



MAGIC

The Gathering

PLANE SHIFT: IXALAN

COMPATIBLE WITH

DUNGEONS & DRAGONS

TABLETOP ROLEPLAYING GAME

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PLANE SHIFT: IXALAN

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INTRODUCTION

This is a pretty special installment of the Plane Shift series for me, because I was the creative lead for Ixalan world building. Perhaps betraying my fourteen-year history working on DUNGEONS & DRAGONS, Ixalan is a world of exploration and treasure, marked by ancient sites waiting to be explored by intrepid heroes. One of those sites, shown on a card in the *Ixalan* set, is obviously inspired by a classic D&D adventure, *The Hidden Shrine of Tamoachan*. This plane lacks only dragons to be a fully realized D&D milieu—there’s even a world map!

Ultimately, that means that writing *Plane Shift: Ixalan* was both a ton of fun and relatively easy. The people who populate Ixalan have a lot in common with D&D characters already, and mapping them to existing classes and backgrounds was a pretty straightforward task. Similarly, the creatures of the plane—especially the dinosaurs—had a lot of analogues in the game already. And still, this is the longest installment of Plane Shift yet!

That’s partly because I had the freedom to really cut loose on ideas and inspiration to help you play a character in this exciting world. You’ll find more tables in here than ever before—tables of personality traits and ideals to flesh out your character, of treasures to flavor your hoards, and inspiration to bring your party together. This sort of thing is both really enjoyable and really challenging to write—a lot like the flavor text on Magic cards, actually, because each one is a self-contained nugget, a complete idea in a single sentence. I hope that all this stuff enriches your game.

The appendix in this document is an extended musing on the colors of Magic and their relationship to D&D characters and spells. This is the sort of thing that dominates a lot of lunchtime conversations with members of the Magic creative team who are also avid D&D fans, and also the sort of thing I get a lot of questions about on Twitter. As with much of the rest of this document, the focus is more on role-playing and character building than on rules. It’s a first stab, though, toward a more comprehensive understanding of the relationship between the worlds of both games.

As always, *The Art of Magic: The Gathering—Ixalan* is the definitive resource for information about the plane. With this document, you can use that information to build a campaign with a minimum of changes to the fifth edition D&D rules, which you can [find here](#). And even without the book, you can find lore about Ixalan on [the Magic web site](#).

There’s a lot of open space on that map. I hope you have fun exploring the world of Ixalan!

—James Wyatt

The game mechanics in this supplement are usable in your D&D campaign but are not fully tempered by playtests and design iterations. For these reasons, material in this supplement is not legal in D&D Organized Play events.



THE WORLD OF XALAN



The Sun Empire is a powerful civilization that dominates the eastern coast of Ixalan. The empire's fierce warriors are supported by priests who wield the power of the sun and command the mighty dinosaurs that inhabit the continent. A new ruler has brought the empire into an era of expansion, seeking to reclaim the lands in the continent's interior that it once held. At the same time, a foreign incursion into those same lands sparks a search for the artifact known as the Immortal Sun, which the people of the empire view as a potent symbol of their identity.

Races: Human

Suggested Backgrounds: Acolyte, entertainer, folk hero, guild artisan, hermit, noble, sage, soldier, urchin

Suggested Classes

Consider the following class options for your Sun Empire character.

Barbarian. Certain warriors devoted to Tilonalli (the destructive aspect of the Threefold Sun—the deity worshiped by the folk of the empire) enter a berserk rage in combat. The Path of the Berserker is appropriate for these characters, or the Path of the Totem Warrior (replacing bear, eagle, and wolf totem spirits with ceratops, aerosaur, and raptor spirits, respectively).

Bard. Poetry is a respected art among the warriors of the Sun Empire, so bards of the College of Valor might be found within their ranks.

Cleric. Sun Empire clerics are typically devoted to one particular aspect of the Threefold Sun. Kinjalli, the Wakening Sun, represents the deity's creative aspects and grants access to the Life and Light domains. Ixalli, the Verdant Sun, represents its sustaining and nourishing aspects, granting access to the Life and Nature domains. Tilonalli, the Burning Sun, represents its destructive aspects and grants access to the Tempest and War domains.

Druid. Certain shamans of the Sun Empire are closely attuned to the forces of nature, and use wild shape to take on dinosaur forms. These druids typically follow the Circle of the Moon.

Fighter. Highly trained soldiers and warriors are the backbone of the Sun Empire. They are typically Battle Masters or Champions.

Paladin. Knights of the Sun Empire are drawn to the Oath of the Ancients and (increasingly, as vampires and pirates mount incursions into their lands) the Oath of Vengeance. These paladins often use the *find steed* spell to acquire dinosaur mounts (typically a hadrosaurus, described in *Volo's Guide to Monsters*).

Ranger. Scouts of the Sun Empire are often rangers, including both Beast Masters and Hunters. The pteranodon, dimetrodon, and velociraptor are all appropriate ranger's companions.



FOUR PEOPLES, ONE PARTY

The trickiest thing about playing D&D in a highly factionalized setting like Ixalan is bringing player characters together who belong to different groups and would have no obvious reason to want to cooperate—let alone trust each other with their lives. One possibility, of course, is for all the characters to belong to the same faction. An all-vampire party bent on conquest or an all-pirate party set to explore the Stormwreck Sea can find plenty of adventure in Ixalan. But if one player is intent on playing a merfolk and one is determined to be an orc, some extra effort is required to bring them together.

The most straightforward approach is to put the characters into a situation where they need to work together to survive or to achieve some goal they all share. Necessity makes strange bedfellows, as the saying goes, and characters who find themselves in a bad situation have a strong incentive to put aside their differences and work together, at least until they get out of that situation. They might all be trapped in the same place, or each character could have something that the whole group needs.

You can roll on the following table to generate ideas for bringing characters together at the start of the campaign. Ideally, by the time they have overcome whatever circumstance has thrown them together, they will have learned to trust each other and perhaps even become friends.

d10 Reason for Cooperating

- 1 The characters begin the campaign captured, whether as prisoners of the Legion of Dusk, captives in a pirate ship's brig, or trapped in jungle snares.
- 2 The characters are fighting each other when a dinosaur attacks.
- 3 The characters are trapped together by a cave-in, a sinkhole opening, or some similar disaster.
- 4 Each character has one piece of a treasure map, or one key of several required to open a treasure vault.
- 5 A strange dream leads each of the characters to the same destination.
- 6 The characters are all hopelessly lost in the jungle.
- 7 Leaders of the characters' factions have ordered them to cooperate on a secret mission.
- 8 A pirate captain or other villain is a common enemy to all the characters.
- 9 A magical or natural phenomenon threatens all folk of Ixalan.
- 10 The characters are all trying to avert the catastrophe of a full-scale war among their peoples.



Drover of the Mighty by Eric Deschamps

SUGGESTED IDEALS

d6 Ideal

- 1 **Nation.** The invaders must be driven out and the ancient capital of Orazca reclaimed.
- 2 **Glory.** I wish to earn great glory in battle—ideally, by making my foes surrender.
- 3 **Poetry.** Beauty is to be found in all things, from creation to destruction, and it should all be recorded in words.
- 4 **Zeal.** I am devoted to the Threefold Sun and the commands of the priests.
- 5 **History.** I seek to understand the empire's history so I can better chart a course for its future.
- 6 **Peace.** I would like to believe that peace can be forged among the peoples of this land.

SUGGESTED BONDS

d6 Bond

- 1 I left behind a family (living or dead) when I set out on my journey of exploration.
- 2 I have ties to the imperial line.
- 3 I come from a noble family, and have kin who live as hostages in the imperial capital.
- 4 I have fallen in love with a member of a pirate crew.
- 5 I discovered an ancient ruin in the jungle, but I keep it a secret.
- 6 I will one day find the Immortal Sun and restore the empire's ancient glory.

Generally, in a D&D campaign, it's a good idea to ensure that all the player characters can understand each other. That's why the game maintains the convenient fiction of a Common tongue. But Ixalan is about the clash of four cultures, so you might want to emphasize the differences among those cultures by making the folk of each speak entirely different languages.

If you go this route, Merfolk is the language of the River Heralds and Vampire is the language of the Legion of Dusk. The humans of the Sun Empire speak their own language, Itzocan, and the humans of the

Brazen Coalition speak a different language—a pidgin of Orc, Siren, and a native human language that is similar to Vampire (about as closely related as Italian is to Spanish). Orcs, sirens, and goblins also speak this Brazen Coalition pidgin.

You might still wish to admit the existence of a sort of Common—a trade pidgin used in circumstances where members of different peoples do interact with each other. But such a language is almost impossible to use for discussions of matters of any depth.

LANGUAGES



Herald of Secret Streams Sara Winters

RIVER HERALDS

The River Heralds are a collection of small, nomadic bands of merfolk who were the dominant inhabitants of Ixalan before the rise of the Sun Empire. They live in harmony with the land, and their shamans wield powerful nature magic to control the elements of wind and water. They believe that the power of the Immortal Sun is too dangerous for anyone to wield—including themselves. And so they seek to protect the golden city of Orazca and steer all intruders away from it.

Races: Merfolk

Suggested Backgrounds: Acolyte, folk hero, hermit, outlander, sage

Suggested Classes

Consider the following class options for your River Herald character.

Druid. Many River Herald shamans are druids of the Circle of the Land.

Fighter. The warriors among the River Heralds include cunning strategists (often Battle Masters), bold Champions, and Eldritch Knights who fuse arcane magic with their use of weapons.

Ranger. Other River Herald warriors wield the druidic magic of the forest in the defense of their lands.

Wizard. The magic of wind, mist, illusion, and misdirection is the province of River Herald wizards.

SUGGESTED IDEALS

d6 Ideal

- 1 **Harmony.** The peoples of this world should strive for the same harmony that exists between air and water.
- 2 **Nature.** In the midst of war, it is often the forest that suffers most—unless we protect it.
- 3 **Knowledge.** True understanding of one's self and the world is the highest good.
- 4 **Reverence.** The wisdom of the shamans and elders is our best guide in the world.
- 5 **Cleverness.** The best way to defeat your opponents is to outsmart them.
- 6 **Defense.** The golden city must remain hidden, and its power kept from those who would abuse it.

SUGGESTED BONDS

d6 Bond

- 1 I have carried on secret trade with a Sun Empire merchant for years now.
- 2 I am related to the shaman of my band.
- 3 I am fascinated by the culture and beliefs of the strangers in our land.
- 4 A small tributary to the Great River is in my care, and I will do anything to defend it.
- 5 I aspire to become the leader of my band—either as a shaman, or by supplanting the shaman as a war leader.
- 6 I will one day find the Immortal Sun and use its power to drive the invaders from our land.



LEGION OF DUSK

The society of the Legion of Dusk is built around the rites and devotion of a powerful church, led by undead paladins who sustain themselves on the blood of their enemies. After seven hundred years of war that saw them march across the entirety of their home continent, the vampires of the Legion have come to add Ixalan to their territory. Certain leaders among them also seek the Immortal Sun, which is dimly remembered in their own legends as a source of true immortality—eternal life, in contrast to the endless undeath they now endure.

Races: Vampire, human

Suggested Backgrounds: Acolyte, noble, sage, soldier, urchin (human only)

Suggested Classes

Consider the following class options for your Legion of Dusk character.

Cleric. Clerics of the Church of Dusk typically choose the Death, Life, or War domains.

Fighter. The bulk of the Legion of Dusk is made up of soldiers and knights, who might be Battle Masters or Champions.

Monk. Certain vampire clerics live under strict rules of fasting, prayer, and martial discipline, and might be considered monks of the Way of the Open Hand or the Way of Shadow. The latter often act as agents for Queen Miralda, who rules the Legion of Dusk with an iron hand.

