually some stone dwarves logically that don't fight and the children of those that do go to be raised by the ones that don't. Although every stone dwarf in some manner does.

The Stone dwarf representative actually sees the powder dwarves as battle brothers that use a slightly different method to fight their battles. He is currently trying to get the powder dwarves a seat on the council. They are very close as they already have a position as high as the stone dwarves. He already knows one such individual for the job which is a level 30 gun mage powder dwarf that can easily snipe down targets.

THE ARCHMAGI OF THE BLACK SPHERE

The black sphere is another faction which is an organization that consists of millions of epic level spellcasters. The black sphere however has many goals. Some of them are open to the public and some of them are somewhat a secret. The both operate out in the open but many of their meetings are behind closed doors only available to select members.

The black sphere is the group that takes pride in maintaining the mythals across Arueshai and specifically the capital. Mythals are less common outside the capital but they are there.

GOALS OF THE BLACK SPHERE

The common goal that everyone knows about is that the Black sphere wishes to expand education throughout Arueshai. They wish for there to be common schools and massive universities. The bulk of money will go to schools for magic. They wish to find the best and the brightest. Another common goal is that if there is some leyline of magic or something that is of significant importance the Black Sphere they wish to obtain it. An commonly known goal of the black sphere is that they simply wish to do research.

There is a lesser known goal which is that they think that magic such as it is does not do enough. So there are many ritual, studies, and research that goes into the prospect of making the land even more magical. So that spells are even more commonplace.

There are the unknown goals which are things like they wish to have all of the magic flow through them and no one else. So there are varying ways they wish to accomplish this that are unknown. Obviously they haven't been a success just yet.

FACTION OF THE MERCANTILE GUILDS

The mercantile guilds are the collection of businesses through Arueshai that form the bulk of the commerce within the empire. They are mostly everyday people and they are people in positions of power that have never seen battle in their lives.

GOALS OF THE MERCANTILE GUILDS

Their goal is a simple and easy one to state. They desire trade and commerce. They desire things like low taxes with government subsidies going to every one of their respective businesses. The trade part is tricky as Arueshai tends to destroy the nations that it meets and subjugates them. The nations that somehow enjoy peace with Arueshai do typically trade with it and the mercantile guilds try to constantly apply political pressure on both sides for a lasting peace. Most trade happens within the empire and the collection of the mercantile guilds control this as well.

THE CHILDREN OF VISTOL

The children of vistol was actually a group that was founded by a blood elf. The leader known as Rinue Ralolar. She has a level of social manipulation possibly only surpassed by few other blood elves. She got the position drawing up the dragonborn in a fenzy. She made it seem like they needed her to be accepted. She convinced them that they needed to be a proper accepted faction to give them power. She has resided in this position for nearly 12,000 years.

THE GOALS OF THE CHILDREN OF VISTOL

She is responsible for many of the goals. Over the years she has gotten even better at manipulation to the point where she can easily get the various gatherings of dragonborn to do what she wants. Currently they want to be given a seat on the council where of course the representative of the dragon born will be Rinue Ralolar. The long talks have brought over the head dragon to her side on this matter. She also wants the position of dragonborn lifted in society. For right now only the dragons, elves, and dwarves have a guaranteed lowest rung in the heirarchy. She wants them to be given a position probably higher than dust elves in society.

While it doesn't seem to be obvious to the dragonborn it is obvious to many blood elves that she is just using them for her own ends. She spend much of her time having lavish dinners and trying her best to get the blood elves of The Capital on her side.

THE GREEN TENDERS

This is a faction mostly of rangers, barbarians, farmers, and druids of all ranks. The group was found 15,000 years ago when doomsayers believed that The Capital would encompase the entire planet. It isn't that close at all as Ellam is very large. Still they believed the wilds would be destroyed so they gathered and enlisted those who walk the path of the wild from all over Ellam. Soon it spread to other worlds.

THE GOALS OF THE GREEN TENDERS

The green tenders see to become one of the established factions with a voice. They they already have some council members sympathetic to their cause they seek a position on the council. Ellam has some extremely beautiful natural phenomena and they wish to preserve it. Whenever there is expansion they send protestors to try to prevent the expansion of The Capital into the surrounding lands. They are rarely successful but they sometime are successful so they continue the fight.

Their desire is to establish some places as "Garden Worlds" where there would be no settlement. There are already some worlds like this like Atar has barely anyone living on it. The reason that the few people are there is due to the council member that spends nearly all of its time resting there. That has only happened in the past 5,000 years however.

THE STEEL BUILDERS

The steel builders are almost exclusively city gnome in origin. They created this faction to have more of a voice. However they reflected and saw that since they gained their freedom through works of engineering maybe that is what their faction should entail. The city gnomes have experienced remarkable growth as it turns out jobs as engineering, crafters, archetected, city planners, etc. pay remarkably well.

THE GOAL OF THE STEEL BUILDERS

The steel builders have made it their purpose to try to expand the rights of gnomes. They do this because most of the time the Steel Builder faction asks for resources to create surprisingly impressive projects. The city gnomes where the ones that build the capital building. Their archetecture has built the impressive colloseums that the stone dwarves like to fight and prove their mettle in. They built the sewer system in The Capital and many other cities.

The stell builders also collaborate with other races. For example they worked with various blood elves to build their impressive flying machines which are a blend between science and magic. The gnomes have work with powder dwarves on building extremely powerful structure mounted artillery and guns. This seems to be mostly a scientific endeavor as the powder dwarves seem more intelligent than the city gnomes when it comes to guns. They have worked together to produce more and better guns. There are massive factories in Arueshai that produce large quantities of firearms. It was a gnome idea to have replaceable parts so that each part was a standard size so you could easily replace broken parts.

City gnomes without question are the race that has introduced most of the scientific advancements in the empire. Recently there has been an invention of steam power and they are seeking to fully implement this new discovery. However there are already other fuel sources such as coal, wood, vidrium powder, black chalk dust, and others.

It is rumored that due to their significant achieiment that soon city gnomes may be given a seat on the council.

SMALLER FACTIONS IN ARUESHAI

THE CABAL OF THE HALLOWED

This group in Arueshai works with demons and seeks to bring them into Arueshai because they believe that they will destroy it. They are a known faction due to their destabilizing presence. If any of them are found they are promptly executed with forces that Arueshai can muster. Usually they are lower level as the more intelligent among them realize how futile their attempts are. They usually comprise of lower level wizards, warlocks, sorcerers, and clerics.

THE GOALS OF THE CABAL OF THE HALLOWED

They are wrong however as the abyss would have to divert all of their troops from their other war to even stand a chance. Nevertheless the cabal of the hallowed through a combination of necromancy and conjuration seek to destroy Arueshai.

It should be noted that usually the most they ever achieved was the outbreak of demons that are quickly quashed. Still they have the habit of surviving like cockroaches.

THE DAGGERS OF MIDNIGHT

This group is a rogue's guild which has survived the growth of Arueshai. However not as well as you would think. Arueshai incorporates a good deal of mind readers like the nenscients so usually cities with nenscients have a low or barely existent presence of the daggers of midnight. Still they exist throughout the empire. They somehow manage to use the gateways to transport to different planes. Unlike many other rogue's guilds this group prizes secrecy above everything else. Every member is split into groups. All information is compartmentalised. This is to protect other guild members when inevitably one is found out. Being found out usually results in death so the daggers of midnight are specialized in leaving town or evading capture if they must. Or at least those are the ones that survive.

GOALS OF THE DAGGERS OF MIDNIGHT

What the group does is supply low quantities of high value items. They can't do anything in bulk because they do not have that kind of presence. To do so is almost asking the might of the Arueshai army to come and murder everyone there. On occasion they handle assassinations though very rarely. If something looks like a murder from the daggers of midnight, Arueshai responds with a greatly increased presence of troops and investigators. They have even quarantined towns before to detect where the Daggers of Midnight are.

THE GREY THRONE

The grey throne consists mostly of mages but even things like nenscients, mind flayers, or aboleths. However if it is such thing they must some times live even more in hiding. The group boasts a relatively small membership.

THE GOALS OF THE GREY THRONE

The grey throne seems mental domination. They are a group that has been around for thousands of years. They seek to control the minds of many creatures as possible. They use tactics like magic and even innate powers to accomplish this. They have learned to work together and thus create a faction to accomplish this goal. What they are doing is considered illegal in Arueshai. So they must maintain secrecy. However it is somewhat rare to catch and prosecute one of its members.

HALFLING FACTION

This faction isn't as highly regarded because its members don't care as much to organize. Also they haven't contributed as much as say gnomes or dwarves to the empire. For this reason they don't have as much say in the government. The group tries to get other halflings to contribute more to the government and be more active within it.

HALFLING FACTION GOALS

The goals of the halfling faction are similar to many. They seek to eventually get a representative on the council. They seek to get more money diverted to areas where halflings live for renewal of their cities. Their goal is to get halflings to have a standard rank socially like elves or dwarves possess.

THE NORMALIZATION ORGANIZATION

The normalization organization is comprised of many accepted races. It was founded nearly 19,000 years ago. They have members through most of the planets in Arueshai. Still they have support from among tens of millions of Arueshai citizens.

