

This post is intended to be a rework of the celestial eladrin, one of those major planar races that wasn't adapted into 5e, in the style of 2e Planescape books.

“Come with me, cutter! Who told you that the Multiverse holds no true, beautiful, eternal love? Let those devils choke on their lies!”

— An amori calls a traveller to run with her through the glades of Arborea.

You want to hear about Chaotic Good celestials? I must say, I didn't expect it from the prime like you. You berks mostly ask stupid things like «how do I summon a pit fiend?» or «Who is the Lady of Pain?». But I'm glad you've asked this. I will gladly tell you what I know about those creatures — capricious and unpredictable, but full of kindness, love and sincere appreciation for everything good in this world. You won't likely get a chance to meet one of them anyway...

Celestial Eladrin. Hoori. Anjana. Azata. There's more than a hundred names that Clueless visitors from Prime coined for these exemplars of Good Sweetened by Chaos. Which one of them is right? Well, through the millennia of their existence these creatures themselves haven't quite agreed, but most of them accept «eladrin» as the name of their race (poor primes have to just accept these creatures have nothing to do with eladrin they know from Feywild). As elven petitioners are very numerous on their native plane and hold tremendous respect for the celestials, they've come to call them with the same titles as fey nobles. Or maybe it was the other way around, and fey eladrin got their names trying to emulate their celestial benefactors? Who knows? «Not us» — celestial eladrin humbly admit. For the rest of this text these celestials will be referred to as eladrin, but it can be wise to ask an individual celestial first. (For DMs and players: if you want to adhere to canon for no reason - use "eladrin". If you have no qualms about using Islam or less-known European folklore - choose "hoori" or any variation of "zena". If you want to rip off Pathfinder - take "azata". Or just come up with an original name, because I sure couldn't)

How did they come to be?

Who knows, this Multiverse is a barmy place that makes no sense. What? Okay, I'll tell you from the beginning...

That was a joke. There's no beginning, not one that any prime or planar can remember. Some people (claim to) know that many millennia ago obyriths, those so-called demons, allegedly hailing from the Multiverse before ours, were at war with eladrin. But every story about this event talks about eladrin as if they were already there, for a long time at that. Hells, they even had the same queen back then!

It is most likely that all exemplars (that is — planar beings that embody one of the nine moral alignments: archons, guardinals, eladrin, modrons, rilmani, slaadi, baatezu, yugoloths and tanar'ri) sprung into existence as soon as the first petitioners arrived to their destined Outer Planes. Fiends (and some archons) furiously debate this claim, spinning tall tales about their race being molded by Big Bad Evil Gods or such, but eladrin seem to default to this explanation when they are hit with a philosophy question. After all, it's not like they like keeping records. At least not consistently.

«Castes», «promotion» and «hierarchy»

What part of «Chaotic Good» you don't understand, berk? Are you going to ask a tanar'ri what type, class and species it belongs to? Oh, wait, we're on Prime, of course you would. I bet you'd try to summon it as well...

Okay, I'll elaborate. There are no «grades» of eladrin. They are ever so changeable, much like demons of the Abyss. And like with demons, those changes are propped up by the eladrin's own belief and (in small part) by the environment. However, when demons almost have to evolve themselves and to lust for power to survive in the Abyss, eladrin change to better reflect who they actually are — not to become more powerful, but to become happier, to express their truest form.

Every celestial eladrin is unique — well, so is almost any creature, but with eladrin it is most apparent. They all have slightly different looks, powers and personalities. But (again, likewise to demons) this doesn't mean there are no similarities between them. In fact, most of the race can fit in one category or another. Bashers like Guvners would probably call these categories «kinds» or «types», like they do with other planar races. But I personally would call them «different aesthetics». Some eladrin would prefer a fancy word «Aestetica», but most of them just argue that this nonsense is meaningless to everyone but the most obsessed modrons.

Those aesthetics are divided by others into «lesser» and «greater», but this division doesn't reflect their standing in the eladrin society or even power level (greater eladrin are mostly stronger than lesser ones, but this strength comes from their choice of aesthetic, not the other way around).

“So how exactly have you reached this «amori» position?”

— Maliel, a trumpet archon, who hasn't got a clue yet

“And how have you been promoted to the "leatherhead" so fast?”

— Aquarel, an eladrin, who can stand to be a little more polite

But first things first. Eladrin are born from petitioners of Arborea, but not all of them become eladrin. There is probably no underlying mechanism that would explain how and why those petitioners are chosen, but I would bet they should be really, genuinely good and (more importantly) not beholden to any specific god or pantheon. Those petitioners lose their memories (often retaining some personality quirks) and are transformed into coure. Rarely, an eladrin (most often coure) can instead just appear out of nowhere, presumably by pulling themselves out of the pure essence of Arborea, like tanar'ri can do in their disgusting Abyss.

Legends say that a long time ago eladrin could procreate naturally. Their children would grow like that of any mortal race and reach maturity by 20-30 years. However, due to a demonic pact, eladrin lost their children to Abyss and cannot birth new ones any longer.

Coure are tiny fey-like humanoids with insectile wings, filled like child-like wonder. They wear clothes of leaves and petals and make tools from nutshells and needles. Okay, a considerable amount of them does that, remember, all eladrin are different. Coure don't stay in one place or in one form — they travel around Arborea, visiting other eladrin communities and figuring out how to be eladrin (spoiler: by being themselves). They learn to survive, fight, care for those around them and live according to the ideals of Chaos and Good. Most coure slowly grow and change into another eladrin as they figure out their preferred form. Some coure like being tiny and remain this way. They can be surprisingly wise mentors and terrifying opponents — they retain their insatiable desire to learn and have a ridiculous amount of tricks up their sleeve. These «adult» coure can transform into a ball of light, sometimes with little wings.

After finishing growing to human size, eladrin can be considered truly realized members of the race. At this point they have already chosen their favourite Aestetica and have a lot of magical abilities, but they are yet to unlock the main one — their transformation.

What is Aestetica? Well, while it often comes with powers, it's not a race, it's not a form and it's not a job. It's more like an approximation, a set of shared traits that eladrin have. Over time, eladrin may shift their Aestetica or even find a way to merge a few of them together. If they cannot find one that fits, they can invent a new one (and sometimes create a new trend of sorts or even something long-lasting) or just denounce Aestetica altogether. After all, every eladrin is unique. Now let me list some of the most common ones — 75% of all eladrin you'll find will likely belong to one of those:

Bralani — bralani eladrin enjoy freedom of travel to its fullest. They can turn themselves into a whirlwind to travel with blinding speeds or seep into the cracks of abandoned temples of Mithardir. Bralani are fearless explorers and survivalists, nomads, who can't just sit in one place. Most of them live on the third layer of Arborea, named Mithardir or Pelion, but some traverse Ossa as waterspouts or inhabit snowy slopes of Olympus (they can consider themselves a different Aestetica or claim that «bralani» is an «umbrella term», but you should understand how it works by now). For reasons both practical and aesthetic, bralani wear headscarves, robes and sometimes masks. Their skin is most often sandy yellow, but blue is surprisingly popular. Bralani have innate wind-related magic that helps them to propel their wondrous sand-sailing vehicles.

Noviere — these eladrin have something in common with bralani, yet they choose the vastness of the sea to adore. They are colored like the most vibrant of marine creatures, wear a bare minimum of clothing and sometimes have gills or fins. They, however, do not need them, as their innate connection with Aquallor and water as a whole lets them easily breathe underwater and swim three times faster than the human walking speed. However, they need to change a bit further to normally exist in other places — novieres frequently visit Thalasias, Lunia, Outlands, Prime Material Plane and The Elemental Water. There are exciting tales of especially tough novieres able to resist acid of Poryphatus or memory drain of the Styx, but they are most likely just a wayward joke. A typical noviere can transform into a watery shape of some marine animal — for

example a dolphin made of water. For a short period of time, they can liquefy themselves further and flow through small openings like a water elemental would. Novieres are among the most social eladrin, always ready to expand their horizons. They are often seen living among tritons and sea elves of Arborea, and those more adventurous visit other planes as well. Novieres delight in exploring other cultures, they can often be seen among sailors and in ports. However, most novieres love the ocean too much to leave it. When away from water for more than a week, they become gray and weakened (mechanically, they gain a level of exhaustion each day after a week).

“I must say, I still prefer the Silver Sea of Lunia.”

— Maliel, who doesn't want to admit his anxiety regarding deep waters

“Well, the Silver Sea doesn't have a Grand Aboleth living in it, does it?”

— Aquarel, who deems god-like eels with tentacles to be quite entertaining

Shiere — shieres are thought to reflect Arvandor in a same way as novieres and bralani represent Aquallor and Mithardir respectively. They inhabit the vast wilderness of forests and hills of Arborea (and sometimes visit Beastlands, Ysgard and Prime), forming small communities. Shieres are among the more “normal” eladrin, in fact they are somewhat similar to elves. These celestials tend to be very tall and thin, hiding their bodies between trees. Shieres are defined by their love for nature, even though not all of them are as protective of it as, let's say, denizens of Beastlands. They possess a lot of ecological knowledge and promote thoughtfulness towards natural resources and resist overhunting and overfarming — being one of many, many reasons why Arborea isn't all covered with fields and farms. One well-known trait of shieres is their deep bonds with their mounts — most often horses, but many other kinds exist. They treat them as partners, and their bond is so strong, they are able to share some spell effects between them both. Shieres can be called upon by a ghaele, shiradi or tulani — Arvandor is a dangerous place, and they have a lot of skill and experience from fighting various monsters. Many of them pledge their loyalties to tulani and promise their help in an hour of dire need. Shieres rarely use their alternate form (a bright streak of sparks, that doesn't set things on fire, but burns enemies) since it takes a lot of energy, but can shift to clear huge distances.

Amori — these «succubi of the Upper Planes» are perhaps the most argument-inducing celestial creatures. They are well-known for their, let's say, romantic immodesty, bordering on debauchery. But the comparison with their arch-nemeses succubi couldn't be more wrong. Unlike those conniving fiends, *amori* actually have love in their hearts — and not only the physical kind. In fact, they are perfectly content with many forms of admiration, some even prefer to keep things platonic - though most of them obviously love to make love. While one would expect *amori* to have a conventionally attractive (for a humanoid) look, they are actually surprisingly diverse, even compared to some other *eladrin*. Perhaps this is due to how they encourage variety in experiences — with all due consent, of course. This philosophy, unsurprisingly, makes them popular with *Sensates*. On *Arborea*, *amori* live together with other *eladrin* (there's a running joke among celestials about how *amori* are the only thing keeping *eladrin* together by turning their society into the one huge polyamorous community), serve as concubines in divine realms or venture out in search of... adventures, let's go with adventures. Many *amori* face disapproval from celestials and outright harassment from creatures not as well-mannered. But other *eladrin* always defend their ilk. After all, if kissing some dryads (while maybe lacking a bit of clothing) «isn't okay» now, then what won't be «okay» tomorrow? Alternate form of *amori* is a whirl of bright ribbons. It is mostly used to briefly escape danger, but should the need arise, ribbons can restrain a target as well.

