

A vibrant, painterly illustration of a dragon with a mechanical rider. The dragon has a blue and green head with a large, open mouth showing sharp teeth and a pink tongue. Its body is covered in red and purple scales. A mechanical rider with a blue and silver suit and a yellow helmet is perched on its back. The background is a lush, green landscape with trees and foliage.

MAGIC

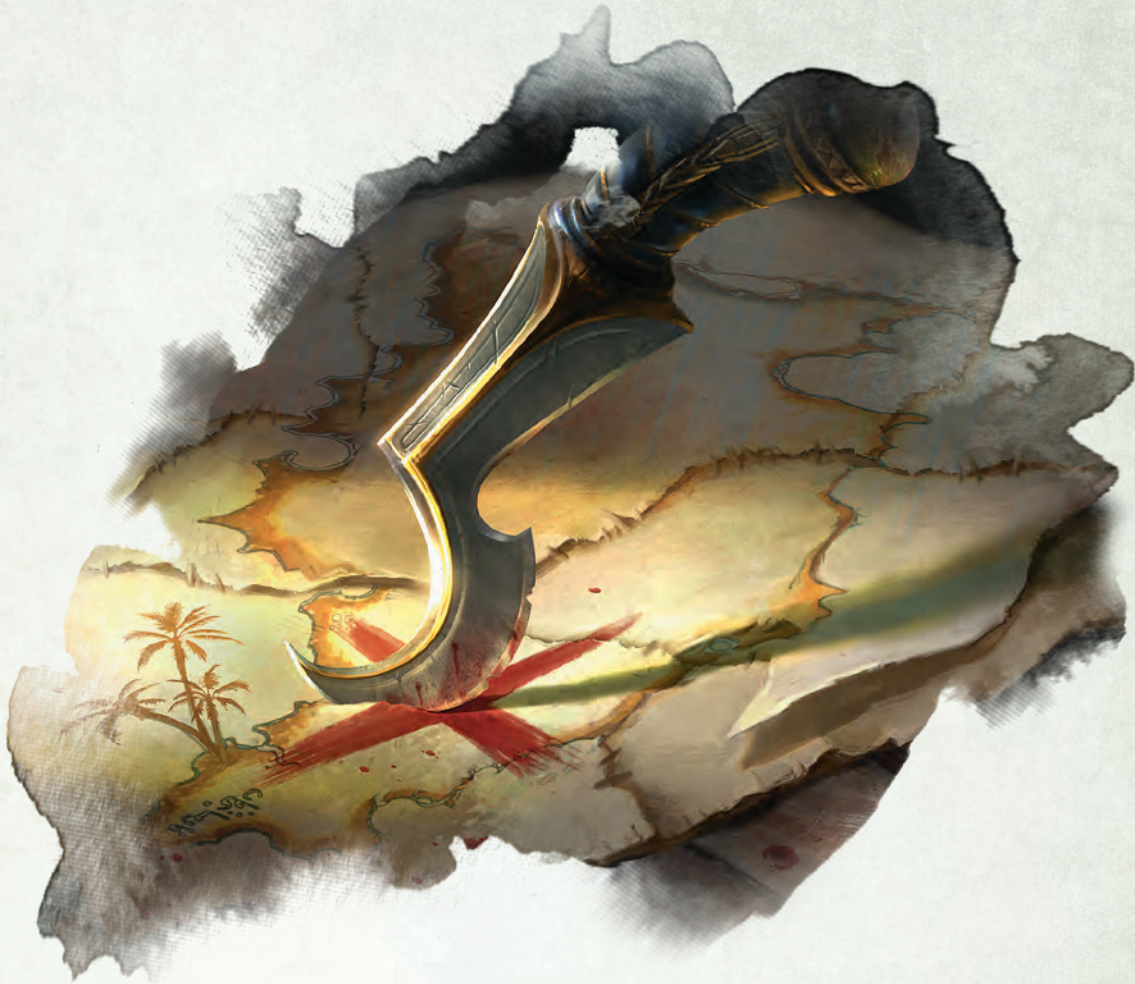
The Gathering®

IXALAN

**X MARKS
THE SPOT**

A Plane Shift: Ixalan Adventure for
DUNGEONS & DRAGONS®

X MARKS THE SPOT



A prison escape for an unlikely group of heroes turns into a race for an ancient relic sought by the Legion of Dusk. Can you brave the unknown and capture the treasure before the enemy does? This D&D adventure is set on the plane of Ixalan, and uses 4th-level pregenerated characters.

A PLANE SHIFT: IXALAN ADVENTURE FOR DUNGEONS & DRAGONS

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BACKGROUND

Ixalan is a land of exploration and discovery. But the Legion of Dusk—a vampire society that formed from an alliance of nobles and the church—has recently arrived from overseas to expand its territories. The legion's army seeks to conquer the island, and the vampires have erected numerous forts in the south. However, their plans have been met with resistance from the inhabitants of Ixalan.

The Sun Empire rules the coast, and has managed to tame dinosaurs enough to work alongside them. Meanwhile, the River Heralds—a loose society of nomadic merfolk tribes—move throughout the interior of Ixalan, at one with nature. These two groups have long held an uneasy accord.

At sea, forces of the piratical Brazen Coalition harry the naval forces of the Legion of Dusk, which make landfall to plunder the bounty of Ixalan as they see fit. But even so, not all vampires view the current ruling establishment as the final authority. The Order of the Five Sacraments, a vampire church sect that believes in establishing a trade relationship with the Sun Empire, hopes to undermine the plans of the would-be conquerors.

OVERVIEW

The Legion of Dusk is ruled by rituals that require its members to feed only from the blood of their foes. As such, the legion fortification known as Conqueror's Foothold houses prisoners—enemies of the state and others deemed ne'er-do-wells—who are slaughtered once every full moon.