THE GOALS OF THE NORMALIZATION ORGANIZATION

The goals of the normalization organization are in their name. They wish to get more and more races accepted into the ranks of Arueshai. They seek to free all slaves which can be any race except blood elf. They even in some pockets try to end the extermination of humans. Humans are only the most glaring example of purging. Races like goblins, kobolds, and many others are many times exterminated or sold into slavery. The group seeks to end this practice. They know enough to know that they can't stop an army while it is marching but they try to get an area once conquered to provide freedom to all of its inhabitants.

They do not seek to end war just end the suffering of groups once admitted into the empire. For example it was them that got city gnomes accepted as not being a slave race. The story goes that they saw a small gnome on his spare time built what turned out to be a working sewer system made of wood on his spare time. Of course it was too small to do anything with but the Blood Elf that was his master saw potential in it. The rest is history.

Currently many of the normalization organization seek to free many Tiedlings. They are not full humans so are not killed, but those with human ancestors typically live as slaves.

INDEPENDENCE PARTIES

These are spread through the various planets and cities. They are all described here but each one is different and they are not necessarily linked together.

THE GOALS OF INDEPENDANCE PARTIES

The goals are pretty obvious from the name. They desire independence. They may try different methods of doing so but almost without exception the ones that try to do so through violence are destroyed. Since for the peaceful ones the empire of Arueshai just sees them as worthless protester they are treated harshly but not exterminated. Although if they gain enough support sometimes the Empire will usually decide to purge them.

The trend is that usually this doesn't last for long. As old members of the previously sovereign nation die and are replaced with new ones, the personality of the old nation dies along with it. Support for Arueshai grows with it. This is usually due to many of the leaders being bribed, actual thought control, or even just a typical convincing due to the awe that is Arueshai. Many will complain of Arueshai taking over until they have running water, messenger systems, and a sewer system. Then they wonder how they lived without it.

Even if treated harshly they see what Arueshai is capable of. The biggest exception is that of humans where the biggest improvement to their condition was when the human goddess Illundria disguised convinced Zabbas Adran that other areas of the Empire are a bigger concern than that of exterminating humans. Maybe one day they can hope for independence but right now survival is the biggest concern.

THE DRINKERS OF RYME

This is a bizarre faction that is really questioned if there is a faction. The powers that be and most blood elves despite it being named after a blood elf god view its members as creatures wasting their time and perhaps only there because of the splendors of Arueshai. This faction is filled with all manner of races except somewhat ironically Blood elves.

THE GOALS OF THE DRINKERS OF RYME

Their goal is somewhat simple they wish to party and have revelry. They have a surprising amount of influence and this is partly do to their number. It is thought that to just tolerate them the council decided to give into some of their demands because it also improves the mood the communities. While sometimes this means building fun houses, whore houses, or other recreational areas this isn't their sole intent.

Because of them there are large festivals on nearly every world with a decent population. During these festivals alcohol flows freely and many activities like games and gambling take place. They can go on for weeks and while many Blood elves see this as crippling to the city it seems to lighten the moods of most of the residents for even years to come. Many halflings and other elves will speak fondly of the times of the festivals.

The goal of the Drinkers of Ryme is to bring a good time to every citizen of the empire no matter how far away they are. Some blood elves see some merit in what they do for the empire so for example having an elven archmage cast a short term mythal on the area of the festival so that they remember the good times is not uncommon. A blood elf never does this service for free however.

RELIGIOUS FACTIONS

This is a typical faction for any empire, nation, or city. Religion is typically very important to various individuals. Within Arueshai each accepted religion has a faction behind it as well as the non-accepted ones. They provide various services for the community and have money from their members so they all have power. This is including the members of such faction that with some being very fanatical.

GOALS OF RELIGIOUS FACTIONS

Their goals are common for example they may wish to gain political power like so many factions. They have other goals like gaining converts to their religion. Sometimes they may see something as blasphemous and desire some sort of satisfaction.

ANTI-RELIGIOUS FACTIONS

This is similar but very different than the religious factions. This is a major grouping that encompasses people that want less of an appearance of religion for many purposes.

First of all you have creatures that simply don't believe in gods. This is quite insane as unlike in the real world gods are apparent and do things that make miracles performed in the real worlds religious texts seem tame in comparison. Furthermore it is insane because many if not most (if you believe in secret council members) of the council members are actual gods. Still it should be mentioned that some have these beliefs.

Second you have creatures that refuse to give any kind of service to any of the gods. Which is a little more understandable but it is still seen as nearly selfish. Also in following the laws of Arueshai you are serving gods as they rule Arueshai. Many of the anti-religious faction typically hate when this is brought up as it points out you are still serving a god but in a different capacity.

Third and possibly the most sane are those that believe that the government shouldn't see religion. They actually have clear points and just wish for a separation of church and state sort of speak. This is also openly mocked as the leader and founder of Arueshai is a god. Still this is where most of the members of this faction reside.

LEVELS OF DIFFICULTY

These are optional rules to adjust the difficulty of your game according to the level of difficulty that you wish to possess. There are nearly an infinite number of ways to do this but here are some ideas. This is just to provide an idea of what you could include that would change the difficulty of a game.

CHAMPIONS OF ARUESHAI

The fates have decreed that your group is to overcome every and any obstacle. If you are playing at this level you have the following homebrew rules for the game

- You can now have critical success and automatically succeed on skill checks and saving throws. If you have a critical success on a saving throw or skill check you succeed no matter what the DC is.
- If you would automatically fail a roll on a 1 you have a chance to roll again and only critically fail if you roll a 1 again.
- You have advantage on death saving throws.
- When rolling for HP you roll with advantage.
- When rolling stats for your character at the beginning of the game you roll 5 dice and keep the highest three.
- When a player has a critical success in ability checks, saving throws, or attack rolls they roll a d20 again to see if it increases the magnitude of the success. For damage dice every roll of 20 on the d20 on the same roll multiplies the dice result by another factor of 2. So 2 20s would be rolling 4 times the damage dice and 3 20s would be 8 times the damage dice.
- If playing the game of houses you automatically succeed insight or other appropriate checks to determine if a high position house is going to try to kill you.
- If playing game of house (intrigue) you get warnings from the dm if something will get you killed.
- Dust elves auto resurrect after 1d20 days.

FRIENDLY NEIGHBORHOOD D&D GAME

This is just the rules for a friendly neighborhood D&D game. This is for a super casual game.

- You have advantage on death saving throws.
- When rolling for HP you roll with advantage.
- When rolling stats for your character at the beginning of the game you roll 5 dice and keep the highest three.
- If playing the game of houses you automatically succeed insight or other appropriate checks to determine if a high position house is going to try to kill you.
- If playing game of house (intrigue) you get warnings from the dm if something will get you killed.
- Dust elves auto resurrect after 1d20 days.

NORMAL GAME

This is nothing fancy and nothing is here everything is normal rules for play.

MEATGRINDER RULES

These are the rule for meatgrinder rules

- When rolling death saves you must roll a 15 or higher or it is considered a failure.
- A 1 on a death save instantly kills your character
- Resurrection magic no longer works unless you are a dust elf.

DEATH MARCH

On this setting the game is much harder. It still isn't the hardest mode of play but is still very difficult. This definitely almost encourages metagaming just to survive. Encouraged for the games you are on the run from Arueshai.

- You have disadvantage on death saving throws.
- A 1 on a death save instantly kills your character.
- Resurrection magic no longer works unless you are a dust elf.
- Enemy creatures of your players deal double damage.
- A critical failure on a saving throw against a spell that damages your character deals double damage. On a saving throw against a spell a critical failure prevents you from rolling again to get out of the saving throw to end the effect.
- Optional: To further increase difficulty there is no death saving throw if you go to 0 hit points you simply die.
- A 1 on an initiative causes for you to lose your first turn in combat.
- If you are human and in the same city as a nenscient you gain 1 madness(short term, long term, or indefinite dms choice) every night your spend in an Arueshai city with a nenscient. If you spend more than 3 days in this city you are to be found and hunted by Arueshai forces.

There are possibly more things that can be listed however they are not mentioned because they would control the way the dm plays the game more considerably.

OPTIONAL RULE: SAVE STATES

There are ways to provide this but if you wish to provide saving grace you can allow the party to save before going into a boss battle where they expect certain doom. If they fail or are unhappy with the result they can try again with all resources and things they had before. This is just a possible rule. It isn't that encouraged as it can be tedious and make it feel like death doesn't matter.

PLANETS OTHER THAN ELLAM



These are just some examples and ideas of planets that are under the control of Arueshai or in contest. There are some that have been impacted by Arueshai.

YTAR

This planet is lush with vegetation. This is because of the impact of Glibrivpovo had in its expansion. It used to be covered with massive kingdoms of thousands of troops. They made no move against the nescient that appeared there almost 3,000 years ago. It just stayed there in the air away from those on the ground for about 10 years left undisturbed. Then it happened, a psychic shockwave erupted from the nescient that killed any sentient life on the planet. There are rumors that some natives of the planet still exist but those are just rumors.

LUSH VEGETATION

This planet by now is covered with lush vegetation although none of it intelligent in any way. Since no creature with a mind has stepped foot on the planet for nearly 3000 years since attempts to recolonize it until about 30 years ago it is covered in wildlife.

MEDIUM GATEWAY

Like all of the planets that are made to be part of Arueshai this one has a gateway. It isn't anywhere as large as the one on Ellam that can transport entire armies. It is the reason for the extremely small blood elf presence on the planet to maintain it.