“We don't usually have this kind of... fun in our fortresses. Should I wait for you outside?”

— Maliel, who have never been this embarrassed in his life

“Well, Mal, I don't think these people came here to write an excellent report on the topic of Blood War skirmish number infinity!”

— Aquarel, who is currently very much occupied

Firre — these are the most diverse out of all *eladrin*, and this says something. Hells, many of *firres* nowadays argue that «*firre*» is an outdated word, that doesn't reflect their *Aestetica*. Non-*eladrin* races naturally don't care. *Firres* are born from *eladrin* most passionate for art. Of course, there are a lot of different arts, but most *firres* have at least an affinity for singing and music. It is very common for one *firre* to be a great bard, painter and writer, have some knowledge of architecture and then choose to pursue an acting career. Quite often *firres* combine their many talents — they can write a play, compose the music and make

costumes for it. Merging many different ways of expression is considered a true artistic skill among them. It's often easy to recognize a firre among other eladrin — their hair and skin are brightly-colored, their voice is enchanting, and their pockets are filled with trinkets and tools. They travel alone or in troupes, serving as minstrels, portraitists or teachers. Many firres visit the Prime Material Plane, serving as muses for talented authors. Despite being perhaps the greatest artists in the Multiverse, they understand how important it is to recognize beauty in any art. Most firres have no interest in combat and prefer to flee it in their alternate form (it's exact appearance varies greatly, but it generally looks like an intangible multicoloured pillar of light or fire). Some, however, treat combat as a form of art. These firres can be a terrifying force, achieving mastery in their preferred fighting style. Encounters with these firres caused some Clueless to classify them as «greater eladrin» (as if there are lesser ones, ha).

Goethi — goethi eladrin find themselves to be drawn to darkness. Not the kind of crushing, ravaging darkness you'd find in the Abyss or Nine Hells. In fact, one could interpret the entire existence of goethi as a protest against such treatment of the night and dark colors. They style themselves with black garments and delightfully creepy jewellery, while soaring over nighttime woods in their cloak-wings. Yes, many goethi can create wings of shadow, though they cannot sustain them for more than an hour without rest. Unsurprisingly, goethi are nocturnal creatures (even more so than other eladrin) and they often make their homes in deep caves, where they guard potential passageways from other planes. Goethi often act as a voice of compassion, always ready to give a helping hand to repentant souls. They make sure to treat everyone with kindness, even those who are perhaps undeserving of it. Goethi can transform into two-dimensional shades or other beings of magical darkness. These forms can slip through narrow passageways and are completely invisible while in total darkness.

Ghaele — among all eladrin ghaeles are perhaps the most good. Every eladrin has a fantasy they embody, and for the ghaele it's protecting the innocent — a very powerful ideal. Ghaeles are not as focused on self-expression as other eladrin (though they are still flamboyant compared to archons), more likely to go with the standard «pretty elf with flowing hair» look. They are also one of those eladrin, who rarely stay on Arborea, instead preferring to roam the Prime as knights-errant, rescuing those in need, guiding mortals and standing against tyranny. Ghaeles who stay on Arvandor act as guards and protectors. Often, at least one ghaele lives in an eladrin community and keeps close contact with other

ghaeles in case of emergency. Most other eladrin adore ghaeles, but they themselves tend to suffer from hopelessness and depression after facing many injustices from the world. Fortunately, ghaeles keep these feelings at bay by spreading the ideal of chaotic goodness. All ghaeles are expert warriors and great tacticians, able to effectively utilize spells like wall of force during battle. They are also charismatic leaders, who are able to prevent conflicts with diplomacy as well as by force. The alternative form of ghaeles is a globe of light that flies with great speed and fires destructive rays of light. In this form, ghaele is able to concentrate on spells, but not casting them, so they tend to fight in their humanoid form.

Litriti — these whimsical eladrin choose magic as a way of self-expression. They are bright, wear extravagant clothes and a lot of magical trinkets from powerful amulets to almost-useless wondrous items. Litriti do not learn magic the way regular wizards do, instead they master innate eladrin spells. In many ways they are similar to sorcerers — for example they are able to use some metamagic effects without needing extra energy to do so. Different litriti learn different spells — some prefer colorful and exciting fireballs, while others employ illusions or divinations. Many are partial to building golems or automatons for various tasks. Due to their chaotic energies, those constructs often develop consciousness. In eladrin society litriti are drawn to larger societies and live near tulani courts. They often embark on big projects like building grand mansions, though they do not always have the enthusiasm to finish them. Litriti's alternative form is a puff of colorful, but noxious smoke.

Shiradi — if litriti pursue magical mastery, then shiradi focus on physical might. They push the boundaries of what their eladrin form is capable of, being large (up to 4 meters in height) and muscular celestials with wings. They are the only eladrin, who can have corporeal wings strong enough to lift them off the ground. Shiradi work hard to improve themselves and are always proud of their accomplishments, but they are by no means vain (at least, not all of them are). They are always ready to join other celestials in their crusades against evil. Many think of shiradi as dim-witted and reckless, but they are in fact very wise in many ways and are always able to correctly assess the situation. Yes, they tend to jump in the middle of the fight, but mostly because they know they will be reborn in Arborea. Many shiradi use enchanted spiked chains as weapons, perhaps to emulate their representative in the Court of Stars, Galinneiros, but other weapons like hammers are not unknown. Their alternate form is a cloud of triangular golden shards that slice those

caught in their storm. Graybeards say they can bet that these forms are connected to the last layer of Acheron, but how, why and how would one prove it?

Tulani — and finally, the nobles. Every planar race has some high-ups between the common folk and proper god-like overlords. Balors, pit fiends, throne archons, aurumachs — you get it. But how can a race defined by love of freedom even have authority? Well, unlike every other Aestetica, an eladrin can't just will themselves into becoming tulani (this ain't Abyss, after all). They have to be considered wise, brave and noble by other eladrin — not all of them, but a substantial number of communities. Even then, not all loved and respected eladrin choose to shift into tulani, as this title entails constant responsibility and high expectations. Moreover, since tulani Aestetica is determined by societal opinion on them, they have less variety in their appearance, which is not well-received by those like shiradi and goethi. Tulani are slender elf-like humanoids with starry clothing and surrounded by a shimmering aura of light. But as a payoff for these restrictions is tremendous power. Since tulani are held up by belief of many creatures, they are able to achieve much more than any other individual eladrin. They are very strong (despite their appearance), smart and charismatic. While not as physically powerful as pit fiends and balors, they far exceeded them in magical might, being able to cast spells up to ninth level. In a fight, tulani could instantly create a longsword of brilliant light that deals radiant damage. Their alternate form is made of rainbow colors. It can fly and project hypnotic lights that incapacitated creatures looking upon them. Tulani are chosen by communities of eladrin as their rulers. They protect their domains and help to solve disputes, however, they do not have much political power, and any eladrin is free to leave them at any moment. If a tulani does something that makes other eladrin lose their trust in them, they lose their powers and their title. Tulani prefer to stay in Arborea in their courts — magical travelling realms, protected by enchantments.

Bodily functions

Body structure — eladrin look similar to humanoids on the surface, but can have noticeable anatomical differences. Their internal organs could be misplaced or have a different appearance. This doesn't affect their life or abilities. All eladrin have innate immunity to electricity and petrification, and most are resistant to cold, acid and fire damage. Some can develop other resistances. All eladrin are weak to cold iron.

Appearance — stereotypical eladrin look is this of an elf, but they get much more varied than that. Eladrin can be tall like goliaths or small like halflings, stocky or thin, have no facial hair or a lot of it. There are even eladrin who look like dragonborn and other bestial humanoids. And don't get me started on the color of their hair, skin, eyes and nails. They can be of any imaginable color, have stripes or spots. However, graceful androgynous eladrin with long hair and pointy ears are very common indeed. After all, they all want to be pretty (unless they want to make some point about their inner beauty).

Speaking of which, as noted above, eladrin can change themselves through the power of belief and innate chaos. Recoloring their skin or hair takes a few weeks, changing more meaningful attributes like height and weight — months. In a couple of years they can even restore organs or grow new ones. However, it should be noted that this ability has limits. For example, eladrin can't get too small or too huge, and they'd have trouble controlling more than two arms.

Aging and mortality — like other outsiders, eladrin are ageless. This means that they accumulate a lot of knowledge in their lives. Moreover, they cannot be killed anywhere outside Arborea. Instead, their corpse dissolves, and after some period of time they reform back on their home plane. This process requires significant energy and will and can take up to a year (not to mention how painful and traumatic it is to die), so most eladrin still try not to die even on other planes. If killed on Arborea, eladrin die forever, presumably passing on to eternal oblivion. So eladrin are a lot more cautious in their homeland (even though they would still give their life for the good of their loved ones).

Rest and nourishment — like other outsiders, eladrin will not die from the lack of sleep, food or water, as they are sustained by energies of the planes. However they need all three to stay healthy and active. Most eladrin are vegetarians (many because of their moral conviction, but some just do not want to bother with animal husbandry, yet will accept animal products from someone else). Bralani in Mithardir eat small desert critters, and some shieres may feast upon the flesh of some monsters they hunt (which may be frowned upon by others). When it comes to rest, eladrin are nocturnal creatures. They sleep around sunset and sunrise and have frequent siestas during the day. Overall, they need less sleep than a human. The older and more powerful eladrin need less rest. To sleep, they often assume their alternate forms and create

illusions around their resting place to make, for example, finding an individual ball-form core among hundreds of similar dancing lights nearly impossible.

Gender — gender?.. Last time I checked eladrin had like... ten? When talking with humans and such they assume a random one. But they don't pay much attention to it on Arborea. After all, Aestetica is the same thing, but better.

Oh, you've been talking about meaty beats? Well, eladrin can have any of them. It really doesn't matter when you can't breed in a mortal way. Well, you can't with each other. Somehow, eladrin still can produce aasimar with mortal races. These planetouched can have very different looks. But those, who can see invisibility, can recognize an otherwise invisible halo over their head — perhaps a magical leftover from the magic of the Veil. Unfortunately, those aasimar are often born with birth defects and vulnerable to cancerous diseases, due to chaotic energies they are imbued with.