Paladin. Vampire paladins of the Legion of Dusk typically swear the Oath of Devotion, though the tenets they follow are appropriate to their particular faith. (If you are using *Xanathar's Guide to Everything*, the Oath of Conquest is even more appropriate.)

SUGGESTED IDEALS

d6 Ideal

- 1 **Conquest.** The destiny of my people is to rule the world.
- 2 **Order.** The purpose of our conquest is to establish law and order in the lands we rule.
- 3 **Devotion.** Following the tenets of the church is the only way to earn eternal life in the coming age of ever-flowing blood.
- 4 **Slaughter.** I love the feeling of warm blood running down my chin.
- 5 **Glory.** Those who prove their worth in battle will win eternal life.
- 6 **Strength.** In life as in war, the stronger force wins.

SUGGESTED BONDS

d6 Bond

- 1 My family has been feuding with another noble family for seven hundred years.
- 2 I became friends with a merfolk shaman I captured.
- 3 I am a knight of the Bloodstained order, and have forsaken all other bonds since the day I slaughtered my own family.
- 4 I carry a relic of one of the vampire saints known as the Venerables, counting it as my dearest possession.
- 5 I would do anything for the soldiers in my company.
- 6 I will one day find the Immortal Sun and use its power to supplant the queen.



TENETS OF BLOOD

The vampires of the Legion of Dusk can hardly be considered good, but they do favor law and a sense of honor. The tenets of the vampire paladins' oath reflect that view.

Honesty. Don't demean yourself with lying and cheating. Don't make promises you can't keep.

Courage. Never let a foe see your fear.

Honor. Treat your peers with fairness and your lessers with exactly what they deserve. Those who recognize your position deserve at least a modicum of respect.

Duty. Your actions should serve the aims of the queen and the church, and not bring dishonor to either. Take responsibility for your actions and their consequences, and obey your superiors.



BRAZEN COALITION

The Brazen Coalition was formed by sailors who fled across the sea, escaping the final advance of the Legion of Dusk against the Free Cities of Torrezon. These mariners originally sought to establish colonies on Ixalan and trade with the cities of the Sun Empire. But when the Sun Empire drove them off, they turned instead to piracy and plunder. The Brazen Coalition has since become a loosely affiliated group of pirate captains who seek to rule the seas and claim the riches of Ixalan—especially the Immortal Sun.

Races: Goblin, human, orc, siren

Suggested Backgrounds: Charlatan, criminal, entertainer, folk hero, sage, sailor

Suggested Classes

Consider the following class options for your Brazen Coalition character.

Bard. Sirens are frequently bards, and other pirates (especially in Captain Parrish's Deadeye fleet) collect knowledge as members of the College of Lore.

Fighter. A great many pirates are fighters, including not just Champions and Battlemasters, but also Eldritch Knights who combine martial skill with the magical talents common in the Coalition.

Rogue. Scoundrels, swashbucklers, thieves, and killers make up the majority of the Brazen Coalition.

Warlock. Of all the peoples of Ixalan, the pirates of the Dire Fleet are most likely to traffic with demons.

Many of its sailors become warlocks as a result of striking bargains with the Fiend.

Wizard. Orc wizards use fire and necromantic magic, sirens are fond of enchantments, and humans employ a variety of magical talents, including the invention of magic items.

SUGGESTED IDEALS

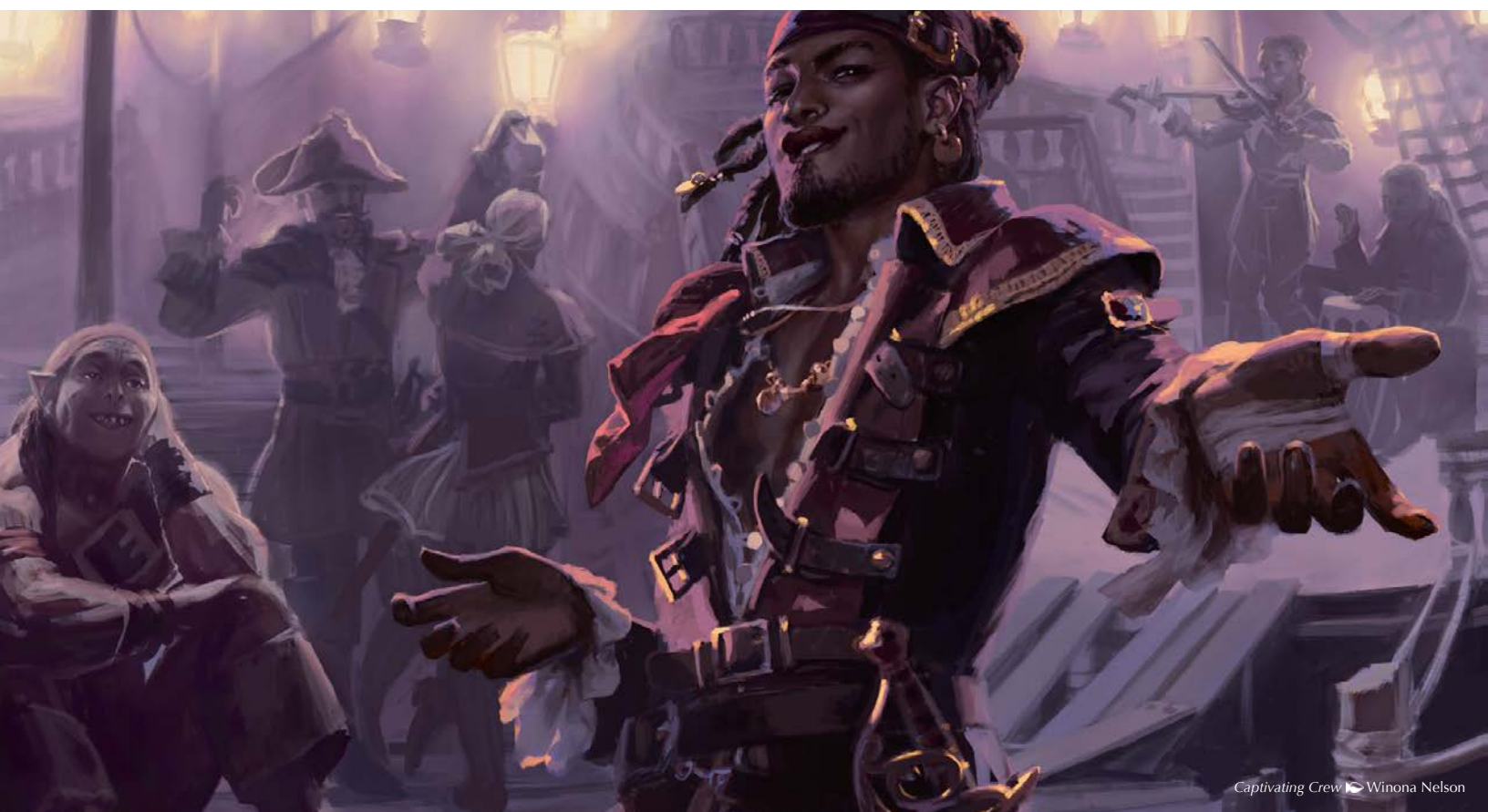
d6 Ideal

- 1 **Wealth.** Money can buy anything.
- 2 **Freedom.** The sea is the freedom to go anywhere and do anything.
- 3 **Knowledge.** I'm as greedy for secrets and lore as others are for treasure.
- 4 **Pillage.** It's not the having, it's the taking that shows who's strongest.
- 5 **Crew.** I'm committed to my crewmates, not to ideals.
- 6 **Coalition.** I believe we're not just stronger but also better when we join forces in unity.

SUGGESTED BONDS

d6 Bond

- 1 My captain is dearer to me than any other person or possession.
- 2 My greatest dream is to return across the sea to the land my ancestors left.
- 3 I abandoned a child to be fostered in a city somewhere.
- 4 I was shipwrecked on an island with a vampire, and we became good friends.
- 5 I buried a great treasure somewhere . . . and lost the map.
- 6 I have one piece of a treasure map, and no idea where the other pieces are.



RACES OF IXALAN



HUMAN

Humans are found throughout the plane of Ixalan, both in the lands of Torrezon (now controlled by the Legion of Dusk) and in the Sun Empire. The vampires of the Legion of Dusk were once human, and the peasant and servant populations they rule still are. As the Legion of Dusk conquered Torrezon, its forces drove many human populations before them, including those who first formed the Free Cities and later fled across the ocean to form the core of the Brazen Coalition.

Human Traits

The humans of Ixalan use the human traits presented in the *Player's Handbook*.

Ability Score Increase. Your ability scores each increase by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend toward no particular alignment. The best and the worst are found among them.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one extra language of your choice. Or, if your campaign uses the optional rules for languages found in the previous section, your national origin determines your native language: Itzocan for the Sun Empire, Coalition pidgin for the Brazen Coalition, or Vampire for the Legion of Dusk. You still speak one additional language of your choice, and Common if it exists in your campaign.



Navigator's Ruin • Zoltan Boros



Seeker's Squire • Anthony Palumbo





MERFOLK

The River Heralds are merfolk—a race of amphibious humanoids at home throughout the oceans, rivers, and rain forests of Ixalan. They stand between seven and eight feet tall, with skin that ranges from deep burgundy through many shades of violet and blue, to green, bright orange, and yellow. They are humanlike in shape, but have long fins extending from their shoulders, forearms, middle backs, and calves. Frills of fins also protrude from the backs of their heads. All merfolk can breathe air or filter oxygen from the water, and they can walk on land or swim with equal ease.

Merfolk Traits

Your merfolk character has the following traits.

Ability Score Increase. Your Charisma score increases by 1.

Age. Merfolk mature at the same rate humans do and reach adulthood around the age of 20. They live considerably longer than humans, though, often reaching well over 100 years.

Alignment. Most merfolk are neutral, living in close harmony with nature.

Size. Merfolk are significantly taller than most humans, standing between seven and eight feet tall and averaging about 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet. You also have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Languages. You can speak, read, and write Common (if it exists in your campaign), Merfolk and one additional language of your choice.

Subrace. Merfolk are actually two separate subspecies. The green merfolk favor the land, walking among the trees and savoring the sunlight that filters through the leaves, while the blue merfolk are more at home in the waters of the Great River and the Inner Sea.

Green Merfolk

Green merfolk generally have yellow chests and pale green faces, shading to dark blues and purples on their backs and limbs. The patterns on their skin suggest the colors of the tree frogs common in the rain forest, as do their eyes of orange, lime green, or sky blue. Their fins are relatively short and thick. They climb trees with ease, move through undergrowth unhindered, and often wield magic to shape vines and branches to their will.

Ability Score Increase. Your Wisdom score increases by 2.

Mask of the Wild. You can attempt to hide even



Vineshaper Mystic Kieran Yanner

when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Cantrip. You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

Blue Merfolk

Blue merfolk often have burgundy or magenta on their faces and chests, with lighter shades of blue and purple elsewhere. Their eyes are red, orange, or blue, and their long, thin, and elegant fins resemble scarves or veils of fine fabric. They swim easily, even upstream, and clamber over rocks and through rapids with ease. They prefer to dwell in shallow waters, but spend a fair amount of time on land as well.

Ability Score Increase. Your Intelligence score increases by 2.

Lore of the Waters. You gain proficiency in History and Nature.

Cantrip. You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

VAMPIRE

The Legion of Dusk is dominated by an aristocratic class made up of vampires. They are faster and stronger than most humans, and gifted with supernatural abilities that made them the most formidable force in their homeland. Now, as they push into the depths of Ixalan in search of the Immortal Sun, they bring this strength to bear against all who would resist their advance.

For many vampires, the Rite of Redemption that transforms a human into a vampire is an act of personal sacrifice, paving the way for a promised glorious age. These vampires embody Torrezon's noble tradition in Ixalan. They are often guided by their dual loyalties to church and crown, believing that the monarch acts with righteous purpose. As such, these vampires carry themselves with a self-assurance that is both imposing and imperial. Other societies seem inferior and unclean compared to their own, leading them to feel that they have a right to claim new lands despite the presence of people already inhabiting those lands.