At the start of the adventure, the characters find themselves imprisoned at Conqueror's Foothold and scheduled to be executed to feed their captors. Alante, a vampire cleric who administers last rites at the fort, aids them in a prison escape. She belongs to the Order of the Five Sacraments, and has been charged with opposing the aims of the Legion of Dusk.

Conqueror's Foothold is overseen by Vona, known as the Butcher of Magan. Vona has uncovered a map of the local region that shows the location of a powerful artifact known as the *Hierophant's Chalice*, hidden in the south of Ixalan at the Temple of Aclazotz. The *Hierophant's Chalice* is rumored to be able to create an endless supply of blood, making it potentially valuable to the vampires of the Legion of Dusk. A prophet named Arguel is rumored to have brought the chalice to the temple for unknown reasons, and Vona wishes to secure it.

In exchange for various favors—in addition to escaping from certain death—the adventurers have agreed to help Alante find the artifact first. Journeying across the island from Conqueror's Foothold to the Temple of Aclazotz takes several days, and brings the characters through dangerous territory and various random encounters.

As they seek the chalice, the characters meet a mad apostle who can lead them to it. At the lost temple that is the chalice's hiding place, the adventurers must face off against the demonic spawn of a bat-god. They are then able to wrest the chalice from the desiccated body of the prophet, who was led to the temple by the demon.



ADVENTURE HOOKS

The characters are on a mission for the Order of the Five Sacraments to retrieve the *Hierophant's Chalice* from the Temple of Aclazotz, deep in the uncharted forests of Ixalan. In addition to the bargains they have struck with the church, each character has been offered 100 gp to retrieve the sacred item and bring it to a rendezvous point south of the island stronghold of Fort Durrion.

The backgrounds provided on the character sheets also provide motivations for the characters to come together as a party.

Alante hopes to gain favor with the Order of the Five Sacraments, a sect of the church that believes in establishing a trade relationship with the Sun Empire.

Velisha yearns to expel the unnatural force that is rumored to reside in the Temple of Aclazotz.

Rouxil wants to bring an end to the conflict in this region of Ixalan by ensuring the Order of the Five Sacraments rises to power.

Artinoq desires peace and is eager to show his father that he is a worthy leader.

Turk Two Coins desires to claim a share of a great treasure, so that he can live out the rest of his life in debauchery.

Ellie Redcap wants nothing more than to captain her own ship—by whatever means necessary.

TREASURE

This adventure uses *Magic: The Gathering* cards to help build momentum toward adventure progression, and to reward interactive play.

You'll need a handful of Treasure token cards (found in Ixalan booster packs) and a number of cards detailing treasures from the Ixalan set. See "Appendix D: Hidden Plunder" at the end of this adventure for the card list, then shuffle those nontoken cards to make an item deck.

Whenever a player advances an objective, makes an important discovery, or has a good idea, give that player a Treasure token. A player cannot have more than one Treasure token for his or her character. Random encounters then provide an opportunity to uncover a treasure cache. When searching an area, players roll against each other to find treasure, allowing one player to redeem a Treasure token and draw from the item deck.

STARTING THE ADVENTURE

Once the players have chosen characters, you are ready to begin. Read the following text to set up the scenario and the bargain the characters have made for their freedom.

Your time in the prison cells of Conqueror's Foothold is drawing to an end—as are your lives. Like all those deemed enemies of the Legion of Dusk, you are set to be executed to feed the vampires who command the fortress. On the night before the full moon, you have been moved to the executioner's chamber, next in line to be sacrificed.

But what your captors don't know is that each of you has made a bargain with the cleric, Alante. In exchange for your lives and retrieval of the legendary relic known as the *Hierophant's Chalice*, you have been promised various favors from the Order of the Five Sacraments—a vampiric sect that opposes the Legion of Dusk's thirst for conquest. During your brief time in Conqueror's Foothold, Alante has been able to communicate a plan of escape by sending *message* spells at various interludes. Tonight marks the night that plan comes to fruition.

THE GREAT ESCAPE

Read the following to set up the characters' escape from the forces of the Legion of Dusk:

You stand in a large holding cell awaiting the executioner's summons. Outside the cell window, a nearly full moon hangs high in the cloudless sky. In the center of the executioner's chamber, a greataxe lies across a stone block. Chains lined with butcher hooks hang above metal vats stacked and waiting to collect the blood of the executed, and reminding you of your imminent appointment with death.

The guards open the metal grate that seals your cell. Stepping into the chamber beyond, you see the cleric who will oversee your sacrifice. That's your cue. It's time to issue last rites . . . to the guards.

The characters have no gear, except for Alante. They are unarmored and can make only unarmed strikes, dealing bludgeoning damage equal to 1 + Strength modifier.

The Legion of Dusk troops stationed at Conqueror's Foothold are loyal to Vona, Butcher of Magan. Two human **guards** have escorted the cleric Alante into the cell. One guard carries a set of keys that can be used to open the prison cells, the main door, and the executioner's hatch (see below). The perimeter of the room is lined

EXPLORING IXLAN

Traveling from Conqueror's Foothold to the Temple of Aclazotz takes three days by way of the beach or four days through the mountains. While moving through certain terrain (Fort Leor and Fort Durrion, Primal Wellspring, and Uncharted Territory), random encounters might be triggered. Roll a d20 to check for an encounter once during the day and once during the night. If the result is 18 or higher by day, or 15 or higher at night, a random encounter occurs. Refer to the encounter tables in each region to determine what the adventurers meet, and reroll if the result doesn't make sense given the circumstances.

with five other cell blocks, each large enough to hold five prisoners but empty at present.

Only one door leads out of the executioner's chamber. Alante, Turk, and Ellie know that no prisoner has ever successfully escaped from Conqueror's Foothold, and that to go through that door means a vicious fight against dozens of guards, and no guarantee of finding an exit.