Magic — eladrin are gifted with a wide array of innate spells, and like anything else in their life, they can vary greatly. Most of them had access to spells like dancing lights, minor and major illusion, detect evil and good, color spray and faerie fire. More powerful eladrin like ghaeles and tulani like using chain lightning and prismatic ray. But all eladrin also have other spells, reflecting their aesthetic and just mood. Bralani can have wall of sand (eladrin don't always choose the most effective options) or goodberries, ghaeles often find use for the wall of force or hypnotic pattern, and amori often take lesser restoration for... reasons. It should be noted that eladrin spells don't always look or behave as expected. For example, a fireball can look like a flower made of flames or just be blue instead of orange.

Shape-shifting — almost every eladrin except for the most inexperienced core can transform into their alternate form, made of pseudo-elemental energy. They can shift between forms at will and can spend indefinite time in both forms. Truesight reveals that humanoid and energy forms are both equal parts of one being. However, most eladrin spend all of their time in a much more convenient humanoid form, and only very few prefer to live as such a formless being.

Other powers — all eladrin obviously have darkvision. They are also able to communicate with any being through telepathy. Stronger eladrin

can gate in their peers to help (though these peers are in no way obliged to do so). But the most interesting ability common to all eladrin is the Veil. See, many eladrin, especially Queen Morwel, believe that their existence should be hidden from Primes. There are many reasons for this decision — mages can try to summon eladrin to Prime, their collective belief can affect Arborea and overall, it's harder to affect mortal lives when they know about you. That's why Queen Morwel in alliance with some gods gave all existing eladrin a power to change their form into any humanoid creature of sufficient size without losing any of their abilities. Veiled eladrin cannot be revealed by any ability (including truesight) short of divine intervention. Most eladrin reluctantly abide Queen's edict and veil themselves if only to gain more protection while on Prime, but some let their mask slip then and there. More conscious eladrin disapprove of this. But it can't be too bad, ain't it?

Culture

Morality — what values define celestial eladrin? Well, there's plenty of them: kindness, bravery, freedom, understanding, love and friendship. All of this is expected for good folk, but eladrin approach it differently than let's say aasimon. For one, they are very distrustful of most authority figures. They can also lash out against anything considered "traditional". Eladrin don't believe in such things as "strong, but benevolent leader" or "well-meaning conservatism". Both of these qualities can be both helpful and harmful. Eladrin are also extremely non-judgemental both towards themselves and other races, as long as they do no harm to anyone else (few are willing to cooperate with fiends, of course). Sometimes this desire to prove Multiverse wrong by assuming the best gets the better of them, but more often than not, eladrin communities become a refuge for those shamed and downtrodden.

It should be noted (once again) that eladrin are very variable, and each one has their own opinions. Ones who were deeply hurt, can develop prejudices. Some are prideful, reckless or emotionally unstable. Many eladrin, who return from other planes, may get overly defensive about their expression. But these flaws are always noted by their fellow eladrin, who are always ready to perform a respectful intervention. As such, it is rare for the eladrin surrounded by their loved ones to stray too far from goodness.

Society — eladrin live in communities, made of 5 to 100 members. They are not as close-knit as guardinal clans, and each eladrin can leave at any moment. And they do — many eladrin circle through different groups, changing them each 100 years or so. This helps them combat boredom, learn valuable knowledge and keep cohesion between the entire race. Typical commune is made out of eladrin with similar Aestetica, though they often have members like ghaeles or amori tugging along. Most communes join tulani courts, which serve as a place to exchange goods and information and to ask for help and protection. Oftentimes, eladrin are more than willing to provide it without asking much in return. Of course, many eladrin live outside their communities in godly realms or in cities. They still tend to form strong bonds with other creatures. True loners are very rare among eladrin.

Economy — since Arvandor is so full of fruits and grain, eladrin who live there can sustain themselves just by gathering. However, there are goods that can't be found in nature. Most eladrin are masters of at least one craft — their long lives help them accumulate a lot of skills. Raw materials and things that no one in the community can make are obtained by bartering. Eladrin in Arborea don't really need to have their own currency. However, unlike some other celestials, eladrin like luxury a lot. And you can't always make jewellery all by yourself. So they often venture out to other planes in search of work and shiny things. Eladrin tend to choose risky professions like monster hunting or diving for pearls. Tulani courts often get treasures when their members get together to help celestial armies in their war. Fortunately, wealth doesn't make you much more influential in the eladrin society.

Language — eladrin language is eloquent, with lots of vowels. It was heavily influenced by Elvish and Sylvan. Eladrin language changes quickly, and slang develops very fast. Amori from the Court of Stars and bralani, who lived their whole life in Mithardir would probably heavily rely on telepathy to understand each other. Other races typically learn the variant that is spoken in the Court of Stars or the City of Sun and Rain.

Fighting — eladrin are great in using magic, but are a formidable force in hand-to-hand combat as well. They have an affinity to use spells that cause confusion and divide enemy ranks. Eladrin are often unpredictable in fight, which makes fighting them harder for lawful creatures like devils. However, this makes them poor team players. If eladrin have a time to plan and get to know each other, they can be pretty strong, but should you take them by surprise, they can accidentally act to the detriment of each other. There are different settings you can find eladrin in combat in.

On Arborea, attacked eladrin would most likely try to flee. If they can't retreat, they try to stall for time, using enchantments and illusions, waiting for ghaeles to show up. On other planes eladrin can be encountered alone or in small groups. They aren't afraid of «death» and rarely will summon others of their kind (especially on Prime). Finally, sometimes a lot of eladrin can come together on a crusade, most often against demons of Androlynne. These teams often employ tulani or more lawful celestials as their leaders and have a tendency to disband without them.

Relationships with other beings

Celestials — you probably know that, unlike constantly feuding fiends, celestials are united by the Celestial Concordance — a pact between races to aid one another and present a unified front against any force that threatens the Upper Planes. This Concordance helps maintain the balance between celestial forces and alignments and, perhaps more importantly, helps different celestials understand each other. Eladrin do not see the point in hierarchies of archons, but they respect their might and conviction. Same can be said for guardinals — they think their familial and somewhat conservative structure of society is faulty, but overall think of guardinals highly. Eladrin get along well with denizens of Beastlands and Ysgard, although they might be a bit too wild/too battle-crazy. Chaotic Good celestials can be distrustful towards celestial forces of Arcadia. Aasimon (you know them as «angels») are way too varied for eladrin to form an opinion about.

Powers — «Powers» means «Gods», berk. Eladrin do not worship them, frankly, they find the idea of worship insulting to everyone, at least outside of the bedroom. They can, however, consider Powers as allies or friends. Elven pantheon is a long-time ally to the Court of Stars. Eladrin try not to go near Mt. Olympus, for obvious reasons.

Devils — as creatures belonging to the completely opposite alignment, baatezu should be arch-nemeses to eladrin. They detest each others' worldviews and would like to bring their opposites down. However, in practice those adversaries rarely get a chance to interact. Devils, lawful as they are, underestimate eladrin, thinking of aasimon and archons as bigger threats (they also have a harder time fighting on Arborea, but they'd never admit it). Eladrin, meanwhile, just can't muster the numbers to launch a meaningful attack on baatezu. Though, both races still try and find ways to throw a wrench into each others' plans

Demons — these fiends, however, are most frequent opponents for eladrin. Many millenia ago eladrin launched an attack on obyriths, inadvertently trapping eladrin children (what children? You'll know) in the Abyss and contributing to the rise of the tanar'ri race. Since then, hundreds of eladrin venture into the Abyss to defend their kin. Meanwhile, demons want nothing more than to corrupt and destroy the beautiful nature of Arborea — so eladrin also protect their home.

Yugoloths — unfortunately, eladrin often underestimate these daemons. They know they are fiends and treat them with caution accordingly. But they rarely trust rumors and don't tend to view yugoloths as anything more than amoral mercenaries and chant brokers.

Other fiends — amori hate succubi for corrupting noble concepts of love and erotic desire. They try to spoil their schemes whenever they can detect them. Goethi hold the same feelings towards night hags. Windblades, those horrible flying pests of Pandemonium, hold an everlasting grudge against eladrin. For some reason, these barmy creatures have gotten into their heads that eladrin hate them the most and are out to get them. Of course, eladrin have never cared for windblades, but that doesn't stop them from harassing any eladrin they can get their talons on.

Modrons — eladrin don't actively hate modrons like lillendi and slaadi do, but they do avoid them, especially during their marches. There are rare dark rumors about modrons abducting eladrin for «study», but not many bloods trust them.

Slaadi — these chaos toads are very destructive, so eladrin often have to drive them away from Arborea. However, those of them who have less harmful impulses greatly enjoy eladrin company.

Elementals — Queen Morwel allies herself with Ben-Hadar, good water archomental, and tries to forge an alliance with other good archomentals (though it is hindered by the fact that relationships between those elemental lords are pretty strained). Eladrin often visit more hospitable Elemental Planes, helping take a stand against Elemental Evil.

Fey — eladrin maintain good relationships with the Seelie Court and fey eladrin.

Factions — eladrin rarely visit Sigil and even more rarely join factions. When they do, it is often the Society of Sensation, which aligns with the eladrin personality the most. Many eladrin despise Harmonium for their continuous mistreatment of eladrin and chaotic good folks as a whole.

Primes — many eladrin adore denizens of Prime, even if they consider them boring or inept. They try to help them when visiting their worlds, inspire them to be better and to make a better world. Of course, this doesn't always work out. Cirily (firre eladrin, she/her) is infamous among eladrin and citizens of Sigil for her hatred towards Primes and attempts to turn her hate group (Planarists) into a full-fledged faction.

Rogue and fallen

One of the consequences of the Unity of Rings is that ideologies of Planes are all somewhat connected to each other. Celestials can fall, fiends can ascend, and of course (unfortunately) this applies to eladrin race too.

Eladrin, devoted to the *Neutral Good* alignment, live more quiet and pastoral lives. They are somewhat common among shieres and ghaeles and are always welcome among all kinds of celestials.

Those who turn to *chaotic or true neutrality* often spend their lives in the Outlands or Ysgard. They can be loners, tired of eladrin society, or just ordinary bashers, who got a bit tired of worrying about goodness. Eladrin still welcome them.

Chaotic evil eladrin are rare, but vile. They are often incredibly prideful or full of anger (which is what leads to their downfall) and very few ever find their place anywhere. Some of those eladrin return to the side of goodness, though they aren't always forgiven. Others find their place among Abyssal high-ups, but most die a miserable death. Some say that the first succubi were made from Celestial Eladrin.