Other vampires view vampirism merely as a means to attain a powerful advantage over others. These vampires are fierce, ruthless, and often cruel, relishing conflict—be it political or armed—as a means of demonstrating their superiority. Many are politically ambitious, invoking Torrezon's hierarchy when it serves their interests, but ignoring all the rules of church, state, and morality when those rules become a burden. When these vampires come to Ixalan, they are conquerors, motivated by the prospect of personal glory and the accumulation of riches. Those who achieve wealth and power display it ostentatiously.

The core of every vampire's nature is the Feast of Blood. Though it is forbidden to feed on human citizens of Torrezon, including the human sailors and servants who accompany the vampire conquistadors to Ixalan, vampires are encouraged to feed on outsiders and heretics. The Feast of Blood sends new life essence flowing through the vampire who partakes of it, manifesting as even greater strength and speed.



Vampire Traits

Your vampire character has the following traits.

Ability Score Increase. Your Charisma score increases by 2, and your Wisdom score increases by 1.

Age. Vampires don't mature and age in the same way that other races do.

Alignment. Vampires might not have an innate tendency toward evil, but many of them end up there. Evil or not, their strict hierarchies incline them toward a lawful alignment.

Size. Vampires are the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Vampiric Resistance. You have resistance to necrotic damage.

Languages. You can speak, read, and write Common (if it exists in your campaign) and Vampire.

Bloodthirst. You can drain blood and life energy from a willing creature, or one that is grappled by you, incapacitated, or restrained. Make a melee attack against the target. If you hit, you deal 1 piercing damage and 1d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Feast of Blood. When you drain blood with your Bloodthirst ability, you experience a surge of vitality. Your speed increases by 10 feet, and you gain advantage on Strength and Dexterity checks and saving throws for 1 minute.

If your campaign uses feats, a vampire character can take this feat to gain the ability of flight shared by Legion of Dusk skymarchers.

Vampiric Exultation

Prerequisite: Vampire (Ixalan)

As an action, you can transform the lower half of your body into an inky black vapor, allowing you to float through the air. While transformed, you have a flying speed of 30 feet. You can maintain this form for up to 10 minutes. Once you use this ability, you can't use it again until you finish a short or long rest.

VAMPIRE FEAT



Orcs originally came from the same mountainous region where the kingdom of Torrezon was born, and they have been enemies of the Legion of Dusk since it was originally formed. The entire race has been declared anathema by the Church of Torrezon, and after centuries of fighting the Legion, the orcs have dwindled to only a few hundred in number. Some still live on remote islands near Torrezon, but many have joined the Brazen Coalition to serve on pirate ships—taking on any role that calls for an abundance of sheer muscle.

Orcs are tall, standing head and shoulders above most humans, and are generally twice as broad. They often accentuate their bulging muscles by wearing tight-fitting bands and accessories around the thickest parts of their arms and necks. Their skin color ranges from light brown through gray to almost jet-black.

Orc Traits

The orcs of Ixalan use the half-orc traits in the *Player's Handbook*.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

Alignment. Most orcs lean toward chaotic alignments, and many serve on pirate ships that encourage an inclination toward evil.

Size. Orcs average over 6 feet in height, and they have strong, stocky builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

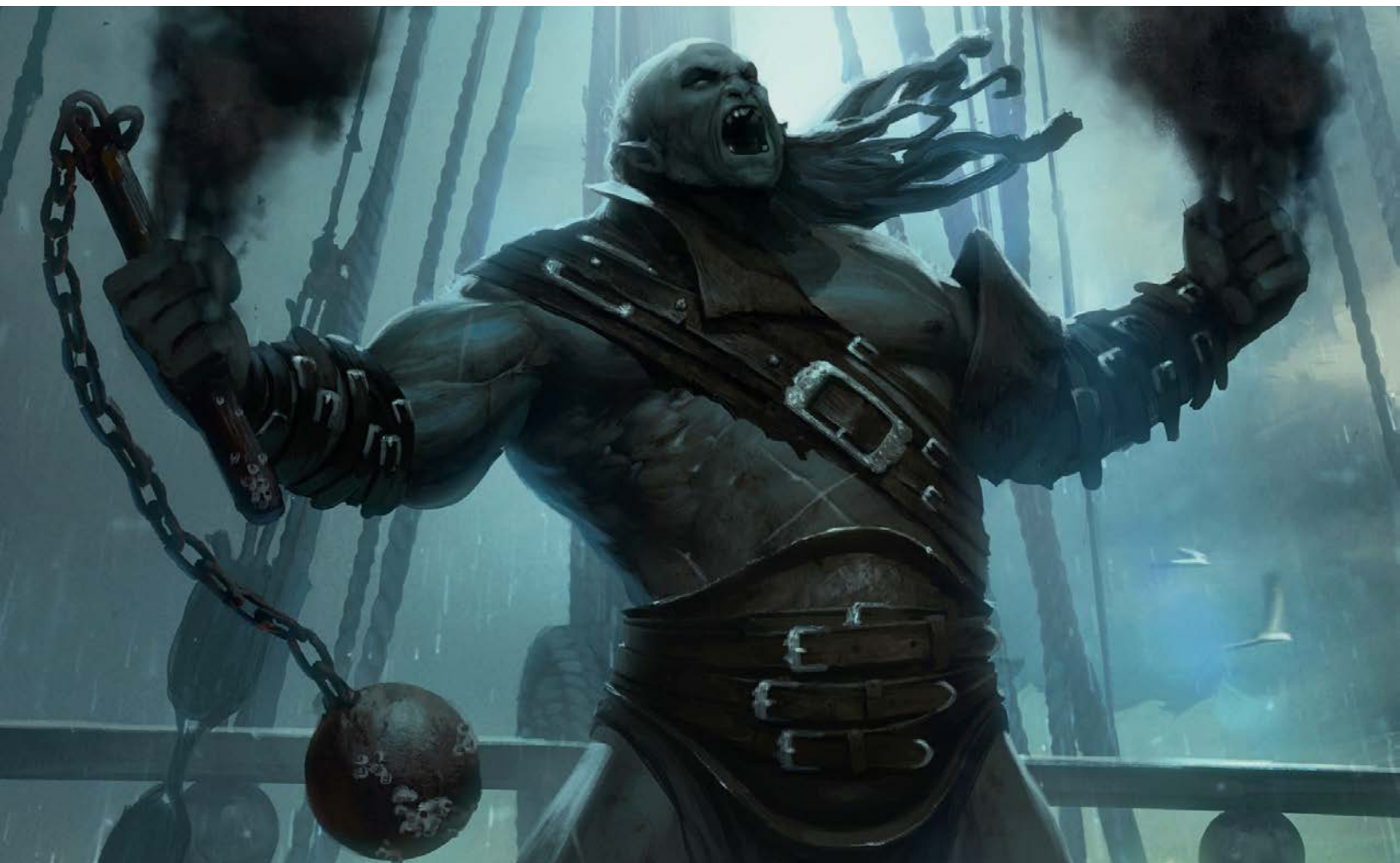
Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Menacing. You gain proficiency in the Intimidation skill.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Languages. You can speak, read, and write Common (if it exists in your campaign) and Orc.





GOBLIN

Goblins are native to Ixalan, and their eager curiosity drew them to the ships of the Brazen Coalition when the pirates first made landfall on the Sun Empire's shores. Though they still thrive in remote jungle colonies, goblins are most commonly seen swinging on the ropes of sleek pirate ships.

Goblins stand about three feet tall, though they rarely stand upright. They prefer a crouched posture that lets them scramble quickly on all fours, aided by their long prehensile tails. Their hearing and eyesight make them excellent lookouts, and their agility serves them well as crew members on pirate ships. They climb, swing, and jump easily among a ship's ropes, and can get into tight spaces that humans can't. For better or worse, many goblins are also incorrigible pranksters, and they often have a hard time determining when a prank is inappropriate, is poorly timed, or has gone too far.

Goblin Traits

Your goblin character has the following traits.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Goblins mature faster than humans, reaching adulthood around age 12. They age noticeably faster, and though few goblins live to old age, the most cautious rarely live longer than 50 years.

Alignment. Most goblins are wildly chaotic, with no particular inclination toward good or evil but a strong tendency toward mischief.

Size. Goblins average about 3 feet tall and weigh about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Agile Climber. You have a climbing speed of 25 feet. You can't use your climbing speed while you wear medium or heavy armor. (If your campaign uses the variant rule for encumbrance, you can't use your climbing speed if you are encumbered.)

Darkvision. Accustomed to life in the jungle night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak, read, and write Common (if it exists in your campaign) and Goblin.



SIREN

Sirens are at home along the waters of the Stormwreck Sea. They settle on rocky coasts and remote islands, and even on floating piles of kelp. Sirens are mercurial creatures who can turn in an instant from lonely to repulsed, from desirous to hateful, from welcoming to irritated, from loving to murderous—and then back again. They are fascinated with ships, and enjoy toying with them. One siren might call out to a passing crew for company, only to capriciously draw the ship into an entangling mass of kelp. Another might lure a vessel onto jagged rocks so as to study the wreckage and learn more about the strange contraption. But as the number of Brazen Coalition ships passing through siren-controlled waters has increased over the years, a growing number of sirens have decided to satisfy their curiosity by taking positions on ship crews—including, in at least one case, the position of captain.

Sirens are humanoid creatures with birdlike features. Their long, slender arms extend into powerful wings that easily carry their light frames into the air. Their fingers bear sharp claws but are nimble enough to wield weapons and perform fine manipulation. Crests

of feathery plumage start between their eyes and cover the backs of their heads.

Siren Traits

Your siren character has the following traits.

Ability Score Increase. Your Charisma score increases by 2.

Alignment. Most sirens lean toward chaotic alignment, cherishing the freedom and independence that comes from joining a pirate crew.

Size. Sirens stand about 5 to 6 feet tall, but their bodies are slender and their bones partially hollow to facilitate their flight. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Flight. You have a flying speed of 30 feet. You can't use your flying speed while you wear medium or heavy armor. (If your campaign uses the variant rule for encumbrance, you can't use your flying speed if you are encumbered.)

Siren's Song. You know the *friends* cantrip and can cast it without material components.

Languages. You can speak, read, and write Common (if it exists in your campaign) and Siren.



PLANES AND SUBRACES

Three of the races of Ixalan—goblins, merfolk, and vampires—are also found on Zendikar and appear in *Plane Shift: Zendikar*. They are presented here as races unto themselves, but in effect, the vampires of Ixalan and the vampires of Zendikar can be treated as two subraces of the same vampire race.

The core merfolk race presented here is the same as the one in *Plane Shift: Zendikar*, so green and blue merfolk are simply additional subraces.



Kalitas, Bloodchief of Ghet ➤ Todd Lockwood



Zada, Hedron Grinder ➤ Chris Rallis

For vampires, these traits presented in *Plane Shift: Zendikar* are features of the Zendikar subraces of vampires:

Ability Score Increase. Your Intelligence score increases by 1.

Null Transformation. A humanoid killed with your Bloodthirst ability becomes a null.

The Ixalan vampire's increase to Wisdom and Feast of Blood trait are features of the Ixalan subrace.

For goblins, each of the Zendikar subraces gains the following traits:

Ability Score Increase. Your Constitution score increases by 2.

Grit. You have resistance against acid and fire damage. In addition, when you are wearing no armor, your AC is equal to 11 + your Dexterity bonus.

The Ixalan goblin's increase to Dexterity and Agile Climber trait are features of the Ixalan subrace.