The Executioner's Hatch. In one corner of the chamber, a padlocked lever stands next to a three-foot-square metal grate. If the lever is unlocked (either with the key carried by the guard or a successful DC 20 Dexterity check using thieves' tools), it can be pulled to drop the grate open. This reveals the executioner's hatch—a chute down which bodies are dumped into the ocean after they are drained of life by the vampires in the fort.

A character who succeeds on a DC 10 Intelligence (Investigation) check notes that the slick walls of the chute offer no handholds. This makes it a straight drop into the ocean, and prevents anyone from getting back up this way. Characters who jump through the hatch take no damage when they hit the water, and can then easily swim to shore.

One hour after the characters escape, a new group of guards enters the executioner's block and sounds an alert (see "Conqueror's Foothold," below).

Any character who succeeds on a DC 15 Wisdom (Perception or Survival) check notices a **hunter shark** in the water. Any party member who takes damage during the fight with the guards attracts its attention and causes the shark to attack.

CONQUEROR'S FOOTHOLD

When the characters reach the beach in the shadow of the fortress, read:

The bastioned fortification of Conqueror's Foothold towers high above the sheer cliff side. Waves crash along the rocky shoreline, their caps lit by moonlight.

Artinoq's raptor companion, Sharkbait, waits on the beach with a rucksack containing ten days' rations. Once he sees his companion, he leads the party to a hidden cache buried in the sand, which contains all their confiscated gear. Alante managed to smuggle it out of the fortress a few days ago.



To the north, a trail leads to the Field of Ruin. Following this path through to the northwest mountain passage will take the characters through the Primal Wellspring region, bypassing the strongholds of the Legion of Dusk.

Those strongholds—Fort Leor and Fort Durrion—lie to the west. A well-used path makes travel along that route easier, but the area is often patrolled by soldiers of the Legion of Dusk.

Regardless of which route the characters take, they must venture through Unclaimed Territory before making their way to the Temple of Aclazotz.

Discovery and Pursuit. One hour after the characters fought the guards, another patrol enters the executioner's chamber and discovers the escape. A bell-toll alarm sounds out within the fort, and a patrol of twelve **guards** is sent out to comb the area for the prisoners and the duplicitous Alante. Additionally, beacon towers between Conqueror's Foothold, Fort Leor, and Fort Durrion light up, making it difficult for characters who are not with the Legion of Dusk to move along the beach unseen. Any Dexterity (Stealth) checks made by the characters to avoid guards are made with disadvantage.

Two hours after the escape, Vona discovers that Alante is attempting to claim the *Hierophant's Chalice* before he does. The Butcher of Magan assembles a force and sends them out to find the relic first. Vona's relic hunters are comprised of two vampire soldiers (use **guard** statistics), a human cleric (use **priest** statistics), and a human **scout**, all on horseback. They take the most direct route to the Temple of Aclazotz, past Fort Leor and Fort Durrion across the beach. However, they subsequently become lost in the Unclaimed Territory, and can be randomly encountered there.

Danger on the Beach. If the characters continue along the shoreline, they come upon the wreckage of numerous ships. Among the dead is the orc Captain Beelzebubo from the pirate ship Relentless, on which both Ellie and Turk served. Any character who succeeds on a DC 10 Intelligence (Investigation) check notes that the orc appears to have died from stab wounds rather than by drowning.

Any character surveilling the area closely with a successful DC 15 Wisdom (Perception) check notices movement in the waves.

Rising from the surf, skeletons dressed in the tattered clothes of pirates shamble toward the shore!

The six **skeletons** attack, gaining surprise if all the characters failed to notice them.

FIELD OF RUIN

It takes four hours to reach this area from Conqueror's Foothold.

Dozens upon dozens of bodies are strewn about the field in various states of decomposition. The ruined banners of fallen war parties billow in the sea breeze.

The characters can follow a river north to a mountain passage through the Primal Wellspring. To the south is the shoreline. Fort Leor and Fort Durrion are to the west, within sight of the beach.

A successful DC 15 Wisdom (Perception) check reveals the presence of scavengers in the field. Three medium raptors (use **deinonychus** statistics) feast on corpses to the west. If the characters notice the raptors, they can attempt a group Stealth check against the creatures' passive Wisdom (Perception) of 13. On a failed group check, or if the characters don't notice the raptors, the raptors spot the party and attack.

Random Encounters. If the party travels along the shore near the forts, use the following table if a random encounter is rolled.

SHORELINE ENCOUNTERS

1d6	Encounter
1	A 20-foot-deep hidden pit trap is noticed only with a DC 15 Wisdom (Perception) check. The trap fires a flare when triggered, summoning a nearby patrol of 2d6 guards to investigate.
2	1d6 trilobites (use giant crab statistics)
3	A worn jade totem is etched with a warning in Aquan: <i>"No good will come from what you seek. Turn back now or suffer an ignoble death far from your home."</i>
4	An area of quicksand cannot be detected until one or more characters steps within it. The quicksand is 10 feet deep, and any creature that steps into it sinks 1d4 + 1 feet, then sinks 1d4 feet at the start of each of its turns. A successful Strength check (DC 10 + the number of feet sunk) allows a character to escape the quicksand. A rope thrown by any ally to the struggling character grants advantage on the check. Any creature completely submerged begins to suffocate.
5	2d4 raptors (use velociraptor statistics)
6	The characters discover a treasure cache. All characters with a Treasure token card have a contest of Wisdom (Perception), with the character with the highest check trading the token for a card from the item deck.

If the party travels through the interior to avoid the forts, use the following table if a random encounter is rolled.