It is very rare to see an eladrin being truly *Lawful Good*. Sure, they can be organized, but they don't like being under control the whole time. There are probably some eladrin, who don't mind it, but most return home after working with archons for a few years.

There are no known LN or LE eladrin. However, Harmonium tried to make some in their «re-education camps». Eladrin were being forced to

follow strict discipline under constant surveillance, dressed in gray uniforms and so on. In a few months their unique features disappeared, their skin became gray. Finally, they became semi-transparent and vanished into thin air (this is presumably a result of them being cut off from their plane's alignment and, thus, energy for too long and «starving»). What's especially horrible is that those eladrin didn't seem to come back. Word of this deed is yet to reach most eladrin, however devils are already interested...

“I've met a fallen eladrin once. She was a total mess, lashing out onto everything. But Hells, was she beautiful. I still think I could fix her...”
— Aquarel, in her less profound moments

“You'd have better luck wooing a pit fiend”
— Maliel, who does make a good point once in a while

The Court of Stars

The Court of Stars is the most influential tulani court, the representative of eladrin in the Parliament of Concordance and the closest thing they have to celestial paragons. It is ruled by Queen Morwel, an ancient, beloved and very powerful tulani, and by her numerous consorts. The Court is hidden in the wandering interdimensional space, and portals to it can be found throughout Arborea and on some other planes. This Court looks like an autumn forest, full of eladrin and fey creatures. The Queen's palace is a beautiful place made of swirling transparent crystals. It is often full of visitors, who attend parties and shower their Queen with gifts.

Queen Morwel [*tulani, she/her*] — beautiful, wise and brave, Queen Morwel is considered by many eladrin to be a perfect fit for their representative. In fact, she was already very influential way back when eladrin fought obyriths. Many bashers find it weird that eladrin have had a single queen for so many centuries. Well, that's because Morwel isn't really a ruler in a way that Zaphkiel or Asmodeus are. She has a lot of eladrin (including other tulani), who consider themselves her subjects and do what she asks of them, but like any eladrin she has no formal power. In fact, there were years when some other tulani were chosen to represent the eladrin race in the Parliament. But make no mistake — Queen Morwel has incredible powers, though she cannot compare with actual Powers like Asmodeus. Demon Lords better watch out. Obviously, Morwel is very influential too. She often hosts lavish parties in her palace

that double as strategic meetings. Of course, Morwel isn't alone in her court. She has a lot of consorts, romantic interests and just friends, who live with her in her palace. Queen Morwel, most of her consorts and many tulani are eligible as patrons for Celestial Warlocks. Most influential of them include:

Faerinaal [*tulani, he/they*] — this incredibly handsome, but surprisingly responsible tulani is second only to Morwel in terms of raw power. He is a de-facto leader of the eladrin garrison in Androlynne, and spends much of his time there. Faerinaal is a brilliant strategist and a powerful spellcaster, who has mastered the magic of dreams. However, aside from rare moments of deep thought, he's surprisingly joyful and even mischievous. Morwel adores his jokes, and he has a lot of other romantic partners, including Gwynharwyf and Quarian.

Gwynharwyf [*bralani+shiradi, she/he*] — a noble barbarian, a silver-haired warrior of eladrin and the third most powerful member of the Court of Stars, Gwynharwyf has been a part of Morwel's family for a long time. She finds delight in righteous battle, and many like-minded eladrin join her, whenever she declares a crusade against forces of the Abyss or other wicked creatures like Kostchtchie. Often, other members of the Court of Stars have to actively restrain her from plunging into battle. Gwynharwyf is very strong, unlike her magically-oriented lovers, and she has many barbarian abilities. She springs into battle, wielding her signature scimitars or transforming herself into the sparkling storm of sand. Gwynharwyf is less partial to loud parties and prefers a small company of Morwel and Faerinaal. She's surprisingly gentle with those she loves.

Quarian [*litriti-adjacent, he/him*] — this eladrin looks more like a well-fed dwarf with weird pink skin with yellow «freckles». Quarian is a cook and a farmer of the Court of Stars. He keeps a small, but beautiful garden, which supplies his comrades and guests with food. Quarian always seeks new recipes and ingredients, and is willing to pay good sums to adventurers, who can surprise him. He is a very laid-back person, known for always having a warm and satisfying smile on his face. Morwel and Faerinaal adore him, and he has a lot of admirers and apprentices. However, do not be mistaken, cutter, Quarian is a very powerful mage with hundreds of tricks up his sleeves. He uses plant-based spells and «special ingredients» on anyone who dares to attack his family. Chant says his advice was invaluable in building the demiplane, in which the Court of Stars is located.

Illaraste [*goethi, they/them*] — Illaraste is a fabulous goethi, a pale brunette with a stunning gaze (literally) and an impeccable taste in clothing. They are considered a fashion icon in the eladrin community, though they don't take commissions, working only when they have the streak of passion. And this streak can come out at any moment, sometimes in the middle of the meeting. For example, they took one look at the tome archon Domiel and ran away to make a beautiful magic ring, which he wears to this day. Illaraste can be weird, but they are important, as they and their goethi and shiere companions oversee the forest around the Queen's palace, maintaining its health and eerie beauty. Many «stars» in the sky of the demiplane are, in fact, magical lights that alert Illaraste of any trespasser in the realm. Others are actually transformed coure, who observe everything happening around the palace. Illaraste abstains from any romantic relationship, but they share a lifetime bond with Quarian, with whom they were friends even before coming to the Court of Stars. Other members of the Court also greatly appreciate their company.

Valyn [*ghaele, she/they*] — Valyn is a relative newcomer to the Court. She's a Neutral Good ghaele and a personal bodyguard of Queen Morwel. Some say she is secretly enamored with someone at the Court, but who? Even some devilish schemes aren't as complex as the relationship network of this barmy place. Many eladrin consider Valyn to be strange and too reserved, a few even wonder if she's some kind of double agent. However, she and her ghaele friends are considered guards of the Queen's palace, and they all seem as unwaveringly loyal as eladrin can be.

Deceased — the Court of Stars exists for many centuries, but due to eladrin immortal nature it has seen very few deaths. Two of the deceased members are worthy of mention here — *Ascodel* and *Vaeros* (both were tulani). Ascodel was a powerful tulani, who led the celestial armies in battle against obyriths. He had a great love towards all eladrin, but, unfortunately, that led to eladrin losing their children. It isn't clear how, but dreadful Pale Night took advantage of Ascodel's devotion to his race and made a pact that would (unbeknownst to Ascodel) condemn all eladrin children to being trapped in the 471st layer of the Abyss, Androlynne. The noble consort felt overwhelming remorse, and despite Morwel swearing her eternal love, he considered himself unworthy of her presence. Ascodel spent more and more time and effort attacking

demons and trying to find a way to break the pact, until a fiendish assassin in Arborea ended his life.

Vaeros was another, more recent Queen's consort. He was a sly and handsome tulani, whom Morwel loved dearly. Vaeros was responsible for protecting inhabitants of Androlynn. He was very successful and pushed demonic armies back to the Mother's Mountain. However, when eladrin prepared to crush this citadel of evil, Pale Night emerged. When Vaeros caught a glimpse of her true form, his soul was utterly destroyed. Or at least nobody ever saw him reincarnate in many years since then. Queen Morwel was devastated to hear about her lover's fate. She commissioned a grand memorial to Vaeros in her court.

Allies — Morwel has plenty of other friends and love-affairs. They include an archomental Ben-Hadar, brass dragon Ronothere and an androsphinx Krune. The Court of Stars is allied with Seldarine, many archfey and some other deities.

The City of Sun and Rain

This eclectic city was built by a coalition of celestials eager to create a bastion of stability and protection in the oceans of Aquallor. As the city grew, it turned into a place for many eladrin to live or visit. It is populated by many eladrin, archons, celestials, petitioners and planars, who all live in relative harmony.

Character: *sometimes beautiful things can be made by having everyone making what they like and putting it together. Variety isn't just a spice of life, but the very essence of it.*

The City of Sun and Rain (or «Sunrain» for short) sits atop many islands of different sizes that are separated by canals or straits. Climate is smooth in those parts of Arborea, and sunny days are often interrupted by short outbursts of pleasant rain. When these rains end, the sky becomes a beautiful sight, as many rainbows appear in the air. Since many different creatures has been building and living in the city, it is very diverse and can be separated into multiple districts, such as:

Center City — this is the administrative center of the Sunrain. What a boring choice of words — don't worry, cutter, much of this district is actually very fun, if a bit pompous. Sure, some buildings here are meeting halls or offices of archons (which includes militia), but there are

plenty of museums, theaters, temples and boutiques. Many firms consider having their work displayed in one of these places their goal (or most respectable achievements). This is the place that everybody wants to see in this city.

Concordant Shipyards — this place is why the City of Sun and Rain was built in the first place. This is a heavily fortified city district that serves as a rallying place, where ghaele groups can cooperate with archons and aasimon. Erlar (most closely resembles ghaele, he/they) is a famous engineer, whose passion is building ships — both regular ships for traders and travelers and flying machines of war for celestial armies. His prized creation, Golden Galleon, was made for Faerinaal and still graces the waters around Sunrain with its presence. There are plenty of weapon shops and mercenary guilds here as well.

Shiere gardens — there are multiple big gardens throughout the city, which has become a resting place for many shieres. They are wild, full of century-old trees and unusual flowers. Even some animals, ones that are more accustomed to the city, can be found here. Some of these gardens have marble statues or shrines for various gods.

Island of novieres — this island is a peculiar district, where streets are replaced by canals. Many houses here are half-submerged — lower floors are flooded with water and accessible for aquatic races (primarily novieres), while higher ones allow for land-dwellers. The Island is famous for two things — gondolas, that are used by its non-swimming inhabitants, and Asenath and Shamika — a couple of gynosphinxes, who came from Mithardir and made their lair in Sunrain. They are much less lawful than the rest of their kin and have a great interest in literature — Shamika delights in poetry, while Asenath prefers prose. Sphinxes own a library that goes well below the sea level. Island of novieres is currently suffering from pollution — even though eladrins try not to throw their waste in the river, water in canals is still too stale and is full of algae. Those who can help in alleviating this problem, would be considered heroes of the city.

Slums — it's The Slums, thank you. This place used to be barracks for celestial builders. But shortly after the Concordant Shipyards were finished, the city was attacked by a demonic horde. Of course, fiends were quickly vanquished, but no one was keen on rebuilding barracks, polluted by the Abyssal influence. That's when a commune of goethi took notice of that place and was enamored by its gloomy atmosphere.