Arterial Flow ➤ Josh Hass




Goblin Trailblazer ➤ Josh Hass

LAND OF THE GREAT RIVER



GEOGRAPHY OF IXALAN

The center of the world is the great continent known as Ixalan, which has given its name to the plane as a whole. A tropical land covered in lush rain forest, soaring mountains, lofty plains, and winding rivers, Ixalan is shaped like a large crescent enfolding a vast inner sea. Its history has been shaped by the interaction between the Sun Empire and the River Heralds. Both peoples lived in balance while the Sun Empire maintained its stewardship of the Immortal Sun. But that balance was upset when the emperor abused the artifact's power. Now the Sun Empire has been pushed to the coastal lands of Ixalan, while the River Heralds dominate the interior.

Island  Christine Choi



IXALAN

ANCIENT SITES

The Sun Empire was once larger than it presently is, and remnants of its past glory still lie scattered throughout the jungles of the Great River. Some of these remnants are no more than heaps of rubble overgrown by hardy plant life, potentially interesting for the sake of inscriptions that might remain on worn stone surfaces, but otherwise remarkable only as landmarks for those traveling through the uncharted wilderness. However, several whole cities also lie in ruins scattered throughout the jungle.

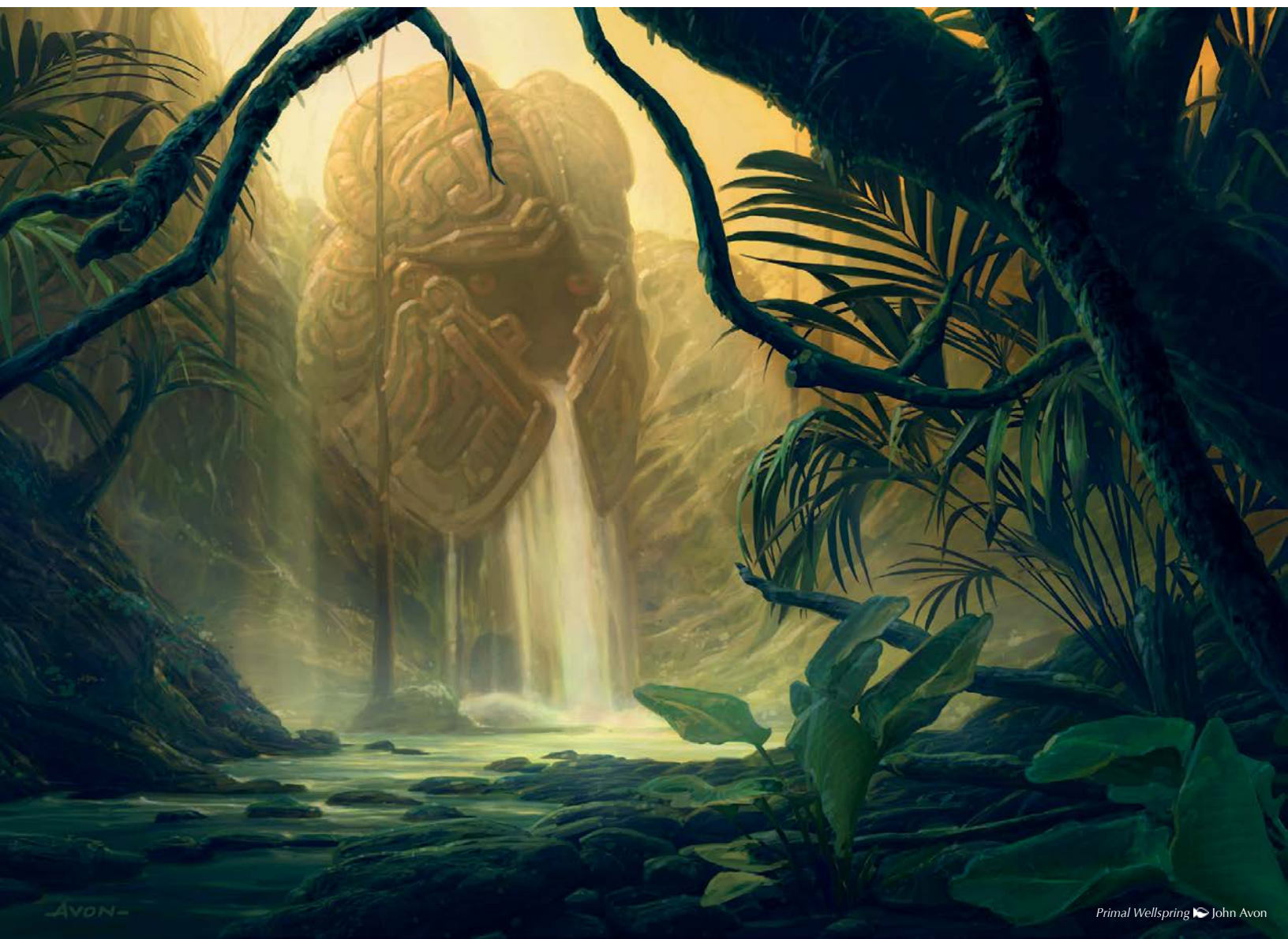
Quetzatl was once the home of a self-proclaimed king who challenged the authority of the emperor. Its ruins betray the violence used to tear its buildings down stone by stone, and legend holds that spirits of the dead, including the Pretender King, still haunt those ruins.

The city of Pecatli was known for its grand temple, which boasted three great spires for the three aspects of the sun. The spires have long been toppled, but the diamonds, emeralds, and rubies said to have crowned them have never been found.

Techepec was a retreat for the emperor and the imperial family, a place where they could escape the trials of life at court for a time. In fact, Emperor Huatzan II used Techepec as a sort of capital-in-exile during a brief period of insurrection, when another pretender sat on the throne in Orazca.

Azcanta, now called the Sunken Ruin, was a thriving population center until a prolonged conflict with the River Heralds caused it to sink into the waters of the Inner Sea. Its buildings are still largely intact far beneath the waves, and some pirates now seek the city's treasures.

A few lone shrines and temples dot the jungle as well, the last remnants of cities whose wooden buildings have long since rotted away. These include Tonalixco, the temple of the eastern sun, which marked the western edge of the empire in the fortress-city of Tanaztac. Icalaquiampa, the temple of sunset, was the focus of a religious sect that tried to replace the emperor with a high priest and establish theocratic rule.





Aclazotz was a temple dedicated to a bat god of the night, opposed to the Threefold Sun and the empire devoted to the sun. The temple makes an appearance in “X Marks the Spot,” a special D&D Ixalan adventure created for Extra Life 2017, but there’s much more to this legendary site. Aclazotz was partially inspired by the classic D&D adventure *The Hidden Shrine of Tamoachan*, which appears in updated form in *Tales from the Yawning Portal*. If you want to more fully explore the ruins, you might use that adventure as a starting point. Perhaps this is where Elenda, the knight who brought the rites of vampirism to the Legion of Dusk, underwent her own transformation.

Of course, the grandest ruin of the ancient Sun Empire is Orazca, the glorious golden city where the Immortal Sun still lies hidden. It was the empire’s capital for many centuries, and tribute from across the breadth of Ixalan was brought to adorn its palaces and temples. Gold covers nearly every building in the city, and jade inlays reflect the influence of the ancient merfolk who

shared Orazca with the humans of the empire. But the world has since closed up over the golden city, hiding its secrets and its treasures from all who seek it. Three golden spires are now the only visible signs of Orazca where they rise above the forest floor.



TREASURE

Treasure is an important part of adventuring in any DUNGEONS & DRAGONS campaign, and that is perhaps more true on Ixalan than on most planes in Magic's Multiverse. You can use cards (including Treasure tokens) as inspiration for the kinds of treasures that adventurers might find. When a treasure hoard includes art objects, you can use these tables to provide a distinctive flavor to Ixalan's treasures. (If you look closely, you'll see many of these objects in the art on Treasure token cards, reproduced on these pages.)

25 GP ART OBJECTS

d10 Object

- 1 Silver medallion (Sun Empire)
- 2 Amulet of dinosaur feathers (Sun Empire)
- 3 Sun amulet on a beaded chain (Sun Empire)
- 4 Tiny jade figurine (River Heralds)
- 5 Pair of engraved bone dice (Brazen Coalition)
- 6 Copper stein with silver filigree (Brazen Coalition)
- 7 Velvet doublet with gold buttons (Legion of Dusk)
- 8 Gold ring with turquoise (Legion of Dusk)
- 9 Cloth-of-gold vestments (Legion of Dusk)
- 10 Gold locket with a painted portrait inside (Legion of Dusk)

250 GP ART OBJECTS

d10 Object

- 1 Silver necklace with an amber pendant (Sun Empire)
- 2 Fine robe with dinosaur feathers and silver embroidery (Sun Empire)
- 3 Jade headpiece (River Heralds)
- 4 Carved jade statuette (River Heralds)
- 5 Jade bowl (River Heralds)
- 6 Bronze spyglass (Brazen Coalition)
- 7 Pewter mug with green spinels (Brazen Coalition)
- 8 Gold pendant with black onyx (Legion of Dusk)
- 9 Large well-made tapestry (Legion of Dusk)
- 10 Large gold bracelet (Legion of Dusk)

750 GP ART OBJECTS

d10 Object

- 1 Silver headdress with amber and red-coral feathers (Sun Empire)
- 2 Silver shoulder piece with amber and garnet (Sun Empire)
- 3 Jade sword with amber (River Heralds)
- 4 Large jade totem (River Heralds)
- 5 Gold-plated sextant with topaz (Brazen Coalition)
- 6 Necklace of electrum medallions with red and blue tourmalines (Brazen Coalition)
- 7 Lute crafted of exotic wood with mother-of-pearl inlay and zircon gems (Brazen Coalition)
- 8 Ceremonial silver dagger with gold pommel and black pearl (Legion of Dusk)
- 9 Fine steel rapier with gold filigree hilt (Legion of Dusk)
- 10 Gold chalice (Legion of Dusk)



Treasure Florian de Gesincourt



Treasure Jason Felix



Treasure Milivoj Ceran



2,500 GP ART OBJECTS

d10	Object
1	Platinum headdress with topaz sun symbol (Sun Empire)
2	Feathered mantle with emerald clasp (Sun Empire)
3	Necklace of jade and pink pearls (River Heralds)
4	Finely articulated jade glove (River Heralds)
5	Eye patch with a mock eye set in blue sapphire and moonstone (Brazen Coalition)
6	Jeweled anklet (Brazen Coalition)
7	Gold music box (Brazen Coalition)
8	Gold-plated ceremonial helmet and pauldrons (Legion of Dusk)
9	Fine gold chain with fire opals (Legion of Dusk)
10	Masterpiece painting in mahogany frame with gold inlay (Legion of Dusk)



7,500 GP ART OBJECTS

d10	Object
1	Platinum ring with yellow sapphire (Sun Empire)
2	Platinum staff topped with amber (Sun Empire)
3	Jade breastplate (River Heralds)
4	Jade totem with diamond eyes (River Heralds)
5	Treasure chest crafted of exotic wood with gold fittings and opals (Brazen Coalition)
6	Bejeweled ivory drinking horn with gold inlay (Brazen Coalition)
7	Gold jewelry box with platinum filigree (Brazen Coalition)
8	Gold basin with rubies (Legion of Dusk)
9	Gold chalice set with emeralds (Legion of Dusk)
10	Marble font with gold inlay (Legion of Dusk)

When adventurers discover magic items as treasure, you can use this table in place of the one in chapter 7 of the *Dungeon Master's Guide* to determine the character of any particular magic item.