THE TOWN OF GREENSVILLE

This so far is the only town on this entire planet. Though the wildlife is relatively harmless there hasn't been much of a draw to this planet. The town is of many races though more of a population consists of outside the town where many rangers and druid have decided to make their home on a planet of nearly no humanoids.

This town formed shortly after the effort to put a gateway on it when a council member decided that it was quarantined long enough. This council member was Naeryndam Adharice and he wanted for it to be a home for the dust elves. For this reason about a forth of the town is home to dust elves though there are expected many in the future. It just doesn't have the same draw because there are less dead here so it feels lonely to the dust elves.

The town has a population of only around 20,000 people so far. In other planets this would be called a city but to Arueshai it is just a town.

RUINS

The old towns and kingdoms that used to exist on this planet are nearly gone and decomposed. For this reason there have been adventurers that have decided to visit this planet to seek long forgotten riches. Maybe the old trap for such treasures still remain.

ATAR

As described in the section of Gra-Und Atar is a very volatile planet. The world feels very primeval. There are some places of vegetation but many areas of the world are nearly uninhabitable. Nevertheless because of the presence of a council member a small town of relatively powerful people has formed. Since the environment can kill anyone of weaker level everyone on this planet is around level 10 minimum.

The temperatures can range from -300 to 240 degrees fahrenheit. There are constant tornados sometimes on fire, large tsunamis, earthquakes, and even more natural disaster that are a common occurrence. For this reason even with such a high level of common people there are still some casualties from the environment.

SPIRE

The town of spire is really the only town of Atar. It lies about 10 miles from the massive gateway that is there. Gra-Und is so large that any gateway other than the one on Ellam would be too small. The town itself consists of around 3,000 people. Food is shipped in because it cannot grow here. At least not the normal found although there are plants that can survive this harsh climate. Nearly everyone in this town is very powerful in their own right as they would have to be just to live here. For this reason most of the population are either blood elves. Elementals aren't counted in the city population typically and are natives of this planet.

WILDLIFE

There are beasts on Atar that dwarf the dinosaurs of other worlds. They are only slightly smaller than the size of terrasques. There are other oddities such as colossal plants that drink the magic of the air when the great magical storms sweep the planet.

HELTE PRIME

This is a landmark of Arueshai that doesn't have an official gateway though some enterprising archmages built relatively small ones there. The planet now is called Helte Prime as it is a collection of asteroids floating in space. Most of the chunks of helte have floated off and left the area. There is one large chunk of helte prime still remaining. It is about 1 mile in length. The area has a relatively large for its size number of archmages that spend their time scrying the area trying to determine how Gra-Und could so easily rip apart the planet.

Magic needs to sustain you while on Helte Prime as there is no air. There is barely any gravity hence why it predominated is being studied by mages of different kinds. The key seems to be somehow linked to Gra-Und's ability to cause parts of land to remain aloft nearly indefinitely which is how they suspect he hurdled himself through space.

NERIOS

This land was claimed by Gunati Nifralti and is under its domain. Originally gifted to him it was inhabited by a variety of kingdom at first. He attempted to bargain with them but they laughed at him and said it would be foolish to make agreements with some kind of devil. He tried over and over to talk with them and still they insulted and humiliated him with words. So he pulled some favors and teleported Gra-Und onto the planet.

It wasn't a year but around 10 months of Gra-Und leveling kingdom. Large cracks and crevices spread throughout the planet from where Gra-Und walked and it leveled mountain into plains. After about 1 month the inhabitants of the planet surrendered but Gra-Und was told that it was not done so it persisted. Eventually with enough pleading of the people of the land Gunati Nifralti came up with the term of peace.

The terms of peace seemed to benefit the kingdoms there greatly. It wasn't only after centuries they realized that it was structured so that they would be at each others throats while the devil increased its power in the area. The kingdoms were split up between humans, elves, dwarves, halflings, gnomes, and other races. The centuries later events happened where the other kingdoms warred with and eliminated the humans. Eventually Gunati Nifralti made his move and took over the planet in more of a direct way.

The planet was very rich in materials and plants that had many wonderful properties. Gunati Nifralti used this to grow his wealth even past what it was before. The old kingdom still remain but now under total control swear fealty to Arueshai. There is a large population of devils on this world and it is said if you are an inhabitant of Nerios your soul already isn't yours.

THE 30 KINGDOMS

On the planet Nerios there are actually about 30 kingdoms there used to be more but they were human and with some machinations from Gunati Nifralti they were eliminated, enslaved, and exterminated. Those that survived sold their soul in order to do so. Are they really human anymore?

WILDLIFE

The planet is actually filled with kingdoms but there is much wildlife which is similar to earth in real life. There are no monsters because they are eventually eliminated or forced to serve. Most of the wildlife areas are filled with crops or something that makes money for Gunati Nifralti. His greed is obvious and the other council members wonder why he spend so much time amassing gold.

AMTERAL

The world of Amteral is a rather tame world it was the first that was taken over by Arueshai. Every creature that was hostile was destroyed. Now the world boost many large cities. Though they pale in comparison to the splendor of the capital. The total population of the world is over 24 billion however.

There are many blood elves that reside here though they aren't as powerful as those in The Capital. There isn't a large presence of mythals like there is in the capital.

This is mostly regarded as a somewhat peaceful world. The world is inhabited by blood elves, dust elves, dwarves of various kinds, and of course many, many coral elves.

Despite its large population it isn't known for that much. Maybe something that is of note is how peaceful things are on Amteral. There is almost no crime and a healthy distribution of farmland and cities means that many are well fed. The cities are rather well kept. As stated earlier there are no hostile monsters for a team of adventurers to kill.

There is a massive gateway here in Amteral. The gateway can send creatures to nearly any plane or planet whose coordinates are known. It isn't as big as the one on Ellam but then again none are.

It is largely regarded at a mini capitol in some respects. There are things here that are much less harsh then The Capitol. For instance the politics in this region is much less damning and has lower stakes.

IRON HALL

Iron Hall is the name of a city but also a planet. The city began as a nation of dwarves. By the time that Arueshai discovered the planet it had spread to about the size of a 10 great cities underground. There was some fighting that lasted for nearly 10 years. However eventually and surprisingly it was a stone dwarf named Benli that walked alone into one of its great cities and convinced them to join Arueshai. This was nearly 10,000 years ago.

With help from Arueshai there were actually technological advances made from city gnomes that allowed them to dig deeper and longer. Almost 5,000 years later the City of Iron Hall had tunnels that spread through the entire planet. The dwarves here were a little different from the stone dwarves on Ellam. They were less combative and came to be known as Cavern Dwarves for their love of staying underground and digging.

The City itself is mostly Dwarven now with a population of about around 87 million dwarves. Though by now there aren't just cavern dwarves here. There are mountain, hill, stone, and even powder dwarves that live in these tunnels. Around 4,000 years ago they almost dug too deep and breeched the way to even deeper tunnels. Within these areas dwelt strange creatures like intelligent fungi and a creature race called Yergals.

These new creatures only caused some pause because the cavern dwarves are not a violent people and wished them to be left alone. The new and harsh environment attracted some stone dwarves which sought to fight the horrors within though it was somewhat tame compared to the subterranean tunnels in other planes. Other dwarves came and improved the architecture of the dwarves there and built impressive statues within the large dwarven metropolis. Powder Dwarves live here because many of the minerals that are mined and seem to replenish can be used in firearms and explosives.

There are things that happens above ground on this planet though what happens below is the most interesting. On the surface other races quickly migrated there. Most of the area above the Iron Hall is farmland to feed the considerable number of dwarves that live underneath the surface of the planet. Nevertheless there are surface cities filled with elves, gnomes, half-orcs, halflings, dragonborn, and even dwarves that choose not to live underneath the surface.

COOL CORE

Something that the Cavern Dwarves have discovered from being on this planet and another is that for some reason the core of planets are extremely hot. The core of the planet that Iron Hall is one is rather cold in comparison. In fact this phenomena has attracted the attention of various scientists which make the many 1000s of winding miles trek to research the phenomena. These tunnels go around the large subterranean network of tunnels that harbor the new monsters that they fight on a regular basis.

MINERAL AND METAL ABUNDANCE

The deep crust of the planet harbors many metals and minerals that they sell to fund the efforts of Arueshai. Some of these are various metals like iron, copper, gold, and lead. There are certain near magic metals that can be found here. Coal, black chalk, vidrium powder, and meklak stone can be found here as well.

Vidrium powder is an almost magical substance that becomes extremely hot and releases energy when a continued spark is put through it. Gnomish inventors were the ones that found that out and use it to power large constructs like machines. Surprisingly when the continued spark is stopped the material cools down almost instantly. Just a little bit of vidrium powder can produce this effect for nearly a year before vanishing.

Black chalk is a substance that works very well with magic. When it is refined in a stick and surrounded by a sheath of wood it can produce an effect like that of magical inks but it lasts for much longer and it is easier to transport and keep around. This can keep the effects of spells that a wizard would like to use. It is more reliable, seems to last longer on vellum, easier to transport, and is much cheaper.

Meklak Stone isn't that common. When it is refined it has a memory and almost seems alive. A house made of treated meklak stone will notice that the building seems to repair itself from external damage. A brick of Meklak stone that is cut in two will repair itself when the other half is joined. The stone is infused with energy and a statue made of meklak stone seems to almost never experience weathering.