They purged the Slums from corruption and turned them into a thing of art — a place that evokes memories of polluted, poor cities, but is strangely warm and welcoming at the same time. Goethi here form a new sub-Aestetica of «city goethi», drawing graffiti on the walls and playing music unusual by any other standard. You may also want to visit this place to shop at Sunrain's biggest Bazaar.

Stele of Endless Horizons — this beautiful half-a-mile-long spire built of metal, glass and crystal by the visionary mage Zorrian (litriti, they/them). They are an enthusiastic eladrin, who got the idea for building the Stele when they heard the chant regarding yugoloths building three grand towers on Lower Planes. The Stele is a great pointy tower that serves as a place for magical research and recreation. There are hundreds of floors in it, many are still unclaimed and aren't filled with anything yet. Moreover, this tower is important in the defence of the city, being a watchtower, equipped with a few arcane weapons. All eladrin and trusted allies can use the Stele's arcane libraries, laboratories and testing grounds for free, but outsiders have to pay a small fee. The Stele of Endless Horizons is surrounded by other, much smaller buildings of like-minded litriti.

Zorrian had previously planned to build two other steles on Celestia and Elysium respectively, perhaps in an attempt to mirror the towers of yugoloths. However, archons and guardinals declined their offer, stating that this project would be way too complicated to finish. So now Zorrian is searching for new ideas to spend their time on — maybe create a great ever-burning monument in the desert of Mithardir?

Gates of the Sea — this is perhaps the most important place in the City of Sun and Rain. These golden gates stand in the sea, far, but still visible from the city, and it is large enough for a huge ship to pass through. These gates are connected to other planes — the Silver Sea of Celestia and Thalasia of Elysium. Today, many celestial sages work on expanding the power of the gate in hopes of making it able to lead massive Upper Planar fleets to the oceans of Abyss and Carceri.

Androlynnne

This is the 471st layer of the Abyss — although at the first glance it doesn't look like the Abyss at all. The landscape of this place is surreal and beautiful, though unsettling at times. It is illuminated by purple clouds that sometimes take unnerving forms. This is the place where

eladrin children are locked to this day, eternally young in both body and mind. Of course, most of them were picked out by raiding demons — only about 100 children have survived to this day. But this only makes celestial defenders of this place fight harder. Eladrin, ki-rin, foo creatures, hollyphants and many others established gates from their planes to Androlynne and slowly warped the bleak nightmarish landscape into something much more reminiscent of Arborea. Of course, the war between demons and celestials here is far from over. Many celestials, including most solars and high-up archons have lost their hope for Androlynne, and fiendish propaganda certainly doesn't help. Eladrin, however, don't know the meaning of «losing hope». They try to increase the power of Good in Androlynne, forcing it out of the Abyss — after all, the pact only says that children cannot leave the Abyss, but says nothing about the place they're in. The outcome of this war is still uncertain, but both sides are hopeful.

“Sorry about me being sarcastic earlier. I do appreciate your patience. We all are in this together.”

— Aquarel

“Solidarity. That's the only thing fiends can never hope to have.”

— Maliel

Helpful tables

Eladrin ideal and flaw — eladrin follow the ideals of good, but they have different personalities and ways to approach their goodness. And of course, as with many personality traits, those ideals can become flaws in other circumstances. Roll a d6 to determine an ideal and its associated flaw:

1 — I am very generous and always ready to gift something I own to a person in need / I am afraid of disappointing people, who depend on me, and often give away more than I should

2 — I believe that everyone has an inherent right to truly be themselves and despise bullying and forced uniformity / I get way too defensive and aggressive when I think someone judges me for my appearance or preferences

3 — I act as a voice of conscience, pushing those around me to be better version of themselves and to choose greater good over

self-interest / I often act too harsh and lash out at people, who don't meet my standards of goodness, antagonizing them instead of nudging in the right direction

4 — I love sharing my knowledge and experience. I have so many stories to tell / I can get too impatient and too enthusiastic and interrupt others, dismissing their opinions and experiences

5 — I am always ready to fight for the side of good and recklessly throw myself into a fight. I am not afraid to die for my ideals / Something horrible happened to me long ago and I try to occupy myself with bloody battles to quench one pain with another

6 — I easily make connections and have lots of acquaintances. I am very hospitable and can invite a total stranger for a cup of tea / I suffered through a heartbreak. While I still seek connection, I am afraid of closeness

You can use these ideals and flaws together or roll twice to give a character two separate ones

Eladrin interest — through the long years of their existence eladrin pick up many little hobbies. Roll a d8 to determine what art, craft or area of knowledge they may be interested in:

1 — woodcarving

2 — growing and making tea

3 — writing circular sonnets

4 — learning about worms (or other similarly boring animals)

5 — shoemaking

6 — experimenting with illusion magic

7 — collecting books about the Para-Elemental planes (or a similarly far-flung location like Hinterlands)

8 — ventriloquizing

Eladrin plot hooks:

1 — while travelling through Arborea, player characters are approached by a band of shieres/novieres/bralani, who ask for their help in tracking down demons, despoiling their plane.

2 — in Sigil, a group of eladrin decides to oppose Planarists. They approach PCs and ask how, in their opinion, should primes be protected from slander

3 — when PCs are being plunged into the Abyss, they find themselves in a weird forest, where they are greeted by an eladrin child and then a mob of demons, pursuing them. Characters must determine, whether this layer is actually Androlynne or just a mimicry of it, and potentially protect a child from fiends.

4 — a famous eladrin fashioner promises a great reward to whoever can fetch them a special stone from the depths of Mungoth — a mineral so deeply black it makes a shadow around itself.

5 — an Anarchist spy has learned the dark of an eladrin, secretly captured by more militant members of Harmonium and held in a hidden camp within Arcadia. Other eladrin urge someone to find a way to bring their friend back and restore their fading health.

6 — (on Prime) devils and, later, yugoloth mercenaries begin attacking NPC, who had previously helped the party. Players can learn that this NPC is a ghaele in disguise and is now hiding from the minions of a baatezu noble, whose plans they have ruined before

Eladrin boons — exceptionally powerful eladrin, such as those in the Court of Stars, can bestow magical gifts on those who pleases them. They may be temporary or permanent (their choice):

- *Boon of the Veil*: you can cast Disguise self without expending spell slots. You can use this a number of times equal to your proficiency bonus. All expended uses of this feature are regained on long rest. You can also cast this spell using spell slots you have of the appropriate level. You can choose between Intelligence, Wisdom or Charisma as your spellcasting ability for this spell.

- *Boon of the Soothing Darkness*: you gain darkvision out to the range of 60 feet. If you already had darkvision from another source, its range is increased by 60 feet. You can also see through magical darkness.
- *Boon of Communal Bonds*: when an allied creature that you can see within 30 feet of you restores hit points or gains temporary hit points, you can spend and roll one of your unspent Hit Dice and regain a number of hit points equal to the roll plus your Constitution modifier.
- *Boon of Ghaele's Heart*: you have an advantage on any saving throw against being charmed or frightened and on any saving throw to end those conditions.

My thoughts

Chaotic Good alignment really got the short end of the stick. Of course, it's only natural for demons and devils to get huge swats of lore, but archons are also decently elaborated upon. At least decently enough to showcase what authors mean by «Lawful Good».

And then we have eladrin. Not only do they enter Planescape sourcebooks later than any other «exemplar race», but I think they just don't represent what they are supposed to be. «Chaos» is a very nebulously defined principle in DnD. It can mean «having no impulse control», «believing in no authority», «being lol random» or «being selfish». But you know what probably isn't chaotic? Having an absolute monarchy, aristocracy and the entire social class/subrace of guards.

And then 4e came and turned all lore upside down. Eladrin, who were already basically fey folk, were fully transplanted to Feywild, becoming fey ancestors of elves. And they're cool! I don't want to retcon them like the Elemental Chaos, for example. But it leaves a gaping hole in cosmology, that kinda rubs me the wrong way.

In my remake, I tried to emphasize traits that I think can be considered Chaotic Good — egalitarianism, self-expression, lack of judgement, sexual liberties (why do Outer Planes have only succubi and erinyes, when Primes always think about this kind of things?) and goth girls. I also took notes from the book «Faces of Evil: the Fiends», which says that tanar'ri, being creatures of chaos, are infinitely variable, change to better suit the environment of the Abyss and gain power from believing in themselves.

In fact, I was greatly inspired by «Faces of Evil» and its write-ups on society of fiends. I used its framework «biology —> advancement and subraces —> society —> possibility of changing alignments —> one important place» to write this thing as well.

Now, I had some troubles when trying to reconcile my changes with existing lore I like. First — the children. I found it weird that while other major planar races are either created from petitioners or just spring up from nowhere, eladrin and guardinals just... have children the normal way. I made eladrin increase their numbers in much the same way demons do — but then I remembered Androlynne is a cool thing. So, I decided to remember 2e, where some demons and yugoloths could breed and adapted it as a lost eladrin ability.

Another weird thing is the Veil. 2e Monstrous Compendium says that eladrin are obligated to keep their identities secret because of some natural law, but is very weird about it and references 2e thing about fiends being unable to enter Prime without being summoned, which isn't a thing now. Other sources imply that it was a Queen's edict, which only serves to demonstrate how weird this law is. And I don't really get why they felt the need to even introduce the Veil in the first place — why hide cool stuff from players? But it's kind of iconic, so I repurposed it to be more like a safety tool than a hard-coded law.

I really like my idea of Aestetica as something that replaces tiers and types. This allows for any number of homebrew eladrin or tweaks to the eladrin I made statblocks for. I am honestly not sure how good those statblocks are, so if there are any mechanical problems, I'd be happy to hear about them. I think it would be a cool idea to derive Aestetica from subcultures and similar movements. For example, some eladrin could be inspired by punks or hippies.

This is my first big homebrew and I'm positively sure I got a lot of things wrong. But at least it's probably better than having nothing. I would really appreciate criticism. Maybe next time I'll do a post on Guardinals, though I don't have a lot of ideas.

Statblocks: I am bad at this. Really bad. Some clarifications:

- All alternate forms of eladrin are immune to grappled, restrained and prone conditions (except for amori's Ribbon form, which can be grappled and restrained). I just forgot to add it...
- A humanoid and an alternate forms are both true forms of an eladrin. An effect that would revert a creature to its true form would not affect an eladrin in one of those forms. If an eladrin reverts from some another form (e.g. the Veil) can choose any of their two true forms.
- I was building those statblocks with them being allies in mind. If you are planning to make them fight the PCs, you might want to strike out some unhealthy spells like wall of force and sleep.