INTERIOR ENCOUNTERS

1d4	Encounter
1	2d6 skittering heartstoppers (use giant centipede statistics)
2	The characters discover a treasure cache. All characters with a Treasure token card have a contest of Wisdom (Perception), with the character with the highest check trading the token for a card from the item deck.
3	1d4 aerosaurs (use quetzalcoatlus statistics)
4	1d4 ferocidons (use allosaurus statistics)

FORT LEOR AND FORT DURRON

A simple structure surrounded by a wooden palisade, Fort Leor is the nearest fortress to Conqueror's Foothold. It takes one day of travel for the characters to arrive here.

Fort Leor stands in the middle of the beach, alongside a river that winds down from the northern mountains to empty into the ocean. Surrounded by a wooden palisade, armed patrols march along the fort's parapet walls.

Fort Durrion, near the Temple of Aclazotz, is a stronghold isolated on an island and home to the armada of the Legion of Dusk. It takes one day to travel here from Fort Leor.

Fort Durrion rises tall on an island to the south. Another bastioned fortress, not unlike Conqueror's Foothold, its looming presence in the distance is made even more ominous by the Dusk Legion dreadnought moored at its stone pier.

Avoiding Notice. The characters must pass near each fort. They can use magic or attempt a group Dexterity (Stealth) check (DC 15 to succeed during the day, DC 10 to succeed at night) to travel unseen. At either fort, if the characters are spotted, a patrol of twelve **guards** mounted on **riding horses** moves to intercept. The guards ask the characters their reasons for traveling through the area, and if not convinced by their story, move to attack and apprehend them.

PRIMAL WELLSPRING

It takes two days to reach this area from the Field of Ruin.

Following the natural path up through mountainous terrain, you eventually make your way down again, moving through a lush canopy of vines into a vivid jungle. Ahead of you, a waterfall erupts from a great stone sculpture jutting out from the side of a cliff, sourced by a powerful spring.



The area around the waterfall spring is covered in thick foliage and tangles of vines, making it difficult terrain. Because there is no natural path through this region, the party's navigator must succeed on a DC 15 Wisdom (Survival) check to find the way through to the next region. If the party is moving at a slow pace, the navigator gains a +5 bonus to the check, while a fast pace imposes a -5 penalty. The party's navigator can repeat the check after the party spends 1d6 hours trying to get back on course.

Lurking Threat. Any character who succeeds on a DC 15 Wisdom (Perception or Survival) check notes movement beneath the water's surface, masked by the splash of the waterfall. The Primal Wellspring is home to a snapping sailback (use **giant crocodile** statistics).

Disturbing the spring in any manner results in attracting the attention of the creature, which attacks immediately.

The gaping maw of an enormous beast surfaces from the pool, its giant red fin sluicing water across the shore.

UNCLAIMED TERRITORY

It takes one day to reach this area from Fort Durrion or the Primal Wellspring.

The mist of the mountains clears to reveal a rainforest. The tall trees and foliage around you are alive with movement, and macaws and parrots sing a cacophonous tune.

An Unlikely Ally. Any character who succeeds on a DC 15 Wisdom (Perception) check while moving within the Unclaimed Territory determines that the party is being followed. In response to being spotted (or at any opportune moment), a vampire cleric named Mavren reveals himself to the characters (use **cult fanatic** statistics).

By all outward appearances, Mavren has gone mad. A tall figure with dark hair, sunken eyes, and pallid skin, he is an apostle of the prophet Arguel, and wears the tattered robes of the clergy of the Legion of Dusk. But unknown to the characters, Mavren is secretly under the control of a demon named Zotz—the spawn of a dread bat-god.

Mavren knows the following information, which he shares in the course of any conversation with the characters:

- The prophet Arguel had a vision that led him into the jungles of Ixalan with the Hierophant's Chalice.
- The Temple of Aclazotz is hidden in the nearby jungle, four hours away.
- A murderous creature lurks around the temple, known to Mavren as "the night horror."



TEMPLE OF ACLAZOTZ

Nearly hidden by the jungle, a stone temple is overgrown with vines. Its broad steps lead up to a darkened entrance, and are caked with a red-black substance. Absolute silence hangs in the area around the temple, as though the site is devoid of life.

Any character who succeeds on a DC 10 Intelligence (Investigation) check reveals the substance on the steps to be blood. It is impossible to determine how many bodies have been dragged into the temple.

The Night Horror. If Mavren led the adventurers here, he urges them to enter quickly, before they wake the creature that lurks in the area.

The characters must succeed on a DC 15 group Dexterity (Stealth) check to pass undetected by this **ch-upacabra**, which attacks if it senses any intrusion into its territory. Mavren abandons the party and retreats into the temple if the characters are attacked.

Arguel's End. The interior of the temple is a single chamber with a ceiling thirty feet high. It is unlit, and characters must use light or have darkvision to explore.

The trail from the steps leads into a stone chamber. A strong stench fills the air and the temperature is significantly cooler here than it was outside in the humidity of the rainforest. In the center of the chamber stands a lone altar, upon which lies a corpse.

Characters who move within ten feet of the altar note that the corpse is little more than a desiccated husk. It wears the robes of a marshal from the Legion of Dusk and holds an ornate silver goblet in its hands.

Any character who succeeds on a DC 10 Wisdom (Insight) check determines that Mavren believes he's working for some higher purpose, but that he is also hiding something. If a character succeeds on a DC 20 Charisma (Intimidation or Persuasion) check after pressing Mavren, the cleric reveals through his ravings that the Temple of Aclazotz is the home of his demonic master.

Mavren can lead the party directly to the Temple of Aclazotz. If the characters decline his aid, the party's navigator must succeed on a DC 15 Wisdom (Survival) check to find the way to the temple. If the party is moving at a slow pace, the navigator gains a +5 bonus to the check, while a fast pace imposes a -5 penalty. The party's navigator can repeat the check after the party spends 1d6 hours trying to get back on course.

Random Encounters. As the party travels through the Unclaimed Territory, use the following table if a random encounter is rolled.