WHO CREATED IT OR WAS INTENDED TO USE IT?

d12	Origin or Intended User
1–2	Sun Empire. The item was created during the heyday of the Sun Empire, most likely during the time that the Immortal Sun was housed in the imperial capital of Orazca. It might be tied to a former emperor or an emperor's champion. It might be decorated with imagery of the Immortal Sun, as well as geometric patterns, feather designs, or dinosaur shapes. It might be made of silver or incorporate amber.
3	Dinosaur. This item is made from scales, teeth, talons, or feathers shed by a dinosaur.
4–5	River Heralds. The item is probably crafted from jade or polished wood. It might include designs resembling knots or braids. If fabric, it appears to be knotted or braided out of long strips. Weapons often have a wave-like curve to their design. The item could have an elemental spirit bound into it.
6–7	Brazen Coalition. The item was devised by the crafty inventors of the Brazen Coalition. It might incorporate designs like ship fittings or knotted rope into its construction, or it could feature polished wood, carefully focused lenses, or fabric that billows like sails.
8–9	Legion of Dusk. The item might be fashioned of bone, gold, or ancient-looking black wood. It might have a two-pronged motif or incorporate the rose-like symbol of the Legion.
10	Coatl. The item is half the weight of other items of its kind, and is inscribed with feathered wings, serpents, suns, and other symbols of good. Demons find the item's presence repulsive.
11	Demonic. The item is made of black iron or horn inscribed with runes, and any cloth or leather components are crafted from the hide of demons. It might incorporate the feathers, claws, or beaks of harpies. It is warm to the touch and features leering faces or vile runes engraved on its surface. Coatls find the item's presence repulsive.
12	Dryad. The item is exquisitely crafted from wood, leaves, or vines. It is adorned with symbols of nature: leaves, vines, stars, and the like. It glows with a pale radiance in moonlight, shedding dim light in a 5-foot radius.

AN IXALAN BESTIARY

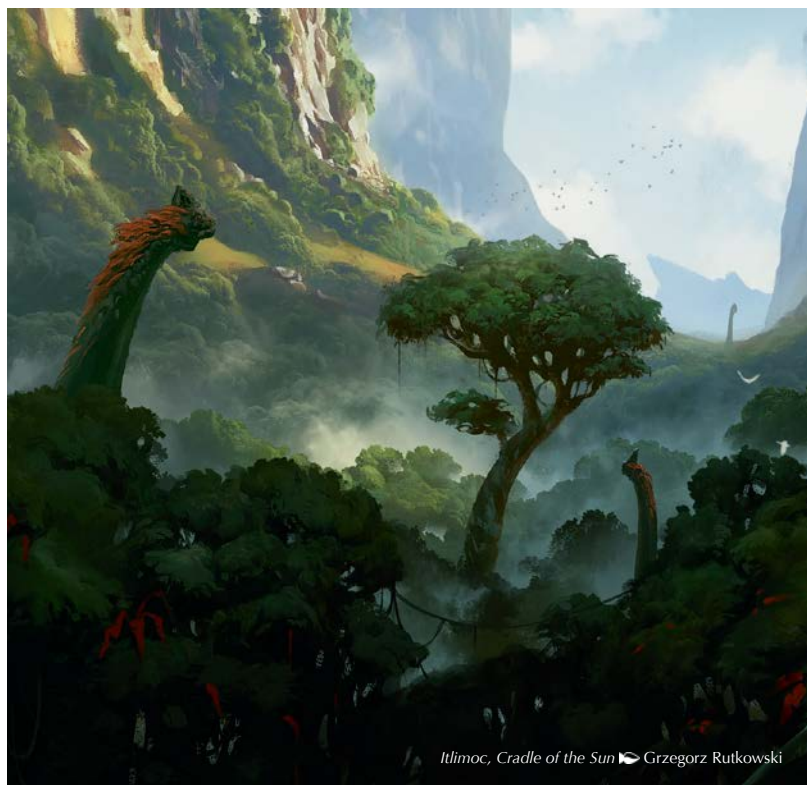


DINOSAURS

Dinosaurs are the dominant form of animal life in Ixalan—the absolute rulers of the coastal lands held by the Sun Empire, and a force to be reckoned with in the interior jungles. A number of dinosaurs appear in the *Monster Manual*, with even more to be found in *Volo's Guide to Monsters*, making that a particularly worthwhile resource for an Ixalan campaign. (Many of the dinosaurs in *Volo's Guide* also appear in *Tomb of Annihilation*.)

The Rumbling Herds

The largest of the dinosaurs are huge, long-necked herbivores that feed on the leaves of tall trees. The enormous size of these dinosaurs means that a single beast—often a young, old, or injured one that becomes separated from the herd—can feed a whole pack of smaller predators. The magnificent altisaurs wander across the plains and through the sparse forests of the Sun Coast, grazing on the tops of trees. Brontodons travel in herds, causing the ground to thunder beneath their tremendous weight when they build up speed. Use **brontosaurus** stats from *Volo's Guide to Monsters* for these beasts.



Itlimoc, Cradle of the Sun ➤ Grzegorz Rutkowski

Belligerent Brontodon ➤ Dan Scott



DAN SCOTT

Horned Herbivores

Many smaller herbivores are found on the plains of Ixalan. Rather than depending on size for defense, these dinosaurs are protected by plated scales, sharp horns, or spiked tails. Most are aggressively proactive in chasing off predators even before they are attacked, and the people of the Sun Empire find these creatures among the hardest dinosaurs to control.

Ceratopses sport enormous horns on and around the large, feathered frills that protect their necks. The related snubhorns lack the sharp pointed horns of their cousins. Despite their surly temper, ceratopses make excellent mounts. The **triceratops** in the *Monster Manual* can represent all of these dinosaurs.

Scales, Spikes, and Hammers

For dinosaurs without the prominent horns of the ceratopses, armored plating and deadly tails are an effective defense against predators.

An aegisaur's back is covered with thick, armored scales that resemble a turtle's shell, while its tail is tipped with a massive bony club that can smash an aggressor's skull. Use the **ankylosaurus** in the *Monster Manual* for these creatures.

Armasaurs also have plates on their backs, but these rise up like spikes along their spines. Their whiplike tails bear sharp spikes for protection. Use the **stegosaurus** in *Volo's Guide to Monsters* for the armasaur.

Even lacking horns or spikes, hammerskulls can protect themselves with their thickly plated heads. The



Bellying Aegisaur by Craig J. Spearing





Territorial Hammerskull Lars Grant-West



Sky Terror Johann Bodin

giant goat statistics in the *Monster Manual* can represent a hammerskull.

Other herbivores rely on speed, stealth, or numbers to aid their chances of survival. The **hadrosaurus** in *Volo's Guide to Monsters* is a good example of such creatures.

Soaring Flocks

Aerosaurs include several varieties of large reptiles with leathery wings, including pterodons and sunwings. Though they are generally clumsy fliers, better at gliding from high perches or riding coastal updrafts than at lifting themselves from the ground, aerosaurs are sometimes used as mounts by knights of the Sun Empire. Smaller aerosaurs can be represented by the **pteranodon** in the *Monster Manual*, while larger ones are more like the **quetzalcoatlus** in *Volo's Guide to Monsters*.

The Flesh-Eaters

The most feared dinosaurs are the aggressive bipedal predators that hunt other dinosaurs—none of which are averse to feeding on humanoids when they can. Despite their ferocity, flesh-eaters make excellent mounts, since they do not balk or shy away from combat. These dinosaurs include a huge variety of raptors, ranging from dog-sized creatures that hunt in packs to monsters large enough to carry an armored knight into battle. *Volo's Guide to Monsters* includes the **deinonychus** and the **velociraptor** to represent these dinosaurs.



Thrash of Raptors ▶ Jonathan Kuo



Snapping Sailback ▶ Dan Scott



Frilled Deathspitter ▶ Zoltan Boros

Teeth and Frills

Ferocidons are particularly vicious relatives of raptors, specialized to take down much larger prey. Use the **allosaurus** statistics in the *Monster Manual* for these creatures.

Sailbacks are predators that lurk in lakes and rivers to ambush unwary prey. Their statistics are equivalent to those of the **giant crocodile** in the *Monster Manual*.

The dinosaurs aptly known as deathspitters can spit venom to blind their prey before closing in for the kill.

FRILLED DEATHSPITTER

Small beast, unaligned

Armor Class 13

Hit Points 18 (4d6 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	4 (−3)	12 (+1)	6 (−2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

ACTIONS

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

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Spit Poison. *Ranged Weapon Attack:* +5 to hit, range 15/30 ft., one target. *Hit:* The target must make a DC 13 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. In addition, a creature that fails its saving throw is blinded until the end of the deathspitter's next turn.



Ghalta, Primal Hunger Chase Stone

Dinosaur Tyrants

Ixalan's largest predators comprise a family of dinosaurs with large heads, blade-like teeth, and short, almost vestigial front legs. These terrifying creatures bear names like monstrosaur, dreadmaw, swordtooth, regisaur, and tyrant, and their roars inspire terror in those who hear them. Most of these dinosaurs are solitary hunters, but regisaur in particular are known for hunting in small packs. Use the **tyrannosaurus rex** statistics in the *Monster Manual* for all these giant predators.

Elder Dinosaurs of Orazca

The opening of Orazca, the golden city—which marks the turn between the *Ixalan* set and *Rivals of Ixalan*—reveals the existence of six huge and ancient elder dinosaurs, apparently preserved for centuries. Compared to their smaller cousins, they have less brightly-colored plumage and more grayish scales, but their feathers are a bright gold that matches the city around them. They are strong-willed and ferocious, and thus are hard to control. But the power of the Immortal Sun gives the Sun Empire warriors who wield it the ability to bring these elder dinosaurs under their command.



Regisaur Alpha Jonathan Kuo



GISHATH, SUN'S AVATAR

Gargantuan beast, unaligned

Armor Class 16 (natural armor)

Hit Points 203 (14d20 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	18 (+4)	12 (+1)	16 (+3)	6 (-2)

Saving Throws Str +11, Con +8, Wis +7, Cha +2

Skills Perception +7

Senses passive Perception 17

Languages —

Challenge 10 (5,900 XP)

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

ACTIONS

Multiattack. Gishath makes two attacks: one with its bite and one with its stomp or tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 39 (5d12 + 7) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or it is grappled (escape DC 19). Until this grapple ends, the target is restrained, and Gishath can't bite another target.

Swallow. Gishath makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, that creature takes the bite's

damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Gishath, and it takes 21 (6d6) acid damage at the start of each of Gishath's turns.

If Gishath takes 30 damage or more on a single turn from a creature inside it, it must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of it. If Gishath dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Stomp. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 29 (5d8 + 7) bludgeoning damage, and the target must succeed on a DC 19 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

LEGENDARY ACTIONS

Gishath 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. Gishath regains spent legendary actions at the start of its turn.

Attack. Gishath makes one stomp or tail attack.

Roar (Costs 2 Actions). Each creature that is within 120 feet of Gishath and can hear it must succeed on a DC 19 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 Gishath's Roar for the next 24 hours.



Zetalpa, Primal Dawn ➤ Chris Rallis



Etali, Primal Storm ➤ Raymond Swanland

ELDER DINOSAUR

Gargantuan monstrosity (titan), unaligned

Armor Class 25 (natural armor)

Hit Points 676 (33d20 + 330)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	3 (−4)	11 (+0)	11 (+0)

Saving Throws Int +5, Wis +9, Cha +9

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages —

Challenge 30 (155,000 XP)

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

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

Siege Monster. The elder dinosaur deals double damage to objects and structures.

Uniqueness. These statistics are shared by all six elder dinosaurs, but each one has its own particular characteristics, detailed on the next page.

ACTIONS

Frightful Presence. Each creature of the elder dinosaur's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the elder dinosaur is within line of sight, 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 elder dinosaur's Frightful Presence for the next 24 hours.

Swallow. The elder dinosaur makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the elder dinosaur, and it takes 56 (16d6) acid damage at the start of each of the elder dinosaur's turns.

If the elder dinosaur takes 60 damage or more on a single turn from a creature inside it, it must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of it. If the elder dinosaur dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

LEGENDARY ACTIONS

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

Attack. The elder dinosaur makes one claw attack, tail attack, wing attack, or flipper attack.

