

# The Sun King Aelindrath

*Aelindrath of the First House; The Keeper of the Life Tree*

**Class:** Wizard 20

**Race:** High Elf  
(Halvaen)

**Background:** Noble **Alignment:** Lawful Neutral

**Age:** Approximately 4,200  
(appears ageless)

**Gender:** Male

**Height:** 6'10"

**Weight:** Indeterminate (High  
Elven physiology)

<b>17</b> Armor Class	<b>165</b> Hit Points	<b>35 ft</b> Speed	<b>+3</b> Initiative	<b>+6</b> Prof. Bonus	<b>18</b> Passive Perc.
<b>STR 10</b> +0	<b>DEX 16</b> +3	<b>CON 14</b> +2	<b>INT 24</b> +7	<b>WIS 20</b> +5	<b>CHA 18</b> +4

## Saving Throws

- **+6** Strength
- **+9** Dexterity
- **+8** Constitution
- **+13** Intelligence
- **+11** Wisdom
- **+10** Charisma

## Skills

- **+3** Acrobatics (DEX)
- **+5** Animal Handling (WIS)
- ◆ **+19** Arcana (INT)
- **+0** Athletics (STR)
- **+4** Deception (CHA)
- ◆ **+19** History (INT)
- **+11** Insight (WIS)
- **+4** Intimidation (CHA)
- **+13** Investigation (INT)
- **+5** Medicine (WIS)
- **+7** Nature (INT)
- **+11** Perception (WIS)
- **+4** Performance (CHA)
- **+4** Persuasion (CHA)
- **+7** Religion (INT)
- **+3** Sleight of Hand (DEX)
- **+3** Stealth (DEX)
- **+5** Survival (WIS)

## Spellcasting

**Class:** Wizard **Spell Save DC:** 21 **Spell Attack:** +13

1st Level 4 slots	2nd Level 3 slots	3rd Level 3 slots	4th Level 3 slots	5th Level 3 slots	6th Level 2 slots	7th Level 2 slots	8th Level 1 slots	9th Level 1 slots
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### Cantrips

Guidance, Mage Hand, Message, Minor Illusion, Prestidigitation

### Level 1 Spells

Detect Magic, Identify, Shield, Comprehend Languages, Feather Fall

### Level 2 Spells

Detect Thoughts, Locate Object, Misty Step, See Invisibility

### Level 3 Spells

Clairvoyance, Counterspell, Dispel Magic, Sending

### Level 4 Spells

Arcane Eye, Banishment, Greater Invisibility

### Level 5 Spells

Scrying, Wall of Force, Telekinesis, Legend Lore

### Level 6 Spells

True Seeing, Globe of Invulnerability

### Level 7 Spells

Forcecage, Simulacrum

## Level 8 Spells

Mind Blank, Antimagic Field

## Level 9 Spells

Foresight, Wish, True Polymorph

## Features & Traits

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### Portent (3 dice)

Roll three d20s after a long rest. Replace any roll made by a visible creature with one of these results.

### Expert Divination

Casting a 2nd-level or higher divination spell recovers a lower-level spell slot (max 5th).

### Spell Mastery

Casts two chosen spells of 1st and 2nd level at will.

### Signature Spells

Two chosen 3rd-level spells castable once per short rest without a slot.

### Fey Ancestry

Advantage on saving throws against charm. Cannot be magically put to sleep.

### Trance

Meditates 4 hours instead of sleeping. Full long rest benefits.

### Legendary Resistance (3/day)

If Aelindrath fails a saving throw, he may choose to succeed instead.

## Equipment

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Item	Qty	Notes
Staff of Power	1	Attuned. Carried for over a thousand years.
Robe of the Archmagi	1	White. Attuned.
Ring of Mind Shielding	1	Attuned.
Spellbook	1	In Elysorian. Contains spells no Settled Lands wizard has seen.

## Personality

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Personality Traits	Ideals
Speaks very carefully. Each word chosen as though it will be remembered, because in his experience, it usually is.	The Life Tree is not a symbol. It is the reason. Every decision made from this throne is made in service of its continuation.
Bonds	Flaws
The Reaches sealed because I sealed them. The weight of that decision has had approximately three hundred years to settle. It has not become lighter.	He has seen enough history repeat that he sometimes responds to the current situation as though it were the last one that resembled it. He is usually right. Not always.

## Languages & Proficiencies

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**Languages:** Elysorian, Common, Elvish (low form), Sylvan, Celestial, Draconic, Dwarvish, Primordial -- and several languages that no longer have living speakers

**Tool Proficiencies:** Calligrapher's supplies, herbalism kit

**Distinguishing Features:** Moves with the deliberate economy of someone who stopped being in a hurry several thousand years ago. Speaks in the past tense about events most historians catalog as myth.

## Backstory

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Aelindrath has been Sun King for over two thousand years. This is not unusual for a High Elf in the way it would be unusual for a human; the Halvaen's relationship with time is categorically different from that of shorter-lived races, and a Sun King who has ruled for two millennia is regarded by his people as experienced rather than ancient. He is, by the standards of his own culture, in the period of his life that might be compared to late middle age -- past the impulsiveness of early centuries, not yet in the reflective withdrawal that precedes the Long Sleep.

He was present at the Weohstannuk Empire's founding. He was present at the warnings that preceded its collapse. He has been present at more catastrophes than any living being outside of Zebadiah Zorandor, and unlike Zorandor, he experienced those catastrophes in real time rather than in the sealed suspension of a prison. He does not discuss this freely. He discusses very little freely. What he says tends to be worth writing down, which means that everything he declines to say is conspicuous.

The sealing of the Reaches was his decision -- made in council, ratified by the Houses, but driven by his assessment of what he had seen in the Maygus's rise and what he expected to follow it. Three hundred years later, he still believes the decision was correct. He is not certain it was sufficient. These are different assessments, and he holds both simultaneously without apparent difficulty.

Outside the Reaches, almost no one has met him in living memory. Wild Elf border patrols represent the Reaches in all outside contact. Whether Aelindrath has received any communications about the events of Year 2368 FW -- Charoth's release, the Nexus, the emptied prison -- and what he has done or decided in response, is not known to any outside party.