GOVERNMENT

Arueshai has a somewhat hands off policy about government of planets. So much as they follow certain rules, pay their taxes, and allow for conscription that is most of what is required. So the government of Iron Hall is what it has been since the beginning.

Each large section of underground towns are ruled by a prince. This prince listens to the head of the largest and most prominent dwarven families and in turn gives their opinions to the King of the Iron Hall dwarves. This king answers to the members of the council which sometimes appear from time to time but other than that the king is allowed to rule as they normally would.

The long and continuous mining of precious metals and materials has made the king of Iron Hall very rich though not as rich as some members of the council.

SYNTRIST

The planet of Syntrist is a strange one. Located in planet father away from where you would typically find them Syntrist is different in many respects. The planet should be cold except there is heat the emerges from the ground of the planet. The large clouds over the planet keep heat from escaping the planet and it remains around 70 degrees fahrenheit for most of time on the planet.

SENTIENCE

The planet is alive, literally. There strange occurrences on the planet, well strange for other realms but not this planet. There are time a slow low groan can be hear to those on the planets surface. It is said that some very high level archmages have actually spoken with the planet. It speaks a version of primordial that is difficult to understand as the low in tone that it requires magic or some type of device to understand. Furthermore there is a section where the sound comes out of that is different from the 300 locations on the planet that it can hear you.

According to many of these archmages the planet has an intelligence like that of a dog or a cat. Well maybe slightly above that. The planet survives by eating the surrounding asteroids in the environment around it. It seems to float through space in the same way that some monsters can easily move around with mostly their mind. There is a large opening that is at the place where the two hemispheres of the planet would meet. Arueshai scientists have guessed that this large opening is home to many teeth like appendages that crush the asteroids while some kind of acid dissolves ripping it appart with tentacle like appendages. This is confirmed through the use of various divination magics.

GATEWAY

The gateway of this planet is rather large but not too large. Most structures on this planet can't be too large. This is to prevent too much stress on the organism that is Syntrist. The gateway on this planet is probably only 50 feet tall. It takes the form of an arch that is underneath a structure of stone where every inch seems to be etched with runes.

PRECIOUS RESOURCES

The resource of this planet is a black substance that seems to seep at places in the ground. According to many city gnomes this substance can be used for many functions. So far they have found out that it can be used as a lubricant in its form. However a very recently discovered refining method can turn this black substance almost clear. It becomes a substance that you are capable of lighting on fire as it is flammable. Some of the top gnomish engineers have postulated that you can make an engine that runs on this substance. The amount they can take from the planet without harming it seems nearly limitless. A blood elf mathematician postulated that this would be around 34 trillion gallons of this substance a day. It seems to replenish when it is taken.

Still the empire's gnomes have suggested that there are even more uses of this miraculous substance.

There is another substance which is that if you dig into the ground the ground is actually a filmy but yet hard substance that likes to break into flakes. The substance is great at repelling water it is almost like wood in a way but different. However this substance isn't harvested as many high ranking blood elves think this will injure and anger the planet that they make their home.

CITY OF MEIGENTRI

This city is not as impressive as some empire cities. It doesn't have the large skyscrapers like you would see in The Capital. However some of the buildings look to be almost grown. This is the beginning of the strange science or magic known as biomancy. The hard part of the structure isn't made of enchanted steel or wood and instead is made to look and feel like bone. These biomancers suggest that this is the potential of their work.

The city is a combination of races with a blood elf family ruling over the area. They see to it that Zabbas Adran's will is met. The city only has a population of around 30,000 creatures. This is probably due to the fact many of the large impressive structures that are typical in large cities of the empire are not permitted here.

WILDLIFE OF SYNTRIST

The wildlife of syntrist are animals that feed off of the parasites that feed on the for lack of a better word skin of syntrist. They are rather tame. There are squirrels with 6 eyes with tentacles with arms. Once you get past their original appearance they are completely harmless. Although it isn't suggested that you eat them as they are nearly all poisonous to creatures not native to the planet syntrist.

GOVERNMENT

The government of this town is very similar to others that are not from a native population that was given permission to behave like before. There is a blood elf noble family head that controls the basic faculties of the town. This blood elf noble family makes laws and other citizens of the city and surrounding areas obey them. This blood elf family rules over the area similar to that of a king.

It is one of the few places that living humans are permitted as they harvest the substance that comes from the planet. The humans are usually recently captured and some question if this is better than a life continuously on the run.

YNTRILAE

This planet was once barely inhabited about 15,000 years ago. When it was discovered it was laid claim by Kulth who saw it as an excellent place to inhabit. Although truth be told it was actually a request from Rendeth the Curious. This world is different from many of the other worlds that the empire has spread to. For this world any non-dragons need special permission to enter. It is truly a land of dragons and the cities here are typically at least 95% dragon. This includes metallic dragons, chromatic dragons, and of course the dragons of Ellam known affectionately as the grounded dragons.

This planet is covered mostly with dragons of all types. The non dragons are usually Blood elves, gnomes, or half-orcs that are there to do administration within their cities. Other than that some exceptions this planet has most of its sentient life as dragons.

GARDEN WORLD

This world has natural fruit and growing plants a plenty. The vegetation and wildlife would be non-hostile to even a humanoid and thus no problem for a dragon. There is a surprising lack of even predator animals on this planet. Everything is larger here on this world.

One thing this planet has is the existence of dire cattle. It is a little bit of a joke name but dire cattle are actually herbavores that are around 30 feet tall and 60 feet long. They have a set of horns but to fuller sized dragons are actually harmless. The typically travel in packs of thousands and so meat flows freely across the land here. In taste they are similar to a cow but slightly more gamey. A proper name though would be Kruarks. In appearance they are very similar to cows but slightly more muscular.

The fish in this world are also larger than normal. There are fish that can grow nearly 100 feet long. They travel in schools and when they attempt to spawn their large presence can even slightly affect currents. This is when millions of such fish flood seas and can nearly stall entire bays of water.

The grass on this world is different in that even while still soft seems to almost defy gravity as it grows nearly 20 feet high. The trees typically are ancient and grow around 100 feet tall.

CONSTANT SUNLIGHT

One thing to note is that there is an almost constant barrage of sunlight. The planet somehow has 3 suns and so it is always daylight. The temperature typically stays around 90 degrees fahrenheit and it is never winter.

GOVERNMENT

The government of Yntrilae is simple gerontocracy. The eldest and most powerful dragons on this world have the most say. There are a lot of political battles back and forth particularly from the metallic and chromatic dragons that seem to want to bend the government in their way. As always though anything the government here does can be overruled by the higher ups in The Capital or members of the council.

MENTRIOS

This planet is different from many of the others. It is nearly uninhabitable by many other creatures. The atmosphere is poison or for the scientifically minded it is not of an air that is breathable. Creatures that need to breathe suffocate rather quickly on Mentrios. As such the only creatures from the empire which live on there are the Coral elves. Coral elves don't need to breathe so they can live in that atmosphere.

STRANGE PLANT LIFE

There are barely any animals on Mentrios. The only ready to see life that is indigenous to the planet are these plants that are almost like a fungus. They look like tubes and have a green blood flowing through themselves. Despite their appearance they are edible and can sustain a creature.

LARGE POPULATION

Since this planet was colonized rather early by coral elves there is a substantial population of coral elves on this planet. However it isn't that high as most coral elves prefer to be submersed in water if they can help it. The population on this planet is no where near like on Ellam but it is in the billions on this planet.

THE CAPITAL

The Capital is the most advanced city in the Empire. It is the largest single city in the empire if you don't count the sprawling metropolises of the coral elves on the sea floor. The capital is known for many things which was stated earlier in this book. Some of these will be gone over again just to provide emphasis with a final effort that will be put into very briefly describing the prominent families and severely minor factions that one may contend with if one seeks to have a somewhat political life here in the capital.

LARGE CITY

The capital is somewhere around 276 million strong in terms of populations. Most of this is Elven with an even split in between Blood Elves and Dust Elves. There are other members of the population like elementals, djinn, demons, devils, dragons, and more. The city is not completely composed of skyscrapers as there are some sections that are cemeteries and some that are parks. There are many fine blood elf, half-orc, and city gnome city planners and architects that ensure the city has proper planning when it expands and participates in urban renewal.

The city is also large in the area that it takes up. To put it into better consideration the area of the one city known as The Capital is in between the size of the states of California and Texas. Some areas are densely populated like New York City and some areas are nearly wilderness areas.

TECHNOLOGY AND MAGIC

Technology in Arueshai is not spread out evenly. You have some worlds that aside from the Gateway that allows for transportation there has a technology level of early bronze age. The capital is on the other side of that equation. There are aspects of The Capital that approach the level of technology of the industrial revolution to WWII to even some space age technologies. This is all in how you interpret it as much of the technology is blended almost seamlessly with magic. Here are some of the things that you can find in Arueshai.

CITY PLUMBING

With a combination of engineering with high level mythical magic most of The Capital actually has running water. The water has a sewer system to take out waste and a water system to take water in from the sea. The water from the sea is put through a system of different soils and substances that cleans it of minerals. Then elven magic cleans it of parasites and disease. It is like the simple level 1 or 2 spells except different because it affects a much larger quantity of water.