UNCLAIMED TERRITORY ENCOUNTERS

1d6	Encounter
1	2d4 frilled deathspitters
2	1 dryad and 1d12 awakened shrubs
3	Vona's relic hunters: 2 vampire soldiers (guards), 1 human cleric (priest), 1 human scout
4	The characters discover a treasure cache. All characters with a Treasure token card have a contest of Wisdom (Perception), with the character with the highest check trading the token for a card from the item deck.
5	1 griffon
6	1 wildgrowth walker (use earth elemental statistics)





Any character who succeeds on a DC 15 Intelligence (Arcana or History) check recognizes the remains as those of Arguel, the prophet rumored to have brought the *Hierophant's Chalice* to the temple—and that it is the actual chalice he holds in his hands. A source of endless blood, the chalice activates when a single drop of blood is placed within it, filling to the brim with sanguineous fluid.

Demonic Guardians. Hanging from the ceiling above the altar are four blight keepers (use **giant bat** statistics) and a demon named Zotz (use **vrock** statistics). If Mavren fled from the chupacabra attack, he alerts Zotz, his demonic master, of the party's presence outside. Otherwise, if the characters arrive by day, they find the creatures sleeping and can surprise them if they attack at once and make no loud noise. At night, the characters must succeed on a DC 10 group Dexterity (Stealth) check to enter the temple undetected and get the drop on the demon and its minions.

The spawn of a forgotten bat-god, the demon Zotz means to spread plague and corruption across Ixalan. He has long used his influence upon the insane

Mavren to bring prey to the temple. Seeing how the *Hierophant's Chalice* could be used as a means to broker peace between the Legion of Dusk and the local inhabitants by reducing the need for blood sacrifices, Zotz protects the item and attempts to corrupt it with his demonic essence.

Mavren aids his master in combat. If he survives after Zotz is defeated, the cleric is no longer under the sway of the demon, but he remembers and is haunted by all the horrible things he's done in Zotz's name.

CONCLUSION

After retrieving the *Hierophant's Chalice* from the Temple of Aclazotz, the characters can make their way to a rendezvous point south of Fort Durrion, previously arranged by Alante. They are met by two emissaries from the Order of the Five Sacraments, who fulfill the terms of the various agreements made with the party members.

APPENDIX A: MONSTER AND NPC STATISTICS

ALLOSAURUS

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 2 (450 XP)

Pounce. If the allosaurus moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) slashing damage.

AWAKENED SHRUB

Small plant, unaligned

Armor Class 9

Hit Points 10 (3d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	11 (+0)	10 (+0)	10 (+0)	6 (-2)

Damage Vulnerabilities fire

Damage Resistances piercing

Senses passive Perception 10

Languages one language known by its creator

Challenge 0 (10 XP)

False Appearance. While the shrub remains motionless, it is indistinguishable from a normal shrub.

ACTIONS

Rake. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.
Hit: 1 (1d4 - 1) slashing damage.

An **awakened shrub** is an ordinary shrub given sentience and mobility by the *awaken* spell or similar magic.

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 weapons

Senses dark vision 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. The target must succeed on a DC 13 Constitution saving throw or its 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.

CULT FANATIC

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *command*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *hold person*, *spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

DEINONYCHUS

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	4 (–3)	12 (+1)	6 (–2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Pounce. If the deinonychus moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the deinonychus can make one bite attack against it as a bonus action.

ACTIONS

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

DRYAD

Medium fey, neutral

Armor Class 11 (16 with *barkskin*)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

EARTH ELEMENTAL

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

FRILLED DEATHSPITTER

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+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:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Spit Poison. *Ranged Weapon Attack:* +4 to hit, range 15/30 ft., one creature. *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.

GIANT BAT

Large beast, unaligned

Armor Class 13

Hit Points 22 (4d10)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

GIANT CENTIPEDE

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses blindsight 30 ft., passive Perception 8

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT CRAB

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 13 (3d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (–5)	9 (–1)	3 (–4)

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

GIANT CROCODILE

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 85 (9d12 + 27)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (–1)	17 (+3)	2 (–4)	10 (+0)	7 (–2)

Skills Stealth +5

Senses passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Hold Breath. The crocodile can hold its breath for 30 minutes.

ACTIONS

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the crocodile. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

GRIFFON

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (–4)	13 (+1)	8 (–1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 2 (450 XP)

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) slashing damage.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

HUNTER SHARK

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (–5)	10 (+0)	4 (–3)

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) piercing damage.

PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

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

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary*

2nd level (3 slots): *lesser restoration*, *spiritual weapon*

3rd level (2 slots): *dispel magic*, *spirit guardians*

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 3 (1d6) bludgeoning damage.

QUETZALCOATLUS

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 30 (4d12 + 4)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (–4)	10 (+0)	5 (–3)

Skills Perception +2

Senses passive Perception 12

Languages —

Challenge 2 (450 XP)

Dive Attack. If the quetzalcoatlus is flying and dives at least 30 feet toward a target and then hits with a bite attack, the attack deals an extra 10 (3d6) damage to the target.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature.

Hit: 12 (3d6 + 2) piercing damage.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (–2)	8 (–1)	5 (–3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

VELOCIRAPTOR

Tiny beast, unaligned

Armor Class 13 (natural armor)

Hit Points 10 (3d4 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	13 (+1)	4 (–3)	12 (+1)	6 (–2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Pack Tactics. The velociraptor has advantage on an attack roll against a creature if at least one of the velociraptor's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

VROCK

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (–1)	13 (+1)	8 (–1)

Saving Throws Dex +5, Wis +4, Cha +2

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The vrock makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

APPENDIX B: LOCATIONS OF IXALAN

Show these illustrations to the players as their characters progress through the adventure.