These statblocks are bad and probably very imbalanced. However, I highly encourage DMs to tinker with them as much as they want and can. Some of the many things you can do:

- Obviously, eladrin NPCs can have any kind of spells, skills, languages and weapons
- They can also have any kind of damage and condition resistance (when it does make sense lore- and balance-wise, of course)
- Coure-type eladrin may talk to insects, using them as pets and companions
- Bralani can be reflavoured to fit their snowy sub-Aesthetica. Just add cold damage to their strikes and replace some spells
- Amori are pretty weak, so they could use a kiss attack that does psychic damage. I am not sure how is this appropriate, considering the lore
- Many shieres use various bows instead of lances and flails
- Goethi are one of the more varied eladrin groups, as there's plenty of possible shadow-based abilities. You can steal less gritty abilities from some Aberrations

- For firres you can use basically any feature of a martial class/subclass (fighting-loving firres) or any feature of a bard (music-loving firres). In fact, you can give bard-like powers to any eladrin, it suits them well
- Litriti eladrin (and similar) are a treasure trove for creativity. I gave them metamagic, but you can play with wild magic or whatever you want
- Tulani must have lair actions and regional effects. Preferably, unique ones
- Now some suggestions considering other members of the Court of Stars: Faerinaal can have dream-related abilities, namely a modification of the *dream* spell, that can target creatures knocked out by the Dream Ray
- Gwynharwyf as a barbarian should probably have at least a Reckless Attack feature
- Quarian can have a whole lot of cool lair actions like summoning something from his barrels and troughs
- Illaraste may be decked in magic items, disguised as ordinary items. In fact, any eladrin can have a couple of those
- Overall - don't be afraid to make up new stuff that compliments the theme of any particular eladrin. Just remember that they probably won't use mind control or obviously evil and torturous powers. Unless they are fallen, in which case go wild. This is a kind of creature for you

Variant power: Gate

Like fiends and mephits, some eladrin can summon their allies once per day. Those allies can refuse the call or to help the summoner. Here's a list of summonable creatures:

- Coure (adult), noviere, bralani: 1 eladrin of the same type (30%)

- Amori: 1 noviere, amori, bralani or shiere (30%)
- Goethi, shiere: 1 goethi or shiere (40%)
- Firre: 1d4 bralani or 1 ghaele or firres (40%)
- Ghaele: 1d4 shieres (40%)
- Litriti, shiradi: 1d4 shieres or 1d2 ghaeles or firres (50%)
- Tulani: 1d6 coures or bralani or 1d4 shieres or firres or 1 litriti or shiradi (100%)
- Or someone else. Maybe other celestials or slaadi or humanoids.
Just be mindful of balance

COURE

Tiny celestial, typically Chaotic Good

Armor Class 15 (leather armor)

Hit Points 12 (5d4)

Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	10 (+0)	12 (+1)	10 (+0)	16 (+3)

Skills Perception +2, Stealth +6

Damage Immunities lightning

Condition Immunities petrified

Senses darkvision 30 ft., passive Perception 12

Languages Common, Eladrin, telepathy 30 ft.

Challenge 1 (200 XP)

Innate Spellcasting. The coure's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *detect evil and good*, *faerie fire*
1/day each: *magic missile*, *sleep*

Incorporeal Movement (Ball form only). The coure can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Tiny Dagger (Humanoid form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Ray of Light (Ball form only). *Ranged Spell Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 6 (1d6 + 3) radiant damage.

BONUS ACTIONS

Ball Form. The coure magically polymorphs into a ball of light, or back into its humanoid form. Its statistics are the same in each form. Any equipment the coure is wearing or carrying melds into its new form. The coure cannot cast spells in the ball form, but can still maintain concentration on them.

The coure is resistant to radiant damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks, while in its ball form. It can only move using its fly speed. The ball form sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

NOVIERE

Medium celestial, typically Chaotic Good

Armor Class 15 (natural armor)

Hit Points 63 (14d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	10 (+0)	13 (+1)	10 (+0)	16 (+3)

Skills History +3, Perception +2, Survival +2

Damage Resistances acid, cold

Damage Immunities lightning

Condition Immunities petrified

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Common, Eladrin, telepathy 30 ft.

Challenge 3 (700 XP)

Innate Spellcasting. The noviere's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *continual light*, *alter self*, *mirror image*

1/day each: *slow*, *water breathing*

Amorphous (Watery form only). The noviere can move through a space as narrow as 1 inch wide without squeezing.

Amphibious. The noviere can breathe air and water.

ACTIONS

Multiattack. The noviere makes two Shortsword or two Ram attacks. It can replace one attack with a use of Net or Engulf.

Shortsword (Humanoid form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Net (Humanoid form only). *Ranged Weapon Attack:* +6 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Ram (Watery form only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage. If the noviere moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 10 (3d6) bludgeoning damage.

Engulf (Watery form only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the noviere can't engulf another target.

BONUS ACTIONS

Watery Form. The noviere magically polymorphs into a spectral aquatic creature made of water, or back into its humanoid form. The noviere is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks, while in its watery form. Otherwise, its statistics are the same in each form. Any equipment the noviere is wearing or carrying melds into its new form. The noviere cannot cast spells in the watery form, but can still maintain concentration on them.

The Veil. The noviere magically polymorphs into a small or medium humanoid, or back into its humanoid or Watery form. Its statistics are the same in each form. Any equipment the noviere is wearing or carrying isn't transformed. If the noviere dies, it reverts to its humanoid form. Abilities that allow creatures to see true forms of polymorphed creatures (such as truesight) do not affect the noviere disguised by this ability.

AMORI

Medium celestial, typically Chaotic Good

Armor Class 13 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	13 (+1)	10 (+0)	18 (+4)

Saving Throws Con +5, Wis +2

Skills Insight +2, Performance +6, Persuasion +6

Damage Resistances acid, fire

Damage Immunities lightning

Condition Immunities charmed, petrified

Senses darkvision 60 ft., passive Perception 10

Languages Celestial, Common, Draconic, Eladrin, telepathy 30 ft.

Challenge 2 (450 XP)

Innate Spellcasting. The amori's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *continual light*, *alter self*, *heroism*

1/day each: *cure wounds*, *lesser restoration*, *sleep*

Magic Weapons. The amori's weapon attacks are magical.

ACTIONS

Multiattack. The amori makes two Dagger attacks.

Dagger (Humanoid form only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Constrict (Ribbon form only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 10 (2d8 + 1) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the amori can't constrict another target.

BONUS ACTIONS

Ribbon Form. The amori magically polymorphs into a swirling storm of bright ribbons, or back into its humanoid form. The amori is resistant to bludgeoning damage and immune to poison damage, while in its ribbon form. Otherwise, its statistics are the same in each form. Any equipment the amori is wearing or carrying melds into its new form. The amori cannot cast spells in the ribbon form, but can still maintain concentration on them.

The Veil. The amori magically polymorphs into a small or medium humanoid, or back into its humanoid or Ribbon form. Its statistics are the same in each form. Any equipment the amori is wearing or carrying isn't transformed. If the amori dies, it reverts to its humanoid form. Abilities that allow creatures to see true forms of polymorphed creatures (such as truesight) do not affect the amori disguised by this ability.

BRALANI

Medium celestial, typically Chaotic Good

Armor Class 16 (studded leather)

Hit Points 97 (15d8 + 30)

Speed 35 ft., fly 60 ft. (zephyr form only)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Dex +7, Wis +4

Skills History +5, Perception +4, Survival +4

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities petrified

Senses darkvision 60 ft., passive Perception 14

Languages Auran, Celestial, Common, Eladrin, telepathy 30 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The bralani's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *gust of wind*, *wind wall*, *mirror image*, *blur*

1/day each: *lightning bolt*, *control winds*, *greater restoration*

Air form (Zephyr form only). The bralani can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The bralani makes three Scimitar, three Shortbow or two Slam attacks.

Scimitar (Humanoid form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Shortbow (Humanoid form only). *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Slam (Zephyr form only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) bludgeoning damage.

BONUS ACTIONS

Zephyr Form. The bralani magically polymorphs into a whirlwind of sand, snow or dry leaves, or back into its humanoid form. The bralani is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks, while in its zephyr form and has a fly speed of 60 feet. Otherwise, its statistics are the same in each form. Any equipment the bralani is wearing or carrying melds into its new form. The bralani cannot cast spells in the zephyr form, but can still maintain concentration on them.

The Veil. The bralani magically polymorphs into a small or medium humanoid, or back into one of its true forms. Its statistics are the same in each form. Any equipment the bralani is wearing or carrying isn't transformed. If the bralani dies, it reverts to its humanoid form. Abilities that allow creatures to see true forms of polymorphed creatures (such as truesight) do not affect the bralani disguised by this ability.

SHIERE

Medium celestial, typically Chaotic Good

Armor Class 16 (breastplate)

Hit Points 120 (16d8 + 48)

Speed 35 ft., 60 ft. (sparkling form only), climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Dex +6, Wis +5

Skills Acrobatics +6, Animal Handling +8, Nature +4, Perception +5, Stealth +6, Survival +5

Damage Resistances cold, fire, poison

Damage Immunities lightning

Condition Immunities petrified

Senses darkvision 60 ft., passive Perception 15

Languages Celestial, Common, Eladrin, Elvish, telepathy 30 ft.

Challenge 7 (2,900 XP)

Innate Spellcasting. The shiere's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *cause fear*, *major image*, *detect evil and good*, *see invisibility*

1/day each: *cone of cold*, *sleet storm*, *phantasmal force*

Fiery Body (Sparkling form only). A creature that touches the shiere or hits it with a melee attack while within 5 feet of it takes 9 (2d8) fire damage.

Magic Weapons. The shiere's weapon attacks are magical.

Mounted Combatant (Humanoid form only). While the shiere is mounted and isn't incapacitated, it can force an attack targeted at its mount to target you instead. While mounted on its steed, the shiere can make any spell that targets only it to also target its mount. Mounting or dismounting takes a bonus action for shiere.

ACTIONS

Multiattack. The shiere makes three weapon attacks or three Fiery Blast attacks.

Lance (Humanoid form only). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Flail (Humanoid form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Fiery Blast. *Melee or Ranged Spell Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 6 (1d8 + 2) fire damage.

BONUS ACTIONS

Sparkling Form. The shiere magically polymorphs into a streak of sparks, or back into its humanoid form. The shiere is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks, while in its sparkling form and has a fly speed of 60 feet. Otherwise, its statistics are the same in each form. Any equipment the shiere is wearing or carrying melds into its new form. The shiere cannot cast spells in the sparkling form, but can still maintain concentration on them.

