

AIOXAS

THE CRUEL BEAUTY

Altland, the continent of unbound potential, was set to be claimed by the progenitors of an ancient humanity. What hope did this young race that had barely strayed from the cradle have when faced with the might of dragons? No one knew from where they came; their true origins were lost to the annals of history and myth. But their arrival meant the complete subjugation of Altland and humanity. For centuries, if not millennia, the Dragons ruled over the land uncontested as the true masters of all, bowing only to the strongest among them, the Dragon Gods.

The Dragons were creatures of many forms and shapes, each with their own mantras of beauty and wretchedness. The Dragon Gods were no different when each claimed a piece of Altland and twisted the land into a domain of their desire. In each domain, humanity would be ruled by tyranny and cruelty. The dragons had no concern for humanity's suffering because they considered mankind to be inferior beings that should be subject to them. While the dragon gods were arrogant, there was one among them who embodied this very trait — astonishing in her beauty, vanity, and insatiable need for adoration from her subjects. She is described in ancient writings as both stunningly beautiful and opulent, yet callous and vindictive. The Cruel Beauty, Aioxas, was her name.

DESCRIPTION

Over the course of her reign, endless artistic depictions of Aioxas were created, perhaps more than of any other of the dragon gods, all in testament to her unearthly beauty and grace. Alas, none were capable of capturing her true pulchritudinous form. But these facsimiles share many recognizable elements of her appearance.

Aioxas is portrayed with an equine-esque body, adorned with opalescent scales that refract oceanic greens and blues. Each of her slender and graceful limbs ended in perfect points, as if she shunned the very ground she had to tread upon. Her head and her delicate neck are adorned with a flowing mane, which is always depicted as if floating in perpetual motion, gently rocked by non-existing waves. Her visage features a pair of large eyes, both dazzlingly beautiful and cold as ice. From her head rises a magnificent horn, curling slightly upwards to a fine tip. Finally, as a final flourish, a long and slender tail sprouts from her rear, which dances and flows behind her mesmerizing body.

Old Dragon Gods: Aioxas

Although Aioxas' followers lavishly praised her rule as being splendid and peaceful, her enemies were well aware of her history of using magic to subjugate the humans who lived under her rule. Therefore, historical accounts by her own subjects can not be relied upon to be factual. Indeed, Aioxas was not known for her military prowess, but she was counted among the most powerful of the Dragon Gods in terms of arcane might. Chief among her magical portfolio were enchantment and transmutation, which she both ruthlessly utilized for her own gains.

Each of Aioxas' military conquests only served the singular goal of creating a self aggrandizing empire ruled by its magnificent ruler. Curiously, she seemed satisfied with the land she claimed from humanity upon her arrival, rarely showing any desire to aggressively expand her dominion. Still, those who dared to challenge her quickly learned the consequences of encroaching on her territory, as she was feared for her vicious retribution.



Artwork by Carlos Eulefi

WORSHIP

In the time of her reign, it was said that Aioxas demanded a steady flow of tributes from her subjects in the form of their praise and adoration, having created several simulacrum of her own and spread through her domain to receive them. It was through her captivating beauty that she supposedly enchanted her followers and ensured their loyalty and undying love. Those among her followers who sought to ensure her favor would create pieces of art in the image of their goddess and present them to her. A daring endeavour since, fickle as Aioxas was, any depiction of her beauty that was not adequate was severely punished.

One would expect that with her fall and the end of the spell she cast over her subjects, her worship would end, but there are few desperate souls, particularly artists and mages, who would evoke her to further them in their craft. To these worshippers, Aioxas is a harsh mistress who seeks perfection and will not accept anything less, and who symbolizes a reckless pursuit of excellence.

Another draconic cult that has emerged since her fall worships another aspect of her: her beauty and vengeful disposition, along with her old domain covering coastal areas of Altland, have led these worshippers to perceive her as an ocean deity.

The most typical representation of her worship involves a swirling line encircling a horn in an effort to evoke Aioxas' striking horn and dancing tail. Some outliers, though, would not settle for mere symbols to depict their goddess and instead seek to depict her in her full beauty in lavish artistic renderings, such as elaborate filigree or bombastic paintings.

Though not revered as a deity, Aioxas holds great significance among scholars of the arcane, especially those dedicated to the study of transmutation. Many of the widely practiced transmutations of today trace their roots back to the ancient arts of Aioxas, which were rediscovered following her demise. Thus, in certain arcane traditions, Aioxas has been revered as a symbol of the discipline of transmutation.