The water even has some water pressure in it which allows the citizens of The Capital to bathe and even lately clean themselves by being sprayed with the water. The temperature however unless there is a different magic that heats it is usually slightly below room temperature. A mythical is in place to keep it around this temperature year round.

Though you can find and have access to water in nearly any part of The Capital, there are many houses that don't have it inside their house and the inhabitants must go outside to a communal water source. Still a city-wide mythical makes sure that the water remains safe to drink.

HIGHWAYS AND BYWAYS

This is mostly in reference to the level of technology in creating roads for the empire. This is one area where places outside The Capital also enjoy this. Though every empire has roads this was truly the invention of a city gnome who found out a combination of materials to construct roads to make them last longer. Also this combination of materials and method of creating made the roads resistant to weathering. Eventually this same gnome made it so that many of the procedures were mass produced and made much cheaper. The city gnome is known as **Heglin shinstalker** and his discovery made all of his lineage famous and powerful to this day.

Having roads is important because it ensures ease of travel. Not everyone is an archmage that can simply teleport everywhere. Goods and materials sometimes need to be shipped in mass as well.

There is one large stretch of high way that is so big it is nearly a mile wide. It runs all the way through The Capital and nearly splits The Capital into equal halves. It is called the Shinstalker Highway being made many centuries after the Heglins death. Named by his family as a way to kind of cement into peoples minds exactly who made the highway.

The road is maintained with the help of city gnomes and Blood elves by many clay golems throughout the city.

FLOATING BUILDINGS

This is mostly a sign of the intense magic that is prevalent in Arueshai. There was a mage that discovered the way to make his house float in the air so that he didn't have to deal with common folk always peering in his windows... watching him. Eventually the discovery made it to others within the city and beyond. Suddenly you started to see floating houses appear throughout empire. **Pharom Bryra**, being the pioneer, was paid handsomely for his help in doing this to other houses throughout the empire.

There are floating houses throughout the empire but by and large the super large majority of them are in The Capital. On a section of of the city near the center if you look up you can see almost a second city with its own neighborhoods and roads floating in the air. In some places there is a row of houses above them and even a fourth row of houses. Eventually people wanted to have floating gardens and yards and that was easily done as well.

The only downside is that they typically don't benefit from the sewer system so even more magic is needed to offer this service.

SHIPYARDS

Though this subject typically means shipyards for the sea, of which there is a considerable one, there is also a gnomish one for a shipyard of the air.

Seeing as how the sea belongs to the coral elves, most of the ship technology isn't really that advanced and the sea is mostly used to ship cargo or catch fish.

The shipyard for the air is a considerable one. It is here they craft the planes that fly through the air relying mostly on magic. However sometimes in history there have been massive projects to create ships that can fly between worlds. To date though only around 3 such ships have been made.

GATEWAYS

This is an almost signature feature of what Arueshai is. It is one of the discoveries that lead to Arueshai being an entity that threatens to conquer all of the Prime material plane. This technology allows for someone from a gateway to travel to at least any other place that has a gateway. This just means that travel to another gateway is guaranteed. A creature can even use a gateway to travel to other planes and other areas that don't have a gateway it is just less certain. This lack of certainty can mean things like not arriving to precisely the destination, being ripped apart by the forces of the teleportation, or the travel simply failing and fizzling. The severity of the effect is determined by how far away from that gateway or another gateway one is.

A gateway is a marvelous invention. It looks like two archways that intersect at perpendicular angles with a floor that is almost covered in runes. The powering device looks typically like a stone and is usually beneath the floor of the gateway. It is said that a gateway stone can power a gateway forever.

The gateway in The Capital is the largest in the empire. With the transporting of the gateway in the capital it is powerful enough to teleport entire armies to places without a gateway. Though until a gateway is made in that area the army will mostly be stranded. The gateway itself in The Capital is about 2 miles in diameter. This is tremendous as such a feat of engineering is not readily seen in our world.

The gateway technology was pioneered by a blood elf named **Zeno Pavaris**. Although technology might not be the right word as it is almost entirely magical.

OUTERCOMM

The Outercomm refers to communication that comes from the council building. Some with access can use it to communicate messages throughout the city for everyone to here instantly when it is being said. There are speakers spread through The Capital where the message is emitted. There are even select cities on other worlds where this message is received in their capital buildings. This communication across much distance and over many places was developed by a blood elf named **Tornala Eylon**.

ARCHITECTURE

There is much to be said of the architecture of Arueshai especially in The Capital. For instance one of the buildings is The Council building or head capital building. It is over 400 floors and is only one of the largest building in the empire. These buildings are made possible via magically enchanted building materials that are made to be more flexible and stronger than they normally would be. Though there are many humanoids that are responsible for these feats most of it recently was due to a Gnome named **Erfiz Hightower**. He came up with a science of how to design building so that even with their shape they are more durable.

There are even more feats of architecture like how to design a building so that it doesn't just rip apart when suspended in air. The shape of such building changed dramatically from how they appear on the ground as they can't just rely on all the weight going into the ground and require a bottom.

MECHS AND FLYING MACHINES

These are sometimes seen throughout the city. The city gnomes have actually managed to make working mechanical machines that rely on vidrium powder to power it. The technology of vidrium powder was discovered by a company of Blood Elves and City Gnomes called **Besting house** within the past 2,000 years. Consequently besting house also discovered the technology for the Aquinus Shell that prevents damage to the inhabitants of the A45 Mech until the structure is too damaged to prevent injury.

Flying machines are a broad term that explain the flying machines that were also created by Besting house. Just like the mechs it possesses a Aquinus shell with a steam powered ejection pack should things get too hectic.

Both of these contraptions are made for gnomes because the blood elves found they are better in handling the numerous mechanical levers. Gnomes are also smaller so it is easier to make more compact spaces which increase structural integrity.

LIGHTS

This is a rather simple technology that was discovered by a blood elf named **Olaxidor Keryth** nearly 20,000 years ago. He found out a simple enchantment that caused for something to remain bright for nearly an eternity. That is done with a simple continual flame spell. The ingenuity came from having done with a much cheaper material component that today is around 12 cp for a casting. Since this discovery there have been increases in the light range. Also a switch of some kind to turn this enchantment on and off. Also the flame looking effect is optional now.

What this means is that there are street lamps that ensure The Capital and many other places in the empire have light during the nights. Homes have access to light where they otherwise would not.

COMPLETE WEATHER CONTROL

Due to the high level magic involved there are no weather related natural disasters and truth be told no natural disasters of any kind. As such the weather in The capital usually alternates between sunny and light rain. There is usually a light breeze that continually cycles air throughout The Capital due to a mythal in effect.

MEDICAL SERVICES

Due to the very high level of magic that is within Arueshai it is standard in the capital to find hospitals. However these hospitals do not use scientific techniques but rather they use cleric and druid spells. The reliance on magic has proven to be quicker, cheaper, less of a risk, and yields better results.

Nevertheless there are some gnomes that have begun trying to find out more about humanoid bodies. However each one is subtly different and there for there is way too much involved. Each race and subrace has a slightly different or in some cases dramatically different circulatory system. That much is obvious from a glance and the knowledge on this subject is still in its infancy.

FIRE ARMS

This is a little meta but if you were to look at the suggestions for what constitutes certain firearms and the ones of dwarven make. You would arrive at the conclusion that the firearms made by powder dwarves are at least of WWII level. The Gun Towers fire around 500 rounds a minute which is equivalent to a machine gun. They are however structure mounted buildings. Mechanically though this would translate to around 10 attacks a round with a low caliber round.

There are certain technological improvements. One is that they don't necessarily use gunpowder. There are many minerals that undergo a refining process to make them superior to gunpowder they are just not mentioned. Another technology is that they are made with replaceable parts. If a part of your gun breaks and is not specially crafted but mass produced, you can go to a gun shop and get a replacement. Another is rifling. Powder dwarves have discovered that a spiral pattern within the barrel improves accuracy at long range. The dwarven make guns have extended magazines for more firing compared to their other counterparts.

There are gun stores that can sell you firearms. However they will only sell the dwarven tier to citizens of the empire that have proved themselves to a certain extent. Powder Dwarves can usually get a hold of a dwarven tier gun sooner usually.

There are many dwarves that have led to advances in fire arm technology. Each development is done by a dwarf. For their improvements on firearm technology alone have rumors going they can have the next representative along with rumors of it being a city gnome.

NOTABLE STRUCTURES OR LOCATIONS

These are some of the notable structures or locations that one can find within The Capital situated on Ellam. Not that obviously there are many more and there are ones that are considerable and not mentioned here. The Capital is after all very large.

THE COLOSSEUM

This is mostly a mark left by Stone Dwarves. They love to fight. They love to fight so much they built large pits where they would fight other humanoid and even creatures that they have caught. It wasn't until the architectural advances city gnomes and others that they decided to build up not down. Well it is a combination of both.

The Colosseum is a massive structure that extends maybe 200 feet in the air. There is seating for massive numbers of audiences. However the colosseum is also built downward. There are rooms and tunnels underneath that house gladiators and creatures for them to fight.

Anyone can fight in the colosseum however they are not responsible for any deaths. Some actually make a good living this way. Recently there has been interest in unarmed fights that don't lead to the death. They are good to watch because they typically last even longer. At the colosseum you can find pretty much any kind of fight that you want and they are open for most hours of the day and night.

There are colosseums all over the empire however an it isn't something that is unique to the capital. However The Capital has one of the most impressive but there are several within the city.