The Veil. The shiere magically polymorphs into a small or medium humanoid, or back into one of its true forms. Its statistics are the same in each form. Any equipment the shiere is wearing or carrying isn't transformed. If the shiere dies, it reverts to its humanoid form. Abilities that allow creatures to see true forms of polymorphed creatures (such as truesight) do not affect the shiere disguised by this ability.

GOETHI

Medium celestial, typically Chaotic Good

Armor Class 15 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft., fly 60 ft. (with wings)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	15 (+2)	14 (+2)	17 (+3)

Saving Throws Con +6, Int +5, Wis +5, Cha +6

Skills Arcana +5, Intimidation +6, Perception +5, Stealth +5

Damage Resistances cold, fire, necrotic

Damage Immunities lightning

Condition Immunities frightened, petrified

Senses darkvision 120 ft., passive Perception 15

Languages Celestial, Common, Eladrin, Undercommon, telepathy 30 ft.

Challenge 8 (3,900 XP)

Innate Spellcasting. The goethi's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *toll the dead*, *major image*, *detect evil and good*, *remove curse*

3/day each: *darkness*, *shadow blade*, *silence*, *web*

1/day each: *Evard's black tentacles*, *lightning bolt*, *dispel magic*

Magic Weapons. The goethi's weapon attacks are magical.

Goethi's Sight. Magical darkness doesn't impede the goethi's darkvision.

Two-dimensional (Shadow Form only). The goethi can move through a space as narrow as 5 feet wide and 1 inch high without squeezing.

Shadow Invisibility (Shadow Form only). The goethi is invisible, while in total darkness.

ACTIONS

Multiattack. The goethi makes three attacks.

Dagger (Humanoid form only). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Dark Tendrils (Shadow Form only). *Melee Spell Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) cold damage.

Sprout Wings (1/Day). The goethi grows out wings of shadows for 1 hour. It gains fly speed of 60 ft.

BONUS ACTIONS

Shadow Form. The goethi magically polymorphs into a shadow, or back into its humanoid form. The goethi is immune to bludgeoning, piercing, and slashing damage from nonmagical attacks and vulnerable to radiant damage, while in its shadow form. Otherwise, its statistics are the same in each form. Any equipment the goethi is wearing or carrying melds into its new form. The goethi cannot cast spells in the shadow form, but can still maintain concentration on them.

The Veil. The goethi magically polymorphs into a small or medium humanoid, or back into one of its true forms. Its statistics are the same in each form. Any equipment the goethi is wearing or carrying isn't transformed. If the goethi dies, it reverts to its humanoid form. Abilities that allow creatures to see true forms of polymorphed creatures (such as truesight) do not affect the goethi disguised by this ability.

Shadow Teleport. While in total darkness, the goethi magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space in total darkness it can see.

FIRRE

Medium celestial, typically Chaotic Good

Armor Class 17 (unarmored defense)

Hit Points 150 (20d8 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	15 (+2)	13 (+1)	18 (+4)

Saving Throws Int +6, Wis +5, Cha +8

Skills Acrobatics +7, Perception +5, Performance +12, Persuasion +8

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities petrified

Senses darkvision 60 ft., passive Perception 15

Languages Celestial, Common, Eladrin, Elvish, Sylvan, telepathy 30 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The firre's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *major image*, *detect thoughts*, *control flames*, *major image*
1/day each: *fireball*, *greater invisibility*, *wall of fire*

Magic Weapons. The firre's weapon attacks are magical.

Fire Form (Flaming form only). The firre can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the firre or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the firre can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage.

Illumination (Flaming form only). The firre sheds bright light in a 30-foot radius and dim light in an additional 30 ft.

Unarmored defense. While the firre is wearing no armor and wielding no shield, its AC includes its Charisma modifier.

ACTIONS

Multiattack. The firre makes three attacks. If it is in its humanoid form, it may then sustain its Enchanting Song without using its bonus action.

Rapier (Humanoid form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or have its speed reduced by 20 feet until the start of firre's next turn.

Fire Javelin (Humanoid form only). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 4 (1d8) fire damage.

Enchanting Song (Humanoid form only). The firre sings a magical melody. Every humanoid and giant within 300 feet of the firre that can hear the song must succeed on a DC 16 Wisdom saving throw or be charmed until the song ends. The firre must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the firre is incapacitated. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it. A target that successfully saves is immune to this firre's song for the next 24 hours.

Touch (Flaming form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) fire damage.

BONUS ACTIONS

Flaming Form. The firre magically polymorphs into a multicolored pillar of fire, or back into its humanoid form. The firre is immune to bludgeoning, piercing, and slashing damage from nonmagical attacks and vulnerable to cold damage, while in its flaming form. Otherwise, its statistics are the same in each form. Any equipment the firre is wearing or carrying melds into its new form. The firre cannot cast spells in the flaming form, but can still maintain concentration on them.

The Veil. The firre magically polymorphs into a small or medium humanoid, or back into one of its true forms. Its statistics are the same in each form. Any equipment the firre is wearing or carrying isn't transformed. If the firre dies, it reverts to its humanoid form. Abilities that allow creatures to see true forms of polymorphed creatures (such as truesight) do not affect the firre disguised by this ability.

GHAELE

Medium celestial, typically Chaotic Good

Armor Class 18 (plate, 13 in globe form)

Hit Points 172 (23d8 + 69)

Speed 30 ft., fly 90 ft. (Globe form only)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	15 (+2)	16 (+3)	17 (+3)

Saving Throws Str +8, Con +7, Cha +7

Skills Athletics +8, Intimidation +7, Perception +7

Damage Resistances cold, fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities lightning

Condition Immunities charmed, frightened, petrified

Senses darkvision 60 ft., passive Perception 17

Languages Celestial, Common, Eladrin, Infernal, telepathy 30 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The ghaele's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *major image*, *dispel magic*, *aid*, *misty step*
1/day each: *telekinesis*, *chain lightning*, *wall of force*

Magic Weapons. The ghaele's weapon attacks are magical.

Magic Resistance. The ghaele has advantage on saving throws against spells and other magical effects.

Illumination (Globe form only). The ghaele sheds bright light in a 30-foot radius and dim light in an additional 30 ft.

Angry Gaze (Humanoid form only). When a creature that can see the ghaele's eyes starts its turn within 30 feet of the ghaele, the ghaele can force it to make a DC 14 Wisdom saving throw if the ghaele isn't incapacitated and can see the creature. A creature that fails the save is frightened until the start of its next turn.

Unless surprised, a creature can avert its eyes at the start of its turn to avoid the saving throw. If the creature does so, it can't see the ghaele until the start of its next turn, when it can avert its eyes again. If the creature looks at the ghaele in the meantime, it must immediately make the save.

ACTIONS

Multiattack. The ghaele makes three attacks.

Greatsword (Humanoid form only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) radiant damage.

Ray of Light (Globe form only). *Melee or Ranged Spell Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 12 (2d8 + 3) radiant damage.

BONUS ACTIONS

Globe Form. The ghaele magically polymorphs into a scintillating globe of ghostly colors, or back into its humanoid form. The ghaele is immune to bludgeoning, piercing, and slashing damage from nonmagical attacks and to grappled and restrained condition, while in its flaming form. Otherwise, its statistics are the same in each form. Any equipment the ghaele is wearing or carrying melds into its new form. The ghaele cannot cast spells in the globe form, but can still maintain concentration on them.

The Veil. The ghaele magically polymorphs into a small or medium humanoid, or back into one of its true forms. Its statistics are the same in each form. Any equipment the ghaele is wearing or carrying isn't transformed. If the ghaele dies, it reverts to its humanoid form. Abilities that allow creatures to see true forms of polymorphed creatures (such as truesight) do not affect the ghaele disguised by this ability.

LITRITI

Medium celestial, typically Chaotic Good

Armor Class 17 (natural armor)

Hit Points 195 (26d8 + 78)

Speed 30 ft., fly 30 ft. (Smoke form only)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	19 (+4)	16 (+3)	17 (+3)

Saving Throws Con +8, Int +9, Wis +8

Skills Arcana +14, Perception +8, Performance +8, Religion +9

Damage Resistances fire, force; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities lightning

Condition Immunities charmed, frightened, petrified

Senses darkvision 60 ft., passive Perception 18

Languages Celestial, Common, Eladrin, Gnomish, telepathy 30 ft.

Challenge 13 (10,000 XP)

Innate Spellcasting. The litriti's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *major image*, *dispel magic*, *detect magic*, *catapult*, *feather fall*, *identify*, *mirror image*, *silence*, *fly*
3/day each: *fireball*, *fabricate*, *counterspell*, *haste*
1/day each: *animate objects*, *chain lightning*, *wall of force*

Magic Weapons. The litriti's weapon attacks are magical.

Magic Resistance. The litriti has advantage on saving throws against spells and other magical effects.

Gaseous Form (Smoke Form only). The litriti can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Innate Metamagic (3/Day). Whenever the litriti casts any spell, it can modify it in one of the following ways:

- Double its range
- Double its duration
- Cast it without any somatic or verbal components
- Choose up to 4 creatures to automatically succeed on the saving throw against this spell.

ACTIONS

Multiattack. The litriti makes three Quarterstaff attacks or three Mage Blast attacks.

Quarterstaff (Humanoid form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands, plus 7 (2d6) force damage.

Mage Blast. *Ranged Spell Attack:* +9 to hit, range 30/60 ft., one target. *Hit:* 20 (3d10 + 4) force, fire, cold, acid or poison damage (litriti's choice).

Improvisation (Humanoid form only). The litriti attempts to cast a spell of third level or lower that has casting time of one action and that it can't cast through its Innate Spellcasting ability. The litriti makes a DC 19 Arcana check. On success it successfully casts this spell. On failure it instead erupts in a small magical explosion that deals 18 (4d8) force damage to litriti and every creature within 5 feet of it.

BONUS ACTIONS

Smoke Form. The litriti magically polymorphs into a puff of colorful smoke, or back into its humanoid form. The litriti is immune to bludgeoning, piercing, and slashing damage from nonmagical attacks and to grappled and restrained condition, while in its smoke form. Otherwise, its statistics are the same in each form. Any equipment the litriti is wearing or carrying melds into its new form. The litriti cannot cast spells in the smoke form, but can still maintain concentration on them.

The Veil. The litriti magically polymorphs into a small or medium humanoid, or back into one of its true forms. Its statistics are the same in each form. Any equipment the litriti is wearing or carrying isn't transformed. If the litriti dies, it reverts to its humanoid form. Abilities that allow creatures to see true forms of polymorphed creatures (such as truesight) do not affect the litriti disguised by this ability.

Teleport. The litriti magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

SHIRADI

Large celestial, typically Chaotic Good

Armor Class 18 (natural armor)

Hit Points 161 (17d10 + 68)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	19 (+4)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Str +10, Con +9, Cha +9

Skills Acrobatics +8, Athletics +10, Perception +8, Performance +9

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities lightning

Condition Immunities charmed, frightened, petrified

Senses darkvision 60 ft., passive Perception 18

Languages Abyssal, Celestial, Common, Eladrin, Infernal, telepathy 30 ft.

Challenge 16 (15,000 XP)

Innate Spellcasting. The shiradi's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *major image*, *dispel magic*, *bless*

1/day each: *heal*, *greater restoration*, *destructive wave*

Angelic Weapons. The shiradi's weapon attacks are magical. When the shiradi hits with any weapon, the weapon deals an extra 19 (3d12) radiant damage (included in the attack).

Magic Resistance. The shiradi has advantage on saving throws against spells and other magical effects.

Cutting Shards (Shard form only). The shiradi can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the shiradi or hits it with a melee attack while within 5 feet of it takes 9 (2d8) force damage. In addition, the shiradi can enter a hostile creature's space and stop there.

ACTIONS

Multiattack. The shiradi makes one Spiked Chain attack and then two Mighty Fist attacks. If it is in its Shard form, it instead makes two Cutting Strike attacks.

Spiked Chain (Humanoid form only). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 19 (3d12) radiant damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or have the restrained condition until the start of the shiradi's next turn. The shiradi can only restrain one creature at a time.

Mighty Fist (Humanoid form only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Cutting Strike (Shard form only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) force damage plus 19 (3d12) radiant damage. If the target is a creature, any spell effects of 5th level or lower affecting it are dispelled.

BONUS ACTIONS

Shard Form. The shiradi magically polymorphs into a cloud of brilliant shards, or back into its humanoid form. The shiradi is immune to bludgeoning, piercing, and slashing damage from nonmagical attacks and to grappled and restrained condition, while in its shard form. Otherwise, its statistics are the same in each form. Any equipment the shiradi is wearing or carrying melds into its new form. The shiradi cannot cast spells in the shard form, but can still maintain concentration on them.

The Veil. The shiradi magically polymorphs into a small or medium humanoid, or back into one of its true forms. Its statistics are the same in each form. Any equipment the shiradi is wearing or carrying isn't transformed. If the shiradi dies, it reverts to its humanoid form. Abilities that allow creatures to see true forms of polymorphed creatures (such as truesight) do not affect the shiradi disguised by this ability.

Teleport. The shiradi magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

TULANI

Medium celestial, Chaotic Good

Armor Class 22 (natural armor)

Hit Points 289 (34d8 + 136)

Speed 30 ft., fly 90 ft. (Rainbow form only)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	19 (+4)	15 (+2)	18 (+4)	22 (+6)

Saving Throws Con +10, Wis +10, Cha +12

Skills Intimidation +12, Perception +10, Performance +12, Persuasion +12

Damage Resistances acid, cold

Damage Immunities lightning; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities charmed, frightened, petrified

Senses darkvision 60 ft., truesight 30 ft., passive Perception 20

Languages All, telepathy 30 ft.

Challenge 19 (22,000 XP)

Innate Spellcasting. The tulani's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *major image*, *dispel magic*, *detect thoughts*, *divine favor*
3 day/each: *haste*, *greater invisibility*, *chain lightning*
1/day each: *heal*, *wall of force*

Magic Resistance. The tulani has advantage on saving throws against spells and other magical effects.

Sword of Light (Humanoid form only). The tulani wields a magical longsword of pure light. If the tulani dies or loses physical contact with the sword, the sword disappears instantly. The tulani can create a Sword of Light in its hand as a bonus action.

Protective Circle. The tulani is enveloped in 10-foot aura that repels evil. Fiends and Aberrations have disadvantage on attack rolls against targets within the aura and they can't charm, frighten or possess them. The tulani can select any number of creatures to suppress this effect for as a bonus action.

ACTIONS

Multiattack. The tulani can use its Frightful Presence. It then makes two attacks.

Sword of Light (Humanoid form only). *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 30/90 ft., one target. *Hit:* 20 (3d10 + 4) radiant damage. *Hit or Miss:* The sword magically reappears in the tulani's hand immediately after a ranged attack.

Dream Ray (Rainbow form only). *Ranged Spell Attack:* +12 to hit, range 60/120 ft., one target. *Hit:* 17 (2d10 + 6) radiant damage. The target must succeed on a DC 18 Charisma saving throw or fall unconscious until the end of tulani's next turn. If a creature's saving throw is successful or the effect ends for it, the creature cannot be knocked unconscious by the tulani's Dream Ray for the next 24 hours.

Frightful Presence. Each creature of the tulani's choice that is within 120 feet of the tulani and aware of it must succeed on a DC 18 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 tulani's Frightful Presence for the next 24 hours.

BONUS ACTIONS

Rainbow Form. The tulani magically polymorphs into a floating sphere of rainbow colors, or back into its humanoid form. The tulani is immune to grappled and restrained condition, while in its rainbow form. Otherwise, its statistics are the same in each form. Any equipment the tulani is wearing or carrying melds into its new form. The tulani cannot cast spells in the rainbow form, but can still maintain concentration on them.

The Veil. The tulani magically polymorphs into a small or medium humanoid, or back into one of its true forms. Its statistics are the same in each form. Any equipment the tulani is wearing or carrying isn't transformed. If the tulani dies, it reverts to its humanoid form. Abilities that allow creatures to see true forms of polymorphed creatures (such as truesight) do not affect the tulani disguised by this ability.

Teleport. The tulani magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

QUEEN MORWEL

Medium celestial, Chaotic Good

Armor Class 26 (natural armor)

Hit Points 420 (40d8 + 240)

Speed 30 ft., fly 90 ft. (Rainbow form only)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	26 (+8)	22 (+6)	22 (+6)	27 (+8)	30 (+10)

Saving Throws Con +14, Wis +16, Cha +18

Skills Intimidation +18, Perception +16, Performance +18, Persuasion +18

Damage Resistances acid, cold

Damage Immunities lightning; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities charmed, frightened, petrified

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

Languages All, telepathy 30 ft.

Challenge 27 (105,000 XP)

Innate Spellcasting. Morwel's innate spellcasting ability is Charisma (spell save DC 26, +18 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *major image, dispel magic, detect thoughts, divine favor*
3 day/each: *haste, greater invisibility, chain lightning*
1 day/each: *heal, wall of force, wish*

Magic Resistance. Morwel has advantage on saving throws against spells and other magical effects.

Scintillating Sword (Humanoid form only). Morwel wields a magical longsword of pure light. If Morwel dies or loses physical contact with the sword, the sword disappears instantly. Morwel can create a Sword of Light in her hand or dismiss it as a bonus action.

Protective Circle. Morwel is enveloped in 10-foot aura that repels evil. Fiends and Aberrations have disadvantage on attack rolls against targets within the aura and they can't charm, frighten or possess them. Morwel can select any number of creatures to suppress this effect for as a bonus action.

ACTIONS

Multiattack. Morwel can use its Frightful Presence. She then makes three attacks.

Scintillating Sword (Humanoid form only). *Melee or Ranged Weapon Attack:* +16 to hit, reach 5 ft. or range 30/90 ft., one target. *Hit:* 24 (3d10 + 8) radiant damage plus 13 (3d8) force damage. *Hit or Miss:* The sword magically reappears in the Morwel's hand immediately after a ranged attack.

Dream Ray (Rainbow form only). *Ranged Spell Attack:* +18 to hit, range 60/120 ft., one target. *Hit:* 21 (2d10 + 10) radiant damage. The target must succeed on a DC 22 Charisma saving throw or fall unconscious until the end of Morwel's next turn. If a creature's saving throw is successful or the effect ends for it, the creature cannot be knocked unconscious by Morwel's Dream Ray for the next 24 hours.

Frightful Presence. Each creature of Morwel's choice that is within 120 feet of Morwel and aware of her must succeed on a DC 22 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 Morwel's Frightful Presence for the next 24 hours.

BONUS ACTIONS

Rainbow Form. Morwel magically polymorphs into a floating sphere of rainbow colors, or back into her humanoid form. Morwel is immune to grappled and restrained condition, while in its rainbow form. Otherwise, her statistics are the same in each form. Any equipment Morwel is wearing or carrying melds into her new form. Morwel cannot cast spells in the rainbow form, but can still maintain concentration on them.

The Veil. Morwel magically polymorphs into a small or medium humanoid, or back into her true form. Her statistics are the same in each form. Any equipment Morwel is wearing or carrying isn't transformed. If Morwel dies, she reverts to her true form. Abilities that allow creatures to see true forms of polymorphed creatures (such as truesight) do not affect Morwel disguised by this ability.

Teleport. Morwel magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

LEGENDARY ACTIONS

Queen Morwel 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. Morwel regains spent legendary actions at the start of her turn.

Sword Strike. Morwel makes a Scintillating Sword attack.
Teleport. Morwel uses her Teleport.
Slay Evil (Costs 2 Actions). Morwel casts the spell *divine word*. When cast in this way it has a range of 60 feet and doesn't require a verbal component.

LAIR ACTIONS

The Court of Stars bows to Queen Morwel's will. On Initiative count 20 (losing initiative ties), Morwel can take one lair action to cause one of the following effects:

- Morwel casts the spell *faerie fire*. When cast in this way, this spell can originate from any point in the Court of Stars, requires no components and no concentration.
- Morwel summons a deva, an avoral guardinal or a firre in an unoccupied space within the Court of Stars she can see. The summoned creature is free-willed and takes its turn right after the lair action.
- Morwel opens and instantly closes a portal to the Plane of Water in an unoccupied space she can see within 120 feet of her self. As the water streams down, all creatures in the 20-foot wide, 60-foot tall cylinder must make a DC 22 Strength saving throw or be knocked prone and take 27 (5d10) bludgeoning damage.

Morwel can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

REGIONAL EFFECTS

Queen Morwel changes the Court of Stars to suit her needs, which creates one or more of the following effects:

- Creatures cannot teleport into the Court of Stars without Morwel's permission.
- Plants and animals in the Court of Stars grow larger and more abundant. Foraging in its forests yields twice the usual amount of food.
- All creatures in the Court of Stars have advantage on their Performance checks, as they become increasingly more creative and eager to implement and share their ideas.

If Queen Morwel dies, her Court collapses. After 1 minute had passed since Morwel's death, every creature in the Court of Stars takes 55 (10d10) force damage and is teleported to the random place on the first layer of Arborea. After that the Court of Stars is destroyed forever.