LORE

A character may know the following information with a successful Arcana, History or Religion check.

DC 10. According to historical texts, Aioxas is regarded among the formidable dragon gods who once held dominion over Altland, reigning with an unyielding grip until their ultimate downfall during the events of Dragon Fall.

DC 12. Aioxas was renowned for her captivating beauty, as well as her frigid demeanor. Her beauty was matched only by her vengeful nature, striking back with immense power at even the most minute slights, which well earned her the moniker Cruel Beauty.

DC 15. Aioxas is hailed as the matriarch of contemporary transmutation magic. No other dragon god could rival her mastery over the manipulation of all forms, whether living or inanimate. By delving into the arcane secrets left behind by Aioxas, ancient wizards paved the way for the establishment of the school of transmutation. Though some scholars recognize her as such reluctantly, due to her status as a dragon.

DC 18. The vast dominion of Aioxas extended across the shores of the inner sea of Altland. The majority of her subjects consisted of elves, who had recently arrived from the sea just prior to the fateful arrival of the dragon. Yet, throughout her rule, the expanse of her realm remained largely unchanged, unless a careless rival forced her hand. The power of transmutation was harnessed by Aioxas and her flight to create formidable defenses from the land itself. These natural barriers stood as impenetrable obstacles, rendering any attempt at invasion a truly formidable and daunting task. Due to this and Aioxas' lack of involvement, she played a minor part in the clashes among the other dragon deities. In the event of Dragon Fall, Aioxas met their ultimate demise at the hands of the renowned dragon slayer, Innadryl of the Emerald Blade.

DC 20. Unanswered questions of Aioxas' reign still linger. Though the prevailing belief is that Aioxas employed charms to dominate humans, scant evidence in the form of magical texts suggests that enchantment magic was not utilized. Her dominating charm was said to emanate from her divine beauty, captivating all who beheld her and compelling them to submit to her will. It is only natural to anticipate that with her downfall, this enchantment would break. Yet, even in the wake of her downfall, a documented small number of individuals remained displaying unwavering loyalty to her. Various historians have delved into the depths of this phenomenon and suggest this to be the product of deep-rooted conditioning. Other chroniclers implore not to dismiss this phenomenon and urge to delve deeper into the true bond between Aioxas and her subjects.

OPALESCENT DRAGONS

AIOXAS' FLIGHT

Through her arcane mastery of transmutation, Aioxas wielded the power to produce numerous replicas in her own image to serve as her stewards. Thus, Aioxas, unlike her fellow dragon gods, saw no need for creating a multitude of descendants, resulting in her draconic lineage being of modest size. However, every single one of them possessed the formidable magical abilities bestowed upon them by Aioxas, enabling them to rule over expansive portions of her domain, much like their progenitor. After the events of Dragon Fall, her offspring scattered, seeking refuge from the wrath of humanity, who sought retribution against their once oppressive rulers. The brood of Aioxas now dwells in seclusion, concealed from the watchful eyes of humanity. They are the opalescent dragons, named after both the transcending sheen of their skin and their ever-changing essence, Aioxas' furtive draconic flight.

Opalescent Dragons possess a profound mastery of magic, bestowed upon them by their ancestry.

With their innate mastery of transmutation, they gracefully traverse the skies, manipulating the very air beneath their delicate feet to walk the heavens. Moreover, their powers grant them complete control over their draconic breath, which in its primitive form manifests as a mesmerizing haze. As they exhale, the opalescent dragons can change the vaporous water they exhale to any state they desire, may it be a raging torrent or a relentless blizzard.

Opalescent Dragons dwell in seclusion, seeking out havens of natural splendor to serve as their own sanctuaries or fashioning them through their mastery of transmutation magic. Like their progenitor, these creatures are aloof and show little desire to engage with the world beyond, opting instead to stay within their chosen realm. They take great pains to shield their abodes from the outside world, lest an unsuspecting traveler stumble upon their hidden sanctuaries.

OPALESCENT DRAGON WELP

Small Dragon

Armor Class 13 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 40 ft., swimming 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	5 (-3)	10 (0)	14 (+2)

Skills Perception +2, Stealth +4

Damage Resistances cold, lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Understands Draconic but doesn't speak

Challenge 1/4 (50 XP)

Proficiency +2

Amphibious. The dragon can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 piercing damage plus 3 (1d6) cold damage.