Move. The elder dinosaur moves up to half its speed.

Chomp (Costs 2 Actions). The elder dinosaur makes one bite attack or uses its Swallow.



Nezahal, Primal Tide ➤ Sam Burley



Tetzimoc, Primal Death ➤ Zack Stella



Zacama, Primal Calamity ➤ Jaime Jones

ZETALPA, PRIMAL DAWN

Speed 20 ft., fly 60 ft.

Damage Resistances radiant

ADDITIONAL ACTIONS

Multiattack. The elder dinosaur can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, and two with its wings. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the elder dinosaur can't bite another target.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Wing. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage.

NEZAHAL, PRIMAL TIDE

Speed 20 ft., swim 60 ft.

Hold Breath. The elder dinosaur can hold its breath for 4 hours.

ADDITIONAL ACTIONS

Multiattack. The elder dinosaur can use its Frightful Presence. It then makes five attacks: one with its bite and four with its flippers. No two flipper attacks can target the same creature. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the elder dinosaur can't bite another target.

Flipper. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage.

ETALI, PRIMAL STORM

Lightning Storm. The elder dinosaur is always accompanied by a raging thunderstorm similar to the effect of a *call lightning* spell. A storm cloud in the shape of a cylinder that is 10 feet tall with a 60-foot radius instantly forms 100 feet in the air over the elder dinosaur when it is angered or becomes violent, as long as it is outdoors. On each of its turns, as an action, the elder dinosaur can choose a point it can see within 120 feet of it. A bolt of lightning flashes down from the cloud to that point. Each creature within 10 feet of that point must make a DC 20 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one.

ADDITIONAL ACTIONS

Multiattack. The elder dinosaur can use its Frightful Presence and call down two lightning strikes from its Lightning Storm. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the elder dinosaur can't bite another target.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

TETZIMOC, PRIMAL DEATH

Spiny Carapace. The elder dinosaur is covered in an armored carapace bristling with thick, sharp spines. Any creature that hits or misses Tetzimoc with a melee attack takes 7 (2d6) piercing damage.

Tail Spike Regrowth. The elder dinosaur has forty tail spikes. Used spikes regrow when the elder dinosaur finishes a long rest.

ADDITIONAL ACTIONS

Multiattack. The elder dinosaur can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its tail spikes in place of any or all of those attacks, and it can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the elder dinosaur can't bite another target.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Horns. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 24 (4d6 + 10) piercing damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Tail Spikes. *Ranged Weapon Attack:* +9 to hit, range 100/300 ft., two targets. *Hit:* 7 (2d6) piercing damage.

GHALTA, PRIMAL HUNGER

ADDITIONAL ACTIONS

Multiattack. The elder dinosaur can use its Frightful Presence. It then makes three attacks: one with its bite, one with its stomp, and one with its tail. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 62 (8d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the elder dinosaur can't bite another target.

Stomp. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 46 (8d8 + 10) bludgeoning damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 38 (8d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

ZACAMA, PRIMAL CALAMITY

ADDITIONAL ACTIONS

Multiattack. The elder dinosaur can use its Frightful Presence. It then makes five attacks: three with its bite, one with its stomp, and one with its tail. It can use its Swallow instead of a bite.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained. If the elder dinosaur has three targets restrained in this way, it can't bite another target.

COATLS

The River Heralds believe that the waters of the world are divided into two spheres: the river and the sea are the lower half, with the jungle and the sky above. They believe that the sea possesses an unfathomable wisdom, the deep musings of the unspeakably ancient world. But the wisdom of the sky and the rivers is embodied in the coatls—winged serpents that twist through the air to reflect the course of rivers along the ground.

Coatls are immortal guardians of the sky, dwelling always among the clouds. The River Heralds say that they can be enticed to the ground by the earnest supplication of the wisest of merfolk shamans. Coatls are said to be wise beyond mortal measure and incapable of speaking a falsehood, so their advice is often sought in times of desperate need. The sight of a coatl is thought to foretell favorable winds—a belief that has begun to spread from the River Herald shamans to the pirates of the Brazen Coalition. Use the **couatl** statistics in the *Monster Manual* for Ixalan's coatls.



SUNBIRDS

The people of the Sun Empire revere certain dinosaurs as incarnations of the Threefold Sun. But the fiery phoenixes, also called sunbirds, are thought to be messengers of Tilonalli, embodying the destructive aspect of the sun but also the rebirth that follows. Legends hold that somewhere within the mountains sleeps Xuatl—a scaled bird formed from the sun's fire. Xuatl molts its skin and feathers during the summer months, often setting the trees and slopes ablaze.

SUNBIRD

Gargantuan monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 279 (18d20 + 90)

Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Dex +5, Con +10, Wis +7, Cha +7

Skills Perception +7

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 17

Languages Giant Owl, understands Common but can't speak it

Challenge 13 (10,000 XP)

Death Throes. When the sunbird dies, it explodes, and each creature within 30 feet of it must make a DC 18 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area

that aren't being worn or carried. The sunbird's body turns to ash, but an egg is left where the sunbird was.

Fire Aura. At the start of each of the sunbird's turns, each creature within 5 feet of it takes 11 (2d10) fire damage, and flammable objects in the area that aren't being worn or carried ignite. A creature that touches the sunbird or hits it with a melee attack while within 5 feet of it takes 11 (2d10) fire damage. The aura also sheds bright light in a 60-foot radius and dim light for an additional 60 feet.

Flyby. The sunbird doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The sunbird has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiaction. The sunbird makes two talon attacks.

Talon. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage plus 14 (4d6) fire damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the sunbird can't attack another target with that talon. A grappled creature takes 11 (2d10) fire damage at the start of each of the sunbird's turns.



Zack Stella

NIGHT TERRORS

The legends of the Sun Empire are populated with the enemies of the sun—terrible monsters that threaten to devour its light and undo its work. Unfortunately for the people of Ixalan, these are not just creatures of legend but real monsters with supernatural power, lurking in the darkness of night and the shadows of ancient ruins and crypts.

Demons

Resembling twisted bats, the demons of Ixalan are the spawn of a bat-god, the source of all darkness. While the sun's aspects include destruction as well as creation and growth, the demons represent stagnation and decay. The sun consumes in glorious fire; demons work through rot and degeneration. They are said to be active at night, when the sun is hidden, and their efforts are directed toward preventing the sun from rising again each morning. In the meantime, they spread plague and corruption across the land. The **vrock** in the *Monster Manual* is a good representation of Ixalan's demons.

Harpies

Harpies are the mortal servants of demons, and they resemble them in their general features. Their faces are like those of owls, and they have large, feathered wings that suggest their corrupt connection to the Sun Em-



Mausoleum Harpy  Randy Vargas

pire—or perhaps their heritage as sirens who were corrupted by the evil of the demons. Utterly nasty in temperament, harpies inhabit many of the islands in both the Stormwreck Sea and the Inner Sea, and dwell on high cliffs on the mainland of Ixalan. Their filthy bodies carry disease that they can spread through their bite.

Use the **harpy** statistics in the *Monster Manual* for Ixalan's harpies, but replace the club attack with a bite attack:

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.



Lurking Chupacabra by YW Tang

Horrors

Indescribable creatures of nightmare lurk in the ruins and dark places of Ixalan. Many are thought to be the corrupted remnants of the life energy and brilliant light left behind in places the Sun Empire has abandoned. Such creatures include a monster that lurks in the darkness of the jungle and feeds on the blood of mammals and dinosaurs, called the chupacabra. It is stealthy and elusive, known more by the blood-drained prey it leaves behind than by actual physical sightings.



NATURE EMBODIED

The forest surrounding the Great River teems with both plant and animal life. In the space between plants and animals—or perhaps encompassing both—are strange creatures that embody life itself.

Dryads

It is said that the only force on Ixalan not interested in finding the golden city is Ixalan itself. Dryads, as incarnations of the land and its will, prove the saying true. Their only concern is the health of the forest: when the trees and ferns are healthy, the dryads flourish. But when the vampires' dusk fog or a demon's unwholesome influence cause the jungle to wither, the dryads suffer. As a result, they are generally friendly with the River Heralds, who live in harmony with nature, and hostile to the Legion of Dusk.

CHUPACABRA

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	6 (−2)	13 (+1)	9 (−1)

Skills Perception +3, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the chupacabra has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Drain Blood. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature that is prone, incapacitated, or restrained. *Hit:* 5 (1d6 + 2) necrotic damage. Additionally, the target's hit point maximum is reduced by an amount equal to the damage taken, and the chupacabra regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

REACTIONS

Pin. If a creature within 5 feet of the chupacabra stands up, the chupacabra can use its reaction to make a bite attack.

The dryads otherwise have no stake in the conflict between the people of Ixalan and the invaders, but as creatures of life and growth, they hate to see any living being suffer. Thus, they have been known to tend to wounded people left in the jungle to die, sharing their own abundant life energy with those in their care.

Ixalan's dryads are identical to the **dryads** in the *Monster Manual*.



Old-Growth Dryads by Yongjae Choi

Elementals

Elementals are an even more primal embodiment of natural forces. They are living beings of raw natural energy, but magic can shape and bind them into physical forms composed of wind, water, fire, or the verdant growth of the forest. The River Heralds construct jade totems that hold elementals in stasis until activated by trespassers. When a totem opens, the elemental's physical form comes together, and the intruders are quickly dispatched.

River Heralds also make use of elementals formed of air, water, or vegetation. In ancient times when folk of the River Heralds and the Sun Empire worked together, they harnessed fire elementals into guardians that still keep watch over certain forgotten ruins.

Any of the various elemental and plant creatures in the *Monster Manual* can represent the elementals of Ixalan. The River Heralds' totem elementals are similar to the basic **air**, **earth**, and **water elementals**, or to **treants**, **blights**, **shambling mounds**, or **awakened trees** and **awakened shrubs**. Fire guardians are similar to **fire elementals**.

Air Elemental by Tomasz Jedruszek





LIFE OF THE FOREST

The river and rain forest boast a teeming multitude of species, which make their homes everywhere from the canopy to the depths of the water. Animals live and feed in every layer of the forest, from the tops of the tallest emergent trees to the ferns, leaves, and roots reaching deep into the soil. And certain plants are just as active at hunting prey as predatory animals are.

Bats are common sights in rocky caves and jungle trees. They are considered enemies of the sun and closely associated with demons, even though most varieties are harmless. **Giant bats** are a more significant threat.

A wide variety of native birds are found throughout Ixalan, singing complex songs that contribute to the chorus of sounds within the jungle. Hummingbirds are sometimes poetically described as embodiments of freedom and the pursuit of pleasure. Large macaws and parrots (with statistics like those of **ravens**) make their homes in the trees and can often be found gathering over clay licks along riverbeds and the sea coast. The wily birds enjoy toying with people from the trees, with many of them calling out in imitation of humanoid voices to lead pirates and other explorers astray.

Frogs are more commonly heard than seen in Ixalan, joining their voices to the vivid soundscape of the jungle. They range from tiny poisonous tree frogs found in the branches of tall trees to huge horned frogs (**giant frogs**) that lurk in marshy areas.

Colorful griffins (**griffons**) combine the heads and plumage of jungle parrots with the sleek bodies of jag-



uars. They are intelligent and noble, and they share the River Heralds' desire to ensure that the power of the Immortal Sun is never again unleashed on the world.

The forest teems with all manner of insects, **spiders**, and other arthropods. Mosquitoes breed in stagnant water and swarm around any animal with blood. Centipedes, millipedes, roaches, and beetles crawl through the detritus and humus on the forest floor. Wasps, dragonflies, **scorpions**, ants, and beetles are everywhere, ranging in size from diminutive to gigantic. **Swarms of insects** pose a significant threat to adventurers, as do **giant centipedes**, **giant fire beetles**, **giant spiders**, **giant wasps**, and **giant wolf spiders**.