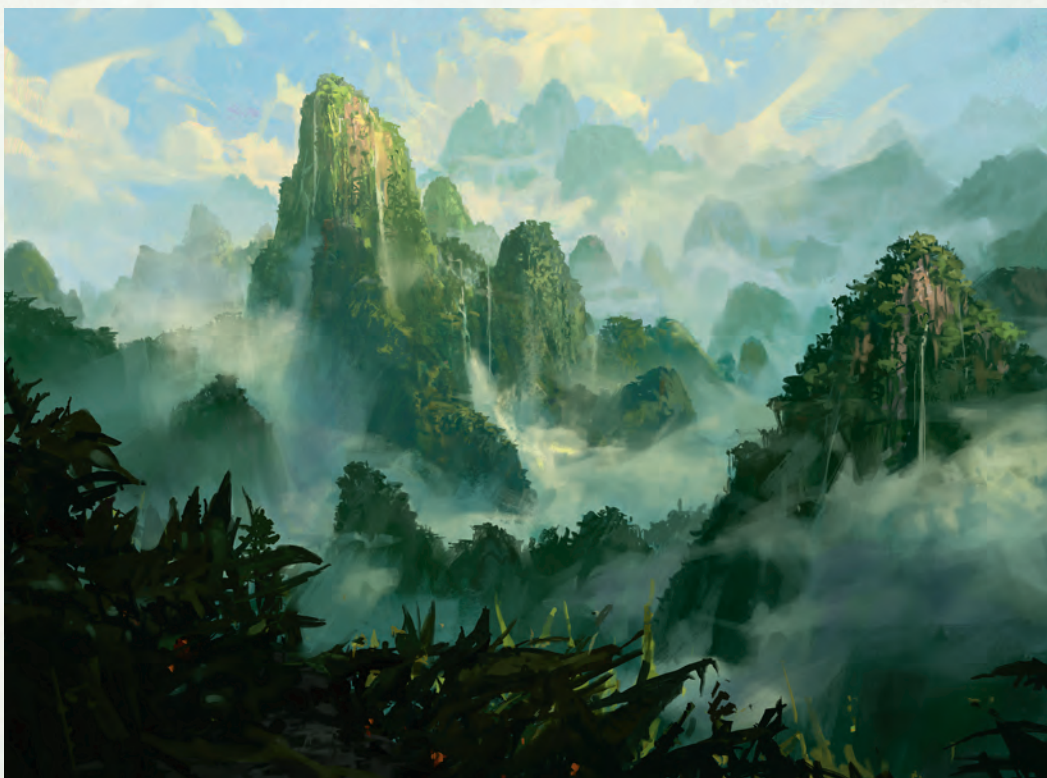
CONQUEROR'S FOOTHOLD



FIELD OF RUIN



PRIMAL WELLSPRING



UNCLAIMED TERRITORY



TEMPLE OF ACLAZOTZ

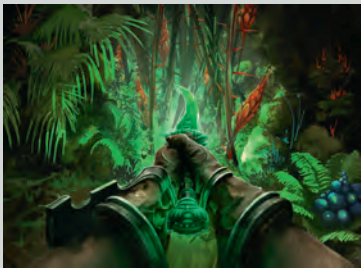

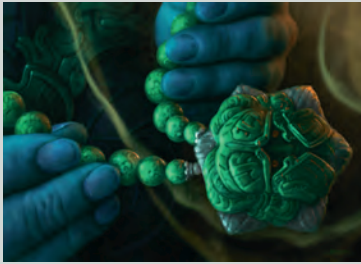
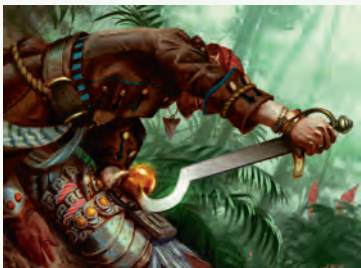
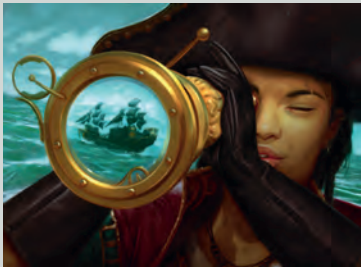

APPENDIX C: MAP OF IXALAN



APPENDIX D: HIDDEN PLUNDER

If you have the appropriate *Magic: The Gathering* cards from the Ixalan set, you can create a deck and have players draw from it when they find a treasure. Otherwise, roll 1d6 on the table below.

HIDDEN PLUNDER

1d6	Item Name (Card Name)		Description
1	Dowsing Dagger		A curved jade blade fashioned by the River Heralds, this +1 <i>dagger</i> can detect the presence of fresh water within 200 feet of the wielder.
2	Pirate's Cutlass		This +1 <i>shortsword</i> is a terrifying weapon with a serrated edge. It grants its wielder advantage on Charisma (Intimidation) checks when brandished.
3	Primal Amulet		This beaded jade necklace bears an ancient symbol of the River Heralds. When worn, the <i>primal amulet</i> allows its wearer to cast <i>speak with animals</i> , <i>locate object</i> , and <i>pass without trace</i> . Once the amulet has been used to cast a spell, it can't be used to cast that spell again until the next dawn.
4	Prying Blade		A hooked blade useful on board a ship or as a cutting tool in the wilderness, this +1 <i>shortsword</i> grants its wielder advantage on Strength (Athletics) checks to climb or to escape while restrained.
5	Sorcerous Spyglass		This elegant brass spyglass features an intricate lens mechanism. A creature looking through the <i>sorcerous spyglass</i> has advantage on Wisdom (Perception) checks to detect things that can be seen. In addition, the user can view magical auras while looking through the spyglass, as if under the effect of a <i>detect magic</i> spell.
6	Vanquisher's Banner		This battle-worn but unbroken standard bears the insignia of one of the forces of the Legion of Dusk. A creature that holds the <i>vanquisher's banner</i> can use a bonus action to grant an ally advantage on the ally's next attack roll, saving throw, or ability check.