THE HAEON CRYPT

This is the most massive crypt or graveyard in the empire. It isn't really completely full just yet but already it contains billions of bodies. The crypt is around 10,000 square miles. Or at least the land for it is that large. It is almost empty space wise due to the dust elf caretakers placing the bodies exceedingly close together. The crypt is also home to millions of dust elves who prefer to live amongst the bones. Despite its size and number of dead it is an exceedingly rare occurrence to have undead in the area. The reason is that the dust elves have an almost unnatural knack for dealing with the dead.

Despite many of the Dust elves living in the crypt very few are buried there. It is traditionally accepted for dust elves to live side by side the bones of their ancestors.

THE HEAD CAPITAL BUILDING

This building is one of the largest in the empire. It is 451 floors. It is around 3 square miles in the area that it takes up at its base. It is monstrous with thousands upon thousands of rooms. It has stairs but most inhabitants get around by the teleportation devices that are located within it. It has working plumbing that brings in fresh water and removes waste within its restrooms. The building houses hundreds of places where you can buy food. About half of the people that work here have rooms they rent and actually live here.

Even though it is the head capital building usually you can only regularly find the representatives here. Both Kulth and Gra-Und like to spend time in the wilds. The Scion of Adran prefers to spend time in the field hunting humans. The Justicar spends their time within the supreme halls of justice for the most consequential of crimes. Glibrivpovpo spends its time patrolling the city, floating in the air, and changing the minds of those in the empire. Voron is typically on the front lines. Gunati Nifralti has one of the largest offices here and runs his large commercial empire through this building. Zabbas Adran is anywhere and everywhere.

THE FLOATING CITY

As was stated before there are so many floating houses above The Capital that there are even floating roads and a near second city above the first suspended by magic. Usually you would need some kind of magic to get to the second city as there has purposely been no effort to build a way that allows the masses to get to it. It is like its own gated community and many powerful creatures live here.

THE 7 MARKET SQUARES

There is commerce throughout The Capital. However, there are about 7 locations within the Capital that have so many shops next to each other that they have become almost entire cities of shopping. They say that if you could find it anywhere you would find it in one of these market squares. Miles upon miles of buildings dedicated toward commerce. There are creatures that ship goods to here from all over the empire. 6 of them are on the ground and one of them is within the floating city.

REVELRY ZONES

There are areas throughout Arueshai where you can find carnivals. They host a variety of games where you can set your trouble aside. There are actually more fair than you would think. The drinkers of ryme know they need to stay operational but they also need people to have fun. For this reason their games are actually beatable but require skill or luck of some kind.

There is also gambling in these areas and places for more adult entertainment but they are usually kept separate from more wholesome areas.

PARKS, ZOOS, AND GARDENS

There are a variety of parks within The Capital. They typically only have the native wildlife in these areas.

There are zoos with animals from all over the empire to show just how vast it truly is. You have anything from the smallest creatures to the most truly massive. The only restriction is they have to be small enough to be allowed travel through the empires many gateways.

Similarly there are gardens with plantlife from every corner of the empire. They are confined in such a way as there would be no chance of them spreading to other area and damaging the eco system. Just like with the zoos every area has a magically controlled climate for the life forms to prosper.

OTHER NOTICEABLE THINGS

Some of the things aren't the most apparent but here are some things about the experience in The Capital

IT NEVER SLEEPS

This is due to its large size but The Capital has things going on at all hours of the day. Some shops are open only at night. Some bars are open during the day. During any hour you can find people typically walking around on the streets.

PARADES

Throughout the year there are various parades. Almost every race that was formerly a slave has one to celebrate no longer being one. Almost every race that has been granted a seat on the council with a representative has one. They do it to illustrate pride and celebrate who they are. The drinkers of Ryme have carnival full of games and debauchery that celebrate the lively lifestyle they wish to portray. Perhaps only the blood elves don't participate as they usually wish to concentrate on work.

TRANSPORTATION AND TRAFFIC JAMS

There are suppliers of shops going every which way throughout the empire. There are creatures traveling to work. There are creatures just enjoying time within the city. For this reason the roads are always busy. Even the skinstalker highway can experience traffic jams with all of the citizens of the empire running around. For these reasons many opt to fly to teleport to their locations. There are traffic laws which become necessary to navigate throughout the city. There are an assortment of signs to help one navigate and give instruction on what one can do on the roads of the city.

MILITARY TOWN GUARD

There are Town guard that patrol the streets of the Capital. There aren't that many of them but the number around 1 million active town guard. For this reason it isn't too difficult to find one. However most of them are from planets away from Ellam to show them the splendor of Arueshai. Truly after seeing some of what Arueshai is capable of, any rebellion in their heart or thought of its success it crushed completely.

Still there is the consideration of what goal they could have when the creatures they are "protecting" are on the level of epic level archmages and ancient dragons. For this reason the guards patrolling the area typically act more like scouts and if there is trouble they return to one of the Guard headquarters and come back en masse with many Military Town Guard.

Since they come from all walks of life and all areas of the empire they can be nearly any level and nearly any race. However it should be know that creatures outside of the empire very rarely have levels above 20. The empire seems to breed high levels though this is almost exclusively among blood elves and dragons.

DIVERSE POPULATION

Basically within The Capital a race may not be common but there is probably one of it in the city. This even applies to humans though they are almost without question in a sorry state of slave if they are lucky or something much worse if they are not. It is a common occurrence to see Devils and Demons walking around in The Capital. They are not allowed to fight each other here though.

Dragons with the Pact of Kulth are here as well. Although there are almost exclusively the Mind Dragons which love large cities. Yrvanarth in particular loves to patrol this city and it is said that he loves to play tricks on the minds of the people here slowly torturing them.

The other races though only make up around 9% of the population of the city but that 9% is almost anything in the empire.

CRIME

The crime in The Capital does exist but it isn't in the open. Criminals of severe crimes if caught are usually executed. As such any organized criminal organizations that do exist learn to stay hidden and typically operate in cells. They operate in cells so that other criminals don't know each other. The organizations that did know each other quickly had their mind read and that lead to a chain of executions.

There are rumors of a criminal organization that somehow survives despite all of the pressures of the empire to find and exterminate it. Very little is know about them and everyone believes it to be nothing more than rumor.

MUSIC AND ART

There is something strange that happens in Arueshai. You would think that such an authoritarian empire focused on military power wouldn't have much of it but there is a large music scene in The Capital and elsewhere in the empire. There are a large assortment of instruments that you would not necessarily find in other settings.

Apparently if you have a relatively peaceful setting in parts of the empire with a large congregation of creatures music and the arts begin to be created in the empire. There is an invention by **Aila Helejor** a dust elf. She with the help of some blood elves created a stone that when held and the command word uttered can cause the one attuned to it to hear music. The music is of extremely high quality and it can sound like you are in the middle of a band or symphony.

These stones are still quite expensive so only the upperclass and middle class usually have them. They can have multiple songs on them though the process usually involves taking it into a music shop in The Capital. There is demand to make it cheaper but unfortunately it as of this moment is around the high price of 100 gp.

Many up and coming bards dream of the day they can get a recording of their talents that can be heard on these stones. The music industry is dominated by about 5 different companies right now although you can find small ones that are not as established. Until then there are many corner of streets with bards playing songs in the hopes that passing people will drop some copper for their music.

For visual art there is less of a scene that is there to exploit it. Yes there are galleries and museums for paintings and the like but that is the case for many areas. There is an effort in the more run down areas of The Capital to beautify buildings. And so walking through areas of the city you can find large murals on buildings as you pass by.

Blood elves are cold and nearly emotionless so a good way to tell if an artist of any kind can be successful is if they can actually cause emotion from a blood elf. Though this is very rare but the very best artist tell stories of how their painting, song, book, etc. made an older blood elf cry.

TRANSPORTATION

Obviously there are things like flying machines, teleportation, and many other ways of travel that one can imagine. However, it should be noticed that the vast majority of people get around by walking or via animal in some way. For example it is found that Kruarks from Yntrilae can transport and pull way more of a load than a normal horse.

There is a consequence to this in that within arueshai things are built so that stores, water, and food all need to be within walking distance. This means that residential, commercial, and industrial zones are usually placed somewhat close together. Some of the larger buildings might even have a sleeping quarters within them for employees to live there.

INTRIGUE GAMES WITHIN THE CAPITAL

This section was smaller than I originally wanted for various reasons. In particular I thought that you could make an entire book on intrigue and maybe I will in the future. For now though I will have to shorten it a tad bit.

A way to show the level of intrigue of Arueshai is scale. With the extremely large population and reach of the Arueshai empire there are millions of faction large and small vying for power in some way. I have included some of the factions but as should be noted many of the factions are actually groupings for larger factions. So every god would have at least one religious faction geared toward its increase in power.

An old fashioned crime syndicate would be hard pressed to work in The Capital because of the means of high level divination and materials that would go to rooting them out. Plus while there are prisons they are small and that is because most found guilty do not go to prison. They are either released with a fine or more often than not killed for the offense.

EXAMPLES OF FAMILIES OF POWER IN THE CAPITAL

They have mostly have been discussed. All of the families of council members are notable families. Innovators like Heglin shinstalker, Phorom Bryra, Zeno Pavaris, Tornala Eylon, Erfiz Hightower, Besting House, Olaxidor Keryth, and Aila Helejor are but some of many example of families that are rich and powerful. The inventors and innovators might not still be alive but their families are and they reap the benefit of what their ancestors have discovered.