Mist Huff. The welp exhales a cloud of mist, creating mist in a 10-foot radius centered on itself. The mist heavily obscures the area and disappears at the end of the welp's next turn.

OPALESCENT DRAGON WYRMLING

Small Dragon

Armor Class 14 (natural armor)

Hit Points 27 (5d6+10)

Speed 40 ft., swimming 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	14 (+2)	7 (-2)	12 (+1)	16 (+3)

Skills Perception +3, Stealth +6

Damage Resistance lightning

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Draconic

Challenge 2 (450 XP)

Proficiency +2

Amphibious. The dragon can breathe air and water.

Transmuting Stride. The opalescent dragon welp can walk on air and water (effectively granting the wyrmling a flying speed equal to its walking speed).

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage plus 3 (1d6) cold damage.

Mist Breath (Recharge 5-6). The wyrmling exhales a cloud of freezing mist in a 15 ft. cone. Each creature in the area must make a DC 13 Constitution saving throw, taking 13 (3d8) cold damage on a failed save and half as much on a successful one. Additionally the area of the breath remains heavily obscured until the end of the wyrmling's next turn.

YOUNG OPALESCENT DRAGON

Medium Dragon

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 40 ft., swimming 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	16 (+3)	12 (+1)	14 (+2)	19 (+4)

Saving Throws Dex +7, Cha +7

Skills Arcana +7, Perception +5, Persuasion +7, Stealth +7

Damage Resistances lightning

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Common, Draconic, Elven

Challenge 6 (2,300 XP)

Proficiency +3

Amphibious. The dragon can breathe air and water.

Transmuting Stride. The opalescent dragon can walk on air and water (effectively granting the dragon a flying speed equal to its walking speed).

ACTIONS

Multiattack. The dragon makes two attacks: one bite and one gore attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) piercing damage plus 9 (2d8) cold damage.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Opalescent Breath (Recharge 5-6). The opalescent dragon uses one of the following breaths:

- **Mist Breath.** The opalescent dragon breathes mist in a 30 ft. sphere centered on itself. The mist heavily obscures the area and remains for 1 minute or until a strong wind blows it away. A creature that ends its turn in the mist must make a DC 14 Constitution saving throw, taking 27 (6d8) cold damage on a failed save and half as much on a successful one.
- **Torrental Breath.** The opalescent dragon breathes a stream of water in a 60-foot line that is 5 ft. wide. Each creature in the area must make a DC 14 Strength saving throw. On a failed save a creature takes 45 (10d8) magical bludgeoning damage and is pushed back 10 ft. away from the dragon and on a successful save a creature takes half as much damage and is not pushed.

Spellcasting. The opalescent dragon casts one of the following spells, using charisma as the spellcasting ability (Spell save DC 15) and without material components:

At Will: *Alter Self, Gust, Mold Earth, Shape Water*

ADULT OPALESCENT DRAGON

Large Dragon

Armor Class 19 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 60 ft., swimming 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	19 (+4)	13 (+1)	15 (+2)	21 (+5)

Saving Throws Dex +11, Wis +7, Cha +10

Skills Arcana +11, Perception +6, Persuasion +11, Stealth +11

Damage Resistances lightning

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, Elven

Challenge 13 (10,000 XP) **Proficiency** +5

Amphibious. The dragon can breathe air and water.

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

Transmuting Stride. The opalescent dragon can walk on air and water (effectively granting the dragon a flying speed equal to its walking speed).

ACTIONS

Multiattack. The dragon can use its mesmerizing presence. It then makes two attacks: one bite and one gore attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (4d4+6) piercing damage plus 18 (4d8) cold damage.

Gore. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 23 (4d6+6) piercing damage.

Kick. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) bludgeoning damage.

Mesmerizing Presence. Each creature of the dragon's choice that is within 60 feet of the dragon and can see it must succeed on a DC 15 Wisdom saving throw or become charmed for 1 minute or the dragon deals damage to it. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself

on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Mesmerizing Presence for the next 24 hours.