APPENDIX E: PLAYER CHARACTERS



ALANTE, CLERIC OF THE FIVE SACRAMENTS



ARTINOQ, ATZOCAN ARCHER



SHARKBAIT



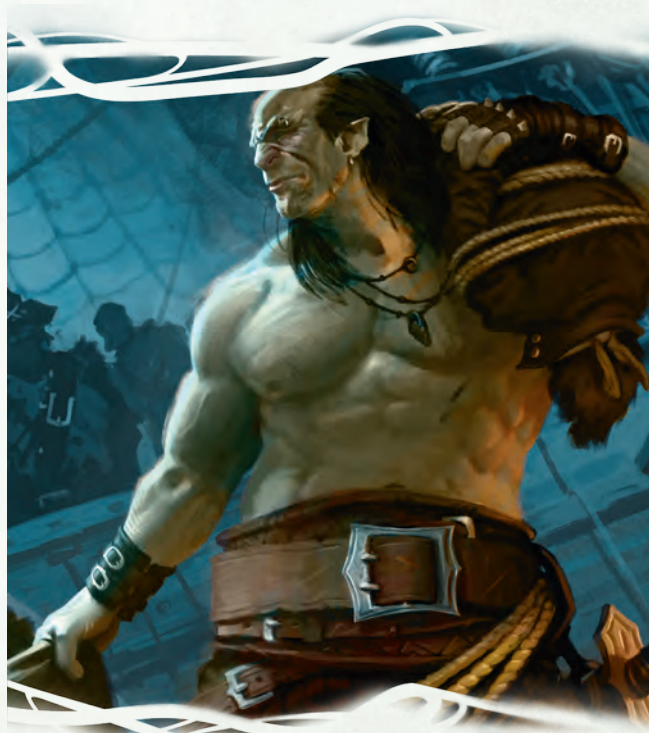
ROUXIL, EMPEROR'S VANGUARD



VELISHA, SHAPER OF HIGHBRANCH



ELLIE REDCAP, FATHOM FLEET FIREBRAND



TURK TWO COINS, RUTHLESS KNAVE

Alante of the Five Sacraments

CHARACTER NAME

Cleric 4 (Knowledge)

CLASS & LEVEL

Noble

BACKGROUND

PLAYER NAME

Vampire

RACE

Neutral Good

ALIGNMENT

EXPERIENCE POINTS

+2

PROFICIENCY BONUS

INSPIRATION

10

◇ +0 SAVING THROWS
○ +0 ATHLETICS

+0

STRENGTH

8

◇ -1 SAVING THROWS
○ -1 ACROBATICS
○ -1 SLEIGHT OF HAND
○ -1 STEALTH

-1

DEXTERITY

14

◇ +2 SAVING THROWS

+2

CONSTITUTION

14

◇ +2 SAVING THROWS
○ +6 ARCANA
○ +2 HISTORY
○ +2 INVESTIGATION
○ +2 NATURE
○ +6 RELIGION

+2

INTELLIGENCE

17

◇ +5 SAVING THROWS
○ +3 ANIMAL HANDLING
○ +5 INSIGHT
○ +5 MEDICINE
○ +5 PERCEPTION
○ +3 SURVIVAL

+3

WISDOM

14

◇ +4 SAVING THROWS
○ +2 DECEPTION
○ +2 INTIMIDATION
○ +2 PERFORMANCE
○ +4 PERSUASION

+2

CHARISMA

15

PASSIVE WISDOM (PERCEPTION)

15

ARMOR CLASS

-1

INITIATIVE

30 ft.

SPEED

HIT POINT MAXIMUM 31

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d8

1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Silver mace

+2

1d8 bludgeoning

Light crossbow

+1

1d8 - 1 piercing

Unarmed

-1

1 bludgeoning

Cleric spellcasting:
Spell save DC 13
Spell attack modifier +5

Cantrips: light, sacred flame,
spare the dying, thaumaturgy

Spell slots: 4 1st level, 3 2nd
level

ATTACKS & SPELLCASTING

Vampire Features:

Darkvision 60 ft.

Resistance to necrotic damage

Bloodthirst - drain blood from willing creature or target that is grappled, incapacitated, or restrained; melee attack (+2 attack, 1 piercing and 1d6 necrotic damage); target's hit point maximum reduced by necrotic damage dealt until after a long rest

Feast of Blood - when you drain blood with Bloodthirst, your speed increases by 10 feet and gain advantage on Strength and Dexterity checks and saving throws for 1 minute

Noble Features:

Position of Privilege (PH page 135)

Cleric Features (PH page 57):

Spellcasting

Turn undead (Wisdom save DC 13)

Knowledge Domain Features (PH page 59):

Blessings of Knowledge (already calculated)

Channel Divinity: Knowledge of the Ages

(action, choose a skill or tool, gain proficiency for 10 minutes)

FEATURES & TRAITS

Languages: Common, Merfolk, Siren, Vampire

Tools: Chess (gaming set)

Armor: Light armor, medium armor, shields

Weapons: All simple weapons

OTHER PROFICIENCIES & LANGUAGES

Silver mace, steel shield with a dragon rampant, finely etched breastplate, light crossbow, 20 bolts, silver signet ring with a drop of her past human blood, worn ivory rook (piece of a chess set), holy symbol (focus), backpack, blanket, 10 candles, tinderbox, alms box, 2 blocks of incense, censer, vestments, waterskin

Alante belongs to the Order of the Five Sacraments, a sect of the church that believes in establishing a trade relationship with the Sun Empire. She is opposed other factions within the Legion of Dusk, who seek to conquer and subjugate the Sun Empire. Her kind nature ensured that she was posted at the Conqueror's Foothold to administer last rites to prisoners about to die. However, she spied upon a secret plan set in motion by Vona, the Butcher of Magan to secure a powerful artifact known as the Hierophant's Chalice from its location deep in the interior of Ixalan at the Temple of Aclazotz. The artifact is said to have been carried by Arguel, a prophet known for his fanciful and dark visions, to that place for some unknown purpose. Seeking to gain favor in her order and in opposition to the Adanto sect, she stole the treasure map that leads to the location of the temple. Under cover of night, she freed the prisoners awaiting final judgment to help her navigate the terrain and retrieve the artifact for her superiors before Vona's forces can obtain it for their use.

EQUIPMENT & CHARACTER NOTES

Artinoq, Atzocan Archer

CHARACTER NAME

Ranger (Beast Master) Soldier

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

Lawful Good

RACE

ALIGNMENT

EXPERIENCE POINTS

+2

PROFICIENCY BONUS

INSPIRATION

14

◆ +4 SAVING THROWS
○ +4 ATHLETICS

+2

STRENGTH

16

◆ +5 SAVING THROWS
○ +3 ACROBATICS
○ +3 SLEIGHT OF HAND
● +5 STEALTH

+3

DEXTERITY

13

◆ +1 SAVING THROWS

+1

CONSTITUTION

9

◆ -1 SAVING THROWS
○ -1 ARCANA
○ -1 HISTORY
○ -1 INVESTIGATION
○ -1 NATURE
○ -1 RELIGION

-1

INTELLIGENCE

15

◆ +2 SAVING THROWS
● +4 ANIMAL HANDLING
○ +2 INSIGHT
○ +2 MEDICINE
● +4 PERCEPTION
○ +4 SURVIVAL

+2

WISDOM

11

◆ +0 SAVING THROWS
○ +0 DECEPTION
○ +0 INTIMIDATION
○ +0 PERFORMANCE
○ +0 PERSUASION

+0

CHARISMA

14

PASSIVE WISDOM (PERCEPTION)

16

ARMOR CLASS

+3

INITIATIVE

30 ft.

SPEED

HIT POINT MAXIMUM 32

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d10

1d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Jade longsword

+4

1d8 (1d10) + 2 slashing

Feathered Longbow

+7

1d8 + 3 piercing

Unarmed

+1

1 + 1 bludgeoning

Ranger spellcasting:

Spell save DC 12

Spell attack modifier +4

Spells known: cure wounds, hunter's mark, speak with animals

Spell slots: 3 1st level

Sharkbait (velociraptor): AC 13, hp 16, bite +4 to hit (1d6 + 2 piercing damage), claw +4 to hit (1d4 + 2 slashing damage), multiattack (action to use bite and claw), pack tactics (advantage on attack roll when allies are within 5 feet of target), Perception +3

ATTACKS & SPELLCASTING

Solider Features:

Military Rank (PH page 140)

Ranger Features (PH page 91):

Spellcasting

Favored Enemy (goblins, merfolk)

Natural Explorer (forest)

Archery Fighting Style (already calculated)

Primeval Awareness

Beast Master Features (PH

page 93):

Ranger's Companion

(velociraptor named Sharkbait; takes its turn on your initiative)

FEATURES & TRAITS

Languages: Common, Merfolk

Tools: Dice (gaming set), vehicles (land)

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

OTHER PROFICIENCIES & LANGUAGES

Jade longsword (trophy from merfolk tribe), feather-adorned longbow, 30 arrows, chain shirt, rank insignia (second commander), mummified goblin hand, backpack, bedroll, mess kit, tinderbox, 10 torches, waterskin, 50 feet of hempen rope

Artinoq serves as a scout in the Emperor's Vanguard under the command of his father Rouxil. A natural leader and selfless soldier, he has been eager to show his father that he is worthy of one day taking over his command once he leaves the field. However, they were captured during a vicious counterattack by the Legion of Dusk while on their last scouting mission to Conqueror's Foothold. Sentenced to death, all seemed lost until Alante appeared and made a deal to free them. Artinoq desires peace much like his father, but his future role in a stable region is unclear as he's spent his young career serving the Sun Empire in battle. He has a velociraptor beast companion named Sharkbait that has served with him for years in the field.

EQUIPMENT & CHARACTER NOTES

Ellie Redcap, Fathom Fleet Firebrand

CHARACTER NAME

Sorcerer (Wild Magic)

CLASS & LEVEL

Sailor

BACKGROUND

PLAYER NAME

Human

RACE

Neutral

ALIGNMENT

EXPERIENCE POINTS

+2

PROFICIENCY BONUS

INSPIRATION

13

- ◇ +1 SAVING THROWS
- +3 ATHLETICS

+1

STRENGTH

14

- ◇ +2 SAVING THROWS
- +2 ACROBATICS
- +2 SLEIGHT OF HAND
- +2 STEALTH

+2

DEXTERITY

14

- ◇ +4 SAVING THROWS

+2

CONSTITUTION

12

- ◇ +1 SAVING THROWS
- +1 ARCANA
- +1 HISTORY
- +1 INVESTIGATION
- +1 NATURE
- +1 RELIGION

+1

INTELLIGENCE

10

- ◇ +0 SAVING THROWS
- +0 ANIMAL HANDLING
- +0 INSIGHT
- +0 MEDICINE
- +2 PERCEPTION
- +0 SURVIVAL

+0

WISDOM

16

- ◇ +5 SAVING THROWS
- +3 DECEPTION
- +5 INTIMIDATION
- +3 PERFORMANCE
- +5 PERSUASION

+3

CHARISMA

12

PASSIVE WISDOM (PERCEPTION)

12

ARMOR CLASS

+2

INITIATIVE

30 ft.

SPEED

HIT POINT MAXIMUM 26