Even a family that developed something like a better bit for a horse or even just a successful merchant would have influence within The Capital. The city possesses the same drive for individual to live there as some of the cities in the real world do.

AMBITIONS AND RESOURCES

Every faction within the intrigue game has ambitions that they wish to obtain. Some possess more than others. It can be common for a family to have at least 1,000,000 gold pieces in resources to achieve their goals. However for a faction like a cult or a church they may wish to instead rely on tons of fanatical followers to achieve their goals. Make sure to factor in the resources each faction possesses, the people they can assign to achieve their goals, and how much they are willing to stake to achieve a certain goal.

KEEPING TALLY

It isn't just what the factions want but how they interact with the party. You should keep a tally of all of their actions to see if any particular factions are thrilled or infuriated with the actions of the players. With around one million factions within The Capital every action will endear them to a handful of factions while making them an enemy of another group of factions.

Each of these factions also have a tally with each other. From the start they have a particular attitude from that faction. When that faction does something that would positively or negatively affect other factions.

CAST A LARGE WEB

It should be noted that a way to do intrigue is to put in the leg work. Make at least 10 factions with their own ambitions and resources and tallies. If you are feeling particularly industrious make many more. Be sure to include factions that work against each other. Also because of the judicator they can't just engage in open blood shed to arrive at their goals.

LEVELS OF INTRIGUE

There is a difference in competing against say a small house of dust elves with a small amount of money and say a large family of blood elves that have been doing politics for nearly 20,000 years. Not just the resources but the blood elf family would have access to higher level divination magics, they would be more intelligent and experiences from the time alive, and they have vastly different goals they are after.

EXAMPLE OF A FACTION WITHIN THE CAPTIAL

BESTING HOUSE

This is a business and corporation that was founded around 2,000 years ago. It employs all manner of races but is careful not to associate anything with humans. They manufacture the A45 Mech and the flying machines that fill the skies of The Captial

AMBITIONS

There are many publically they wish to expand their business. They wish to make their machines so widespread they see use within the army of Arueshai and have a presence on every planet the empire extends to.

They are not shy about an ambition to have their corporation with representation on the Council of Arueshai.

Secretly they wish to become so powerful the empire is instead dependant on them and will seek their counsel to determine its course.

LIQUID RESOURCES

They are still relatively new and so only have around 40,000,000 gp in liquid assets they can use to influence their goals.

If there needs to be a more physical confrontation they can use the forces of a private security force of mechs and spell casters to attack a target. However the company is extremely shy about doing this and thinks it would tarnish their public image if they were to simply kill those in their way.

PERSONNEL RESOURCES

There are a variety of noteworthy individuals that the players can meet, interact with, or ultimately face the machinations of.

PHYRRA YELTUMAL

This 12,000 year old blood elf is one of the people on the board of directors of the company. His personality is that of a shrewd business man. His manner of speaking can pull in and convince even the most stalwart of people entrenched in their position that they are wrong.

His personality is that of a cool, collected blood elf. However underneath he is nearly a monster that cares only for profit. There were some bums that clouded around the building ruining the public image of the company. So like a good individual on the board of directors he waited until around 1 in the morning and killed them all. He had the private security force of the company bury their remains somewhere. Any investigator that asked about the situation came across with the notion that he was completely innocent later.

Level wise he is rather weak for a blood elf and only a level 11 rogue and 12th level wizard.

FI RAVARIC

This young 7,000 year old blood elf is one of the enchanters that works for the company. She has held the job working alongside the various gnomes and halflings. She has more of a head toward enchanting than for the business.

She has a personality that while still cool and collected from being a blood elf displays a surprising amount of emotion considering her sub race. She is passionate about her work and can often be seen losing days of sleep working on a project. She has been ordered from time to time to go home and take a manual vacation because she spends too much time working within Besting Houses various buildings. She typically works on the Aquinus Shell that protects the pilots of the A45 mech and flying machines.

Level wise she is rather weak for a blood elf and is a level 20 wizard with a specialty in transmutation.

TEDON SWIFTFOOT

This young 18 year old halfling is one of the pilots for the mech. It is known that his halfling luck seems to come out at the best of times to bring down anyone on the wrong side of his mech.

His personality is rather bubbly. He finds himself constantly sings tunes from the music stone that he bought with over 45 songs on it. Within a mech or flying machine it is a completely different story. There are few that can keep up with his high paces working of the machine.

Level wise he is a healthy level 7 rogue halfling.

TALLY

While they are in different industries besting house doesn't trust the Shinstalker family to stay within the road department. Rumor has it they wish to start a similar company to Besting House and so Besting house has made moves to try to desuade them from this practice. This includes meetings with members of the board of directors to actively having little disasters around their homes to convince them.

Besting house has a favorable relationship with Helelor family. They have worked out a deal for music stones to be within their various mechs. Also some of their mechs have speakers on the outside which project the music so that besting house causes more of an impact in the minds of citizens.

Every council member is sought after by those within Besting House employ. They wish to have as many council members liking them as possible for obvious reasons.

THE MULTIVERSE

There is much debate on what lies in the known universe and what can be seen on the planes that you can visit from Arueshai. Each of the worlds that have been conquered by Arueshai lies in the material plane with some forward outposts on other planes. However there is a pact of some kind that is unknown to anyone but Zabbas Adran that keeps Arueshai from truly expanding into other planes of existence.

THE ONYX CEILING

The scholars and archmages of Arueshai have noted a strange phenomena. In some places where there should be open space there is a barrier that prevents entry of any kind to enter what lies beyond on the material plane. These scholars and archmages have theorized that planets and planes lie beyond but they don't know for certain. Efforts are sometimes made to smash a hole in this onyx ceiling and sometimes it is successful. However many more places seem to possess this onyx ceiling than can be affect.

So far only about 2 worlds have been found and conquered that lie behind this onyx ceiling. However upon searching these planets also posses a onyx ceiling around them. This led to the theory that there are some worlds that are isolated from the rest of the universe within the prime material plane. They theorize that you could get there from the outer planes, ethereal plane, or astral plane but you would have to already know more than you would normally know of an unknown plane.

It should be known that Arueshai hasn't come across a natural place where there are doors to other realms. If this were the case Arueshai expansion would be greatly advanced. No instead Arueshai has to find habitable planets from its diviners scrying the cosmos. This greatly limits the speed of Arueshai conquest. Zabbas Adran has already stated that one day all of the prime material plane would belong to Arueshai but who knows how much time that will take.

EDUCATION WITHIN ARUESHAI

Arueshai has some of the best educational systems compared to other settings. Instead of just apprenticeships there are actual colleges. Most of them are located in The Capital and other populated worlds like Amteral. There is a vast array of subjects that is taught within these institutions. From architecture to mathematics to magical theory.

The level of complexity compared with our own world on these subjects varies. On things like musical theory and architecture they are about even but they have much less in the way of mathematics. Also there is little knowledge of natural science. That is because this is explained by magical theory.

When it comes to magical theory however no known civilization comes close to Arueshai. They actually teach epic spells here. For wizards this means an easier time learning these and indeed after only a century or two of instruction a creature can come out knowing how to cast epic level spells. There are classes which help sorcerers, bards, druids, and clerics progress with knowledge of how magic works.

The only downside is that classes don't usually come cheap. Obtaining this level of knowledge is quite expensive.

That said the old fashioned apprenticeship still happens it is just that there is another way.

BREAKDOWN OF SOME RACES IN ARUESHAI

Any race that you can find in the PHB or other books can be found in Arueshai. They have typical lives and act similarly to how they do in those books. This explains how it is for the races new to the setting.

YERGAL

Yergal were found in planet of Iron Hall originally but since have become absorbed within the Empire of Arueshai. They make excellent scouts during the night time which is the primary function when they serve in the military. Usually they prefer to stay within their underground caverns but there are those that venture outside. Originally they were attacked but when it was discovered they didn't necessarily mean ill will an uneasy truce leading to cooperation between tribe and nation began.

Yergal also can operate better on colder climate worlds due to their natural fur. Their ability to climb and good darkvision also makes them highly requested within the military town guard. They are excellent spotters.

DWARVES

Dwarves are highly respected among those in Arueshai. Stone dwarves are the most common that come from Ellam.

STONE DWARVES

They are like stone unmoving and unyielding. They are the dwarves that most like to fight. As soon as a stone dwarf, any stone dwarf hits puberty they have bouts of battle lust that follow them until they become elderly. Even then it is not uncommon to find an elderly stone dwarf in a colosseum fighting for the glory of it.

Originally the name came from how they would brag about how their skin is like stone and hard to cut. "Become like stone, do not break in battle. Do not shirk from pain. Stay unmoving and let the waves of the enemy crash upon you and break into pieces." That is a common saying among the stone dwarves of Ellam. Although by now not limited to Ellam and they can be found in most places in the Empire.