Many predatory plants attract food by producing smells redolent of food—whether the odor of sweet

nectar or the stench of decaying meat. They then close jaw-like leaves around their prey or capture them in sticky pools of digestive juice. A few plants are even more active, lunging up from the forest canopy to grab flying dinosaurs in woody claws or tangle them in vines. Others pull up their roots and creep across the forest floor in search of good hunting grounds. **Awakened shrubs**, **awakened trees**, and various forms of **fungi** can represent many of these plants.





LIFE OF THE WATERS

The rivers and seas of Ixalan teem with life as plentiful—and as dangerous—as that of the forests.

To ships on the Stormwreck Sea, storms are only the most prominent and visible danger. Bone-plated fish, squid, sea serpents, turtles, and whales can grow large enough to capsize a ship, pull it underwater, or smash it to flinders. The largest sharks (**giant sharks**) are the most feared, but even smaller sharks (**hunter sharks**) can be deadly alone—and are more so in schools. Their taste for blood makes them a fearsome threat to anyone at sea, especially those forced to walk the plank of a pirate ship.

The Inner Sea is less prone to storms but more crowded with reefs, rocks, and narrow straits. It is home to similar monstrous swimmers, with the addition of large saltwater **crocodiles**.

The waters of the Great River and all its tributaries are home to fish that serve as one of the most important food sources for other animals in the forest. These include large predatory fish, as well as churning swarms of small biting fish such as piranhas (equivalent to **quippers** and **swarms of quippers**). Enormous **crocodiles** lurk in the waters and bask on the riverbanks.

On the beaches and banks of the rivers and seas, crabs scuttle across the sand and birds wade in the shallow water. Trilobites are among the most common shore-dwellers, including predatory varieties as well as scavengers and filter-feeders consuming scraps they find in the sand. Use the **crab** or **giant crab** statistics in the *Monster Manual* for trilobites.



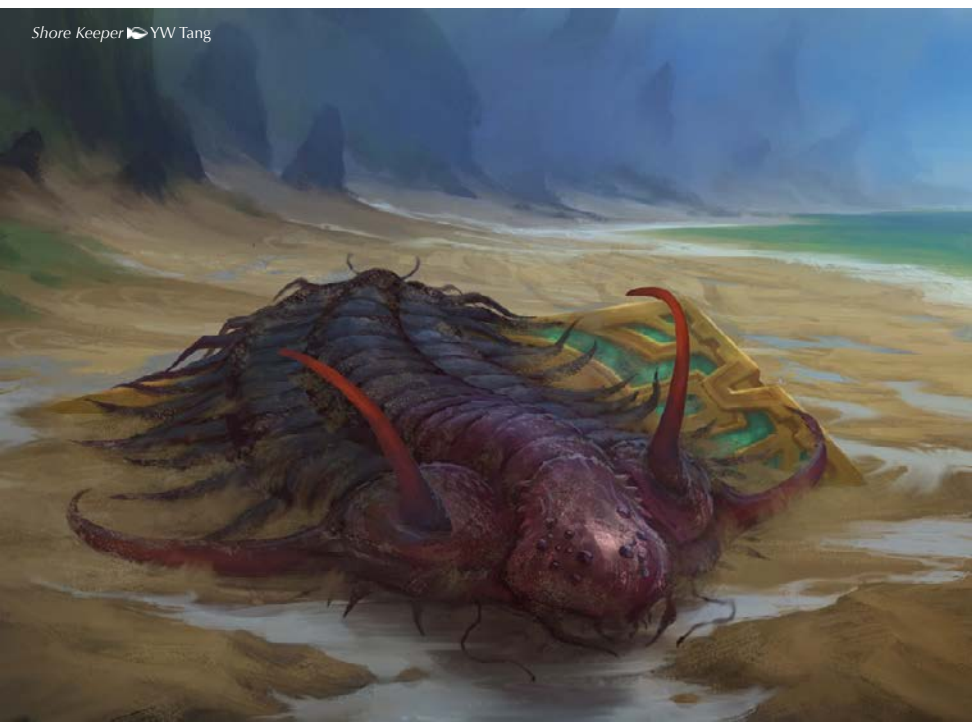
STONE GUARDIANS

Through the years in which the Sun Empire was ruled from Orazca, its priests crafted huge stone guardians to protect the empire's cities and temples. The incredible magic of the Immortal Sun gave a semblance of life to these artificial creatures, endowing them with the ability to move their stone bodies, a keen awareness of their surroundings, and a limited ability to think and reason in order to help them carry out their orders. These stone guardians were tasked with standing watch—constantly alert, vigilant to any danger, never sleeping, and unswerving in their duty.

Most stone guardians are inactive now. In ancient ruins lying far from the old capital, the magic that gave them life has faded over the centuries. Even within the golden city, many of them have become inert, and those who seek to explore Orazca or other ancient ruins must be on constant guard. Any carved figure or statue might well be a stone guardian whose magic has failed. But it might also be a guardian that is simply waiting for a threat before it activates and drives that threat away.

Constructs such as **animated armor**, **helmed horrors**, **shield guardians**, and **stone golems** can represent these guardians.

Shore Keeper YW Tang



APPENDIX: THE COLORS OF MAGIC

All the planes of Magic's Multiverse are suffused with mana—the energy that fuels magic in all its forms. Mana is intricately linked with the physical world, and different types of terrain produce different “colors” of mana. Most mages specialize in the use of one or perhaps two colors of mana, and in the particular types of magical effects that mana can create.

Color is a fundamental organizing principle of the Multiverse, closely linked with everything from physical geography to human personality. The following are just some of the correlations between color and other aspects of existence:

- **Lands:** Different types of terrain generate mana of different colors. For example, mountains produce red mana, while plains produce white mana.
- **Philosophical Principles:** Each color is associated with a set of ideals, values, and principles. White is connected with protection and order, and green with life and nature.

- **Magical Effects:** Different colors of mana are used to power different kinds of spells. Spells of fire, lightning, and speed draw on red mana, while spells of water, ice, and the mind use blue mana.
- **Races and Creatures:** Humans are exceptional, in that they don't have a particular aptitude or affinity for one color of mana. For other races, and even for nonsentient creatures, the connection is much stronger. Elves, for example, are typically green aligned. They use nature magic, and they value things like balance, stability, and interdependence. Hydras are also green aligned, though they don't use magic and they don't have values—even as they can be seen to embody those values. So if you wanted to summon a hydra, you'd use a green spell to do it.
- **Metaphysical Essence:** Sometimes magic or even powerful emotions can change the basic nature of people or creatures in a way that alters their color alignment. A vile curse might change



someone from green aligned to black aligned (or both green and black aligned). A terrible loss that spurs someone to vengeance might add red to the person's color alignment—temporarily or even permanently.

- **Personality Traits:** Different colors of mana are associated with different qualities of personality. It might be that a person who is emotionally driven, creative, and energetic is naturally drawn to the use of red mana; or perhaps using red mana brings out those qualities in a person. Most likely, the effect runs both ways.

A character's or creature's "color alignment" is a sort of shorthand that sketches out its personality, alignment, and power suite—the kinds of effects that it creates with its magic or through its behavior. This section goes over the traits of each of the five colors, and offers suggestions for ways they might influence a D&D character.

Multiple Colors. Many mages, especially Planeswalkers, routinely draw on two or more colors of mana. In some worlds, color pairs or triads have such a strong identity that they are manifested in the world. The guilds of Ravnica, for example, are each aligned to a specific pair of mana colors, and each of the clans of Tarkir used three colors. And some lands produce mana

of more than one color, so that a highland lake might produce both red and blue mana. Mana pairs similarly suggest certain principles, create certain magical effects, and favor certain personality traits.

Based on the color wheel, it's possible to speak of two colors of mana as either "allied" (adjacent to each other on the wheel) or "enemy" (separated by another color). White's allied colors are green and blue; its enemy colors are red and black. That doesn't mean that creatures associated with allied colors are necessarily on the same side of any conflict, or that creatures associated with enemy colors are actually enemies. But if conflict does arise—for example, in a party of adventurers—it's more likely to arise between a white-aligned and a red-aligned character than between a white-aligned and a blue-aligned one. That's the natural result of the different personalities and principles associated with each color. A white character might put a lot of stress on the value of law and order, and of working together toward a common goal. A red-aligned character values freedom and individuality.

Characters and Colors. In the language of the D&D game, the colors of mana are a means of categorizing the types of magic that suffuse all existence. When a spellcaster draws upon or manipulates the Weave (see chapter 10 in the *Player's Handbook*), part of that process involves tugging on a strand that connects to a land that produces mana of the desired color. Whether consciously or unconsciously, a druid casting *barkskin* tugs on a strand of the Weave connected to a forest in the world, drawing out the green mana needed to cast the spell.

There's no rules weight to this material; it's simply about roleplaying your character. If you're playing a cleric, you might find it helpful to imagine your character drawing on white mana, and you'll find that a lot of your spells could indeed be white spells in Magic. You might also find inspiration in the personality traits and ideals described in the white mana entry. But there's no rule preventing your character from using spells like *divination* (a blue spell), *stone shape* (a red spell), *create undead* (a black spell), or *insect plague* (a green spell). On the other hand, you might find that thinking about your cleric as a white-aligned caster shapes your choice of spells as well as your personality.





White

Order. Protection. Community. White draws strength from groups working together, standing firm against the chaos that would divide them. The whole is greater than the sum of its parts, and safety is found in numbers.

You can read a lot more about white in [this article](#) by Mark Rosewater, Magic's head designer.

Alignment: Lawful (any) or good (any)

Power Suite: Healing, protecting, binding, bolstering

Suggested Races: Human, kor, dwarf, aven, vampire (Ixalan)

Suggested Classes: Cleric, paladin, fighter

Suggested Backgrounds: Acolyte, folk hero, noble, soldier

WHITE PERSONALITY TRAITS

d8 Personality Trait

- 1 I can find common ground with even the fiercest enemies, empathizing with them and always working toward peace.
- 2 I would rather make a new friend than a new enemy.
- 3 If someone is in trouble, I'm always ready to lend aid.
- 4 I get overly upset when people break even minor rules.
- 5 I am honest to the point of being blunt or rude.
- 6 I go into every situation with at least one backup plan, but I can get lost when my plans go awry.
- 7 I have no patience for selfish or greedy people.
- 8 I like my environment to be well ordered and clean.

A steadfast temple guardian, devoted to her duty of protecting the people and places in her charge, exemplifies the ideals of white.

WHITE IDEALS

d6 Ideal

- 1 **Harmony.** I long for a world in which everyone gets along.
- 2 **Community.** It is the duty of all civilized people to strengthen the bonds of community and the security of civilization.
- 3 **Peace.** It is each person's responsibility to make the most happiness for the whole community.
- 4 **Solidarity.** Working together, we are stronger than any of us alone.
- 5 **Law and Order.** We all must obey those in authority and follow laws, or society will devolve into chaos.
- 6 **Honor.** If I dishonor myself, I undermine the foundation of my community.

Color Combinations. Adding blue to white steers it toward lawful neutral, creating archetypes such as the devout monk or the honorable paladin.

Adding black to white steers it toward lawful evil, exemplified by oppressive clerics and fallen paladins.

Adding red to white makes it zealously lawful good, as in the case of a fervent paladin.

Adding green to white steers it toward neutral good and gentler notions of community, embodied in characters such as healing druids, bards, or kindly rangers.

Blue

Wisdom. Contemplation. Manipulation. Blue's strength is the power of the mind—its limitless ability to imagine, invent, strategize, and deceive. Knowledge is power, and victory goes to the smarter foe.

More information about blue's philosophies and powers can be found [here](#).