Opalescent Breath (Recharge 5-6). The opalescent dragon uses one of the following breaths:

- **Mist Breath.** The opalescent dragon breathes mist in a 30 ft. sphere centered on itself. The mist heavily obscures the area and remains for 1 minute or until a strong wind blows it away. A creature that ends its turn in the mist must make a DC 17 Constitution saving throw, taking 27 (6d8) cold damage on a failed save and half as much on a successful one.
- **Torrental Breath.** The opalescent dragon breathes a stream of water in a 60-foot line that is 5 ft. wide. Each creature in the area must make a DC 17 Strength saving throw. On a failed save a creature takes 54 (12d8) magical bludgeoning damage and is pushed back 10 ft. away from the dragon and on a successful save a creature takes half as much damage and is not pushed.
- **Blizzard Breath.** The opalescent dragon breathes bitter cold in a 60 ft. cone. Each creature in the area must make a DC 17 Constitution saving throw. On a failed save a creature takes 45 (10d8) cold damage and half as much on a successful one.

Spellcasting. The opalescent dragon casts one of the following spells, using charisma as the spellcasting ability (Spell save DC 18) and without material components:

At Will: *Alter Self, Gust, Mold Earth, Shape Water*

1/day: *Control Water, Fabricate, Stone Shape*

LEGENDARY ACTIONS

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

Cantrip. The dragon casts one spell of its At Will list.

Detect. The dragon makes a Wisdom (Perception) check.

Kick. The dragon attacks with its kick.

Stride and Strike (2 Actions). The dragon moves up to its speed without provoking opportunity attacks. Before or after its move, the dragon makes a gore attack.

TRUE OPALESCENT DRAGON

Large Dragon

Armor Class 21 (natural armor)

Hit Points 299 (26d10 + 156)

Speed 60 ft., swimming 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	24 (+7)	22 (+6)	15 (+2)	17 (+3)	26 (+8)

Saving Throws Dex +13, Int +8, Wis +9, Cha +14

Skills Arcana +14, Perception +9, Persuasion +14, Stealth +13

Damage Immunities cold, lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic, Elven

Challenge 20 (25,000 XP) **Proficiency** +6

Amphibious. The dragon can breathe air and water.

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

True Transmuting Stride. The opalescent dragon can walk on air and water and can walk through any nonmagical material (effectively granting the dragon a burrowing and flying speed equal to its walking speed).

ACTIONS

Multiattack. The dragon can use its mesmerizing presence. It then makes two attacks: one bite and one gore attack.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (4d4+7) piercing damage plus 18 (4d8) cold damage.

Gore. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (4d6+7) piercing damage.

Kick. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6+7) bludgeoning damage.

Mesmerizing Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and can see it must succeed on a DC 18 Wisdom saving throw or become charmed for 1 minute or the dragon deals damage to it. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Mesmerizing Presence for the next 24 hours.

Opalescent Breath (Recharge 5-6). The opalescent dragon uses one of the following breaths:

- **Mist Breath.** The opalescent dragon breathes mist in a 60 ft. sphere centered on itself. The mist heavily obscures the area and remains for 1 minute or until a strong wind blows it away. A creature that ends its turn in the mist must make a DC 20 Constitution saving throw, taking 36 (8d8) cold damage on a failed save and half as much on a successful one.
- **Torrental Breath.** The opalescent dragon breathes a stream of water in a 120-foot line that is 10 ft. wide. Each creature in the area must make a DC 20 Strength saving throw. On a failed save a creature takes 54 (16d8) magical bludgeoning damage and is pushed back 10 ft. away from the dragon and on a successful save a creature takes half as much damage and is not pushed.
- **Blizzard Breath.** The opalescent dragon breathes bitter cold in a 90 ft. cone. Each creature in the area must make a DC 20 Constitution saving throw. On a failed save a creature takes 58 (13d8) cold damage and half as much on a successful one.

Spellcasting. The opalescent dragon casts one of the following spells, using charisma as the spellcasting ability (Spell save DC 21) and without material components:

At Will: *Alter Self, Create or Destroy Water, Gust, Levitate, Mold Earth, Shape Water*

1/day: *Control Water, Control Weather, Disintegrate, Fabricate, Modify Memory, Stone Shape*

LEGENDARY ACTIONS

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

Cantrip. The dragon casts one spell of its At Will list.

Detect. The dragon makes a Wisdom (Perception) check.

Kick. The dragon attacks with its kick.

Stride and Strike (2 Actions). The dragon moves up to its speed without provoking opportunity attacks. Before or after its move, the dragon makes a gore attack.

Overwhelming Beauty (3 Actions). Each creature charmed by the dragon that can see it must succeed a DC 18 Wisdom saving throw or be incapacitated until the creature is no longer charmed.

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