POWDER DWARVES

These dwarves used to be stone dwarves until the invention of gunpowder. The dwarf that invented it thought that it would dramatically change the world and thought they should now fight using it. The stone dwarves did not agree and so frustrated the dwarves that thought this left their mountainous homes in search of a place with the ingredients to make their weapons. Over the years powder dwarves slowly came to fruition. With a powder dwarf their ability to use firearms comes from an obsession that seems nearly built into them. However it is more than that. A powder dwarf possesses the ability to feel the impact that the powders would produce. They are natural chemists in the way they know how to expertly mix and prepare what would make the best firearms and bullets. Indeed the firearms they produced seem to be superior to any that are found in other worlds. It is rumored that even with what there is known that they keep to themselves there is something that is even more powerful they keep hidden.

CAVERN DWARVES

These dwarves hail from Iron Hall and for some reason they really like to dig. There is no such thing as a cavern dwarf that is claustrophobic. They naturally see in the dark extremely well. They can dig for long periods of time without tiring. This is one of the few races not originally from Ellam that is mentioned here. After contact and annexation into Arueshai they have spread to other worlds and have started to dig even further there. However it is nothing like Iron Hall that is one large seemingly endless series of tunnels and caverns.

Sometimes this passion goes into making sculptures which is why Iron Hall has so many impressive ones. Unlike the other dwarves they do not seek combat or to test out their new firearms on living targets.

ELVES

Elves typically make up the elite and the bulk of the Arueshai army. However each of the Elves is dramatically different.

BLOOD ELVES

Blood Elves are interesting in that they were created when Zabbas Adran ascended. Their powers like the dust elves come from their divine connection. Seeing as they are practically immortal they have a different set of problems than other races. Blood Elves take about twice as long to grow physically as a typical elf. They will appear childlike for longer. However that isn't the biggest thing to note about their person. Their personality starts off nearly childlike. Then when an elf typically undergoes maturity they experience "**The Change**". This change is when they stop feeling emotions typical of a living creature and begin to feel a thirst for power. They begin to feel a connection to other blood elves and seek to dominate other races. The most kind heart blood elf child that couldn't hurt a fly before the change would cut your throat open if it meant they could ascend to power.

Blood elves don't have a natural affinity to magic. They just put more effort into it because it is a typical way of ascending in power. Part of this is due to how spellcasters are looked at more highly in Arueshai and part is due to the power that it gives. Some blood elves make up for this with political power or wealth. However with all their time they realize it is meaningless if some upstart of some other race can come along and kill them. So they train their abilities to grow stronger.

Blood elves are part of the reason why Arueshai has spread to other planets. They seek to dominate all and everything. Everyday countless blood elves try in their own way to ascend and one day become just like Zabbas Adran. Unfortunately their divine blood is weaker than what Zabbas exploited to grow in power.

DUST ELVES

Dust elves have a connection to the divine that was never truly broken. They are one of the few races that will still willingly live next to their dead relatives and eat meal surrounded by corpses. To them the lines between life and death are blurred. They revere the dead. To them there is no sorrow in a relative dying only if that relative is forgotten.

They have been blessed by the gods in many ways and these are reflective in the features that they gain.

They can be seen at almost every level in society. The natural rank of where they lie socially is just to prevent them from slacking off. Or so the blood elves would say. Dust elves do not fear death and so frequently become those on the front lines rising again from blows that would kill anyone else.

CORAL ELVES

Coral Elves also have a connection to the divine in a way. They have been marked in many ways. Their lives in the sea taught them the need for a quick reflex but the gift from their god is what made their life in the sea possible. There is another benefit that is not talked about as much which is they can mate with pretty much anyone other than another elf and it produces a coral elf. Some say that this distinction of not causing elves to become coral elves was a pact among the gods.

These elves are different than dust elves in that many do fear death. However they see Arueshai as being a coral elf nation run by blood elves. This makes them eager to defend it. The promise of being able to colonize another world and start a family with a new area of land is what also drives them to joining the military.

HALFLINGS

There is one type of halfling that is prevalent in Ellam and new to players and that is the striker halfling.

STRIKER HALFLING

Small of stature but not small of heart. They on average are about 3 inches shorter than a normal halfling. There are very few with the empire compared to other races but they have a strange personality that differs from other humanoids within the empire. Striker halflings feel a strong sense of justice that is different than other races.

Striker Halflings sometimes enter the military to become military town guard. However more often is that they typically live together in communities when away from halfling towns like Glennshire. Their communities often have things like a neighborhood watch and a local militia that seeks to prevent crime in the area.

HUMANS

Arueshai has many humans on the run from Arueshai forces. They do enjoy something of a respite compared to before because now military expansion and building an empire are higher on the list than human extermination. This is thanks to Illundria convincing Zabbas Adran that humans were not the threat that was divined to him.

MEGROTH HUMANS

Just like humans these humans come in many shapes in sizes. However there are tendencies. For example a megroth human is slightly shorter than a human in other settings. They typically have brown hair with brown eyes. Megroth Humans live in very small groups not even considered communities of about 3-10 people. Anything larger and it would be harder to escape detection. These humans have evolved to survive and have rules like it is rude to go out in public and not cover your face. These people after the thousands of years have evolved their society to avoid detection by Arueshai forces.

DRAGON BORN

From different dragons comes different dragonborn. These dragonborn don't necessarily have breath weapons.

VISTOL DRAGONBORN

These dragonborn have a different opinion on what is important in life. It is not uncommon to see a vistol dragonborn on their own. Sometimes they just travel to other worlds and other cities just to get a new experience. Although the personality differs between the type of vistol dragonborn. A sea dragonborn surrounds themselves with others typically. Air Dragonborn just like to be on their own and typically can be seen adventuring or exploring new areas for the experience. Sun and grass dragonborn typically are homebodies that love to stay within the area they have always been and are only forced out by experience. Mind dragonborn spend more time in populated areas. Space dragonborn have communities but they are usually away from others and they spend much time by themselves.

GNOMES

Gnomes are known for the areas that they come from.

CITY GNOME

These city gnomes after their short stint as slaves have lead to many advancements within Arueshai which has bought their freedom. They as their name implies love cities. They typically have the higher paying positions within cities. It is very difficult to find a city gnome outside of a city. They have jobs within university, they are architects, bureaucrats, and more.

HALF-ORCS

Different from the PHB there are actually half-orcs which are a little bit different from the normal half orcs.

HALMLET ORCS

These orcs have had their blood cooled. They no longer feel the fury of an orc god within their veins. Instead they feel the unstoppable urge to copy and collate. More reasonably they are naturals within any bureaucracy. It is a rare occurrence to find them on the adventuring path. One of the things that Halmlet Orcs possess is that they can work tirelessly on paperwork and don't feel the monotony getting to them.

THE PASSAGE OF TIME WITHIN ARUESHAI

How would one record the passing time within Arueshai? Scholars debated this for millenia when Arueshai colonized the first planet that wasn't its home planet. You couldn't have the same calender for each planet as sages discovered that different planets had different "years". No longer could you assume that a full calender was one cycle of the seasons. The sages found that even this changed over the millenia.

The sages were still debating whether the sun circled around ellam or it was the other way around. The confusion is that some planets seem to have the sun circle around the planet and others had the planet circle the sun. So this was another way that seemed to not be the answer they were looking for.

So would Arueshai base it all on the homeworld of Ellam or would they make it more universal. As Zabbas Adran stated to the other council members "Arueshai is the multiverse so the calender should be a multiverse calender". And so it was decided.

After this statement scholars, astronomers, astrologers, and everyone of importance on the planets and space worked together in a convention to decide what the new calendar would be. Eventually they decided the calender would mold the multiverse and not the other way around.

So it was decided that the number system worked well with 10 so they would have 10 months and each month would be 100 days. This would seem like a long year for some planets but short for others. Each planet could have a short temporary calendar but everything official would be done with the Imperial Calendar. Every month would have 10 weeks with ten days in every week. However what was a day was decided by Ellam. Ellam just happened to be 30 days long. Hours and minutes are still the same length as what people here would expect them to be.

Records indicated that the length of the day changed when Zabbas Adran ascended. Though strangely the ripples in time suggest that it was done 12,000 years later when they were deciding the calender. It is suspected that Zabbas Adran changed the rotation and orbit of the planet to fit the calender to when he ascended back in time. There are also discrepancy with the size of the planet changing.

And so the calendar what made and Zabbas Adran fit the planet in lines with the calendar. The days of the week would be known as Achday, Bicday, Calday, Dyday, Erday, Furmday, Golday, Holckday, Imday, and Jazday in that order. The months were known as Elfmev, Dwarmev, Dragmev, Fienmev, Gramev, Nenmev, Justmev, Gatemev, Allmev, Unimev. The days of the week are in order from the language used in Arueshai. The months apparently are supposed to tell a story.

For holiday it changed based on which planet you go to. The only Constant are two. The first is that 1st day of the Year is also celebrated as Zabbas Day. After all the calendar is starting from the moment that Zabbas Adran ascended and first because a lower diety eventually rising through the ranks. The other is the first day of Dwarmev which celebrates all of the gods that are accepted in Arueshai.

THE LANGUAGES OF ARUESHAI

There actually isn't an official language in Arueshai. However due to the actions of certain factions Aru is the language that eventually spreads to every planet. It is the common tongue sort of speak. It originated on Ellam. However speaking with magic to be understood is a relatively simple process. Also for newly conquered areas it isn't uncommon for a Wizard to modify the memories of the newly conquered to understand Aru.

Speaking Aru isn't mandated, after all how would that function when you conquer a planet. There are just forces that encourage it. Aru is the language that is typically spoken in every government facility.

Still every other language that you can think of is spoken in one form or another.

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