Alignment: Neutral (any)

Power Suite: Control, the mind, counterspells, illusion, transformation, time, wind, water, and ice

Suggested Races: Human, merfolk, vedalken, aven, naga, siren

Suggested Classes: Wizard, monk, rogue

Suggested Backgrounds: Charlatan, hermit, sage

BLUE PERSONALITY TRAITS

d8 Personality Trait

- 1 I employ a polysyllabic vocabulary that conveys the impression of tremendous erudition.
- 2 I'm used to helping out those who aren't as smart as I am, and I patiently explain anything and everything to others.
- 3 I often get lost in my own thoughts and contemplation, becoming oblivious to my surroundings.
- 4 I believe that anything worth doing is worth doing right. I can't help it—I'm a perfectionist.
- 5 I want to know how things work and what makes people act as they do.
- 6 There's nothing I like more than a good mystery.
- 7 Messing up just means an opportunity to learn from my mistakes.
- 8 There's no need to rush into action; I prefer to plan before I act.

BLUE IDEALS

d6 Ideal

- 1 **Perfection.** The goal of a life of study is to constantly improve oneself.
- 2 **Education.** Information can change the world only when it is widely shared.
- 3 **Knowledge.** The path to power and self-improvement comes through mastery of what can be known.
- 4 **Change.** The world is in constant flux, and we must be ready to change with it.
- 5 **Logic.** Emotions must not cloud our clear thinking.
- 6 **Self-Knowledge.** If you know yourself, there's nothing left to know.

Color Combinations. Adding white to blue steers it toward lawful neutral, creating archetypes such as the devout monk or the honorable paladin.

Adding black to blue steers it toward neutral evil and the behavior of stealthy spies, scoundrels, and infiltrators.

Adding red to blue steers it toward chaotic neutral, exemplified by madcap mages—elementalist wizards or sorcerers.

Adding green to blue solidifies its neutrality, embodied in archetypes such as the sagacious druid or the scholar of nature.

Merfolk are often blue aligned, combining an affinity with the wind and water with a natural cunning and a drive to understand the world.



Black

Ambition. Cruelty. Death. Black draws its power from the slow decay of all things and the inevitability of extinction. Supremacy belongs to those who are willing to do whatever it takes—including hastening death's arrival—to achieve their ends.

Mark Rosewater has written more about black [here](#).

Alignment: Evil (any)

Power Suite: Necromancy, fear, pain, darkness, disease, corruption

Suggested Races: Human, vampire, aetherborn, minotaur, vampire, orc

Suggested Classes: Warlock, cleric, rogue

Suggested Backgrounds: Charlatan, criminal, noble

BLACK PERSONALITY TRAITS

d8 Personality Trait

- 1 The best way to get me to do something is to tell me I can't do it.
- 2 If you do me an injury, I will crush you, ruin your name, and salt your family's lands for all time.
- 3 The first thing I do in a new place is note the locations of everything valuable—or where such things might be hidden.
- 4 I get bitter if I'm not the center of attention.
- 5 I can't stand the dangerous idiots who deny their own needs in order to help others. It's often difficult to motivate them to do what I want.
- 6 If others won't do things when you ask nicely, stop asking nicely.
- 7 Inspiring fear can be the most effective way to motivate people.
- 8 I don't care about morality or taboos—only results. I'll do whatever it takes to get the results I want.

BLACK IDEALS

d6 Ideal

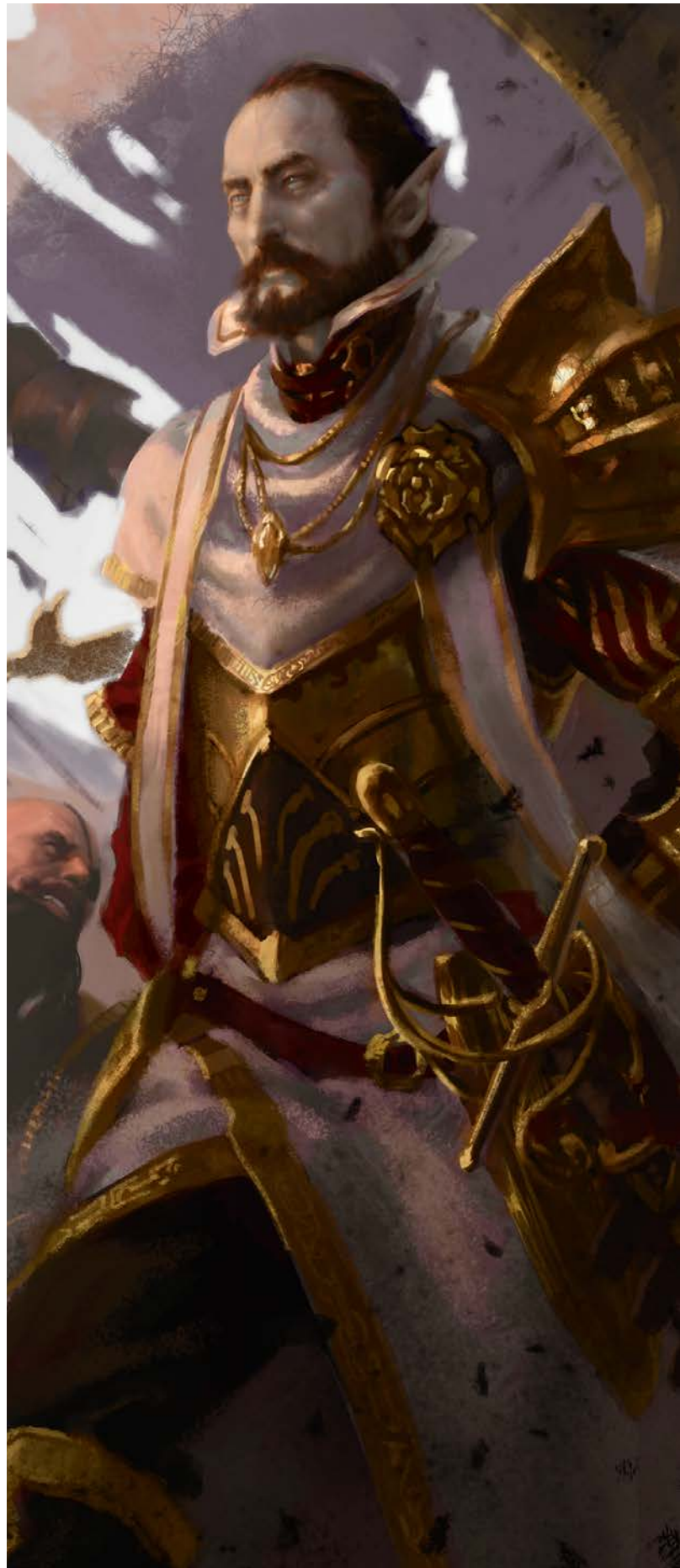
- 1 **Power.** Power is the only way to guarantee your ability to control your life—and thus your happiness.
- 2 **Self-Interest.** If I don't look out for myself, no one else is going to.
- 3 **Strength.** Helping the weak is merely delaying their inevitable failure.
- 4 **Freedom.** If I need something, I'm a fool if I let laws or morality stand in my way.
- 5 **Greed.** The clearest way to get ahead in this world is with money.
- 6 **Independence.** No one tells me what to do.

Color Combinations. Adding white to black steers it toward lawful evil, exemplified by oppressive clerics and fallen paladins.

Adding blue to black steers it toward neutral evil and the behavior of stealthy spies, scoundrels, and infiltrators.

Adding red to black creates the chaotic evil icons of bloodthirsty barbarians and battle priests.

Adding green to black steers it toward neutral evil, in the form of sinister druids and stalking rangers.



Vampires, whose survival relies on their willingness to kill others, embody the worst aspects of black.



Red

Passion. Impulse. Immolation. Red values action over reflection, emotion over reason, and instinct over learning. Its power is the volatile energy of fire and lightning, the seismic energy of the earth, and the savagery of untamed fury.

[This article](#) discusses the motivations and actions of red in more detail.

Alignment: Chaotic (any)

Power Suite: Fire and lightning, earth, emotion, rage, destruction

Suggested Races: Human, goblin, khenra, minotaur

Suggested Classes: Sorcerer, barbarian, fighter

Suggested Backgrounds: Charlatan, entertainer, sailor, soldier, urchin

RED PERSONALITY TRAITS

d8 Personality Trait

- 1 I always speak and act before I think.
- 2 My changing emotions dominate my personality, leaving no one in any doubt about what I'm feeling.
- 3 I fall in and out of love faster than the weather changes.
- 4 I'm always angry.
- 5 I either love something or I hate it; there is no in-between.
- 6 I'm always working on some piece of art to express my feelings.
- 7 I revel in the storms and the destruction that give expression to the turmoil inside me.
- 8 I have no patience for people who think they can boss others around.

Red-aligned pirates are gutsy tricksters, adventurous voyagers, fearless combat mages, and confident brawlers.

RED IDEALS

d6 Ideal

- 1 **Freedom.** Everyone should be free to pursue their own dreams.
- 2 **Emotion.** My heart tells me what it needs. All I have to do is listen and act accordingly.
- 3 **Adventure.** Life is an adventure, and it's up to each individual to experience it.
- 4 **Relationships.** Part of life is embracing the passion, loyalty, and camaraderie that ties us to others.
- 5 **Creativity.** The world is in need of new ideas and bold action.
- 6 **Sincerity.** No one should pretend to be something they're not.

Color Combinations. Adding white to red makes it more zealously lawful good, as in the case of a fervent paladin.

Adding blue to red steers it toward chaotic neutral, exemplified by madcap mages—elementalist wizards or sorcerers.

Adding black to red creates the chaotic evil icons of bloodthirsty barbarians and battle priests.

Adding green to red leads to an intense neutral or chaotic neutral, embodied in a totemic barbarian or fierce ranger.

Green

Nature's abundance. Lush growth. Vibrant life. Green knows that the artificial trappings of civilization are temporary but the vast ecosystems of nature will always endure—adapting and evolving in a delicate balance. Those who would prosper must also evolve, embracing their wild side and letting nature have its way.

Mark Rosewater's essay on the nature and philosophy of green can be found [here](#).

Alignment: Neutral (any)

Power Suite: Nature, plants, animals, growth

Suggested Races: Human, elf, khenra, naga, merfolk (Ixalan)

Suggested Classes: Druid, ranger, fighter, bard

Suggested Backgrounds: Acolyte, guild artisan, hermit, outlander

GREEN PERSONALITY TRAITS

d8 Personality Trait

- 1 I'm sharply attuned to the cycles of nature, and can almost feel the pull of the full moon.
- 2 My instincts never lead me astray.
- 3 I get along better with animals than I do with most people.
- 4 There is more wisdom in a forest pool than in any library.
- 5 Beasts of the wild have no need for manners, and neither do I.
- 6 Nothing raises my ire like seeing people treat life as disposable.
- 7 I can identify hundreds of bird species by their songs.
- 8 I see omens in every ripple, gust of wind, and flight of birds.

GREEN IDEALS

d6 Ideal

- 1 **Acceptance.** Things are as they are for a reason, and it's foolish to try to change them.
- 2 **Nature.** The natural world is more important than the constructs of civilization.
- 3 **Potential.** The secret to happiness is to find one's place in the natural order and embrace it.
- 4 **Interdependence.** My role is deeply connected to the web of life, and my actions have consequences for everyone around me.
- 5 **Live and Let Live.** Ideals aren't worth killing or going to war for.
- 6 **History.** Only through studying the past can we avoid repeating past mistakes.

Color Combinations. Adding white to green steers it toward neutral good and gentler notions of community, embodied in characters such as healing druids, bards, or kindly rangers.

Adding blue to green solidifies its neutrality, embodied in archetypes such as the sagacious druid or scholar of nature.

Adding black to green steers it toward neutral evil in the form of sinister druids and stalking rangers.

Adding red to green leads to an intense neutral or chaotic neutral, embodied in a totemic barbarian or fierce ranger.

Those aligned with green are attuned to nature, including beasts, plants, and the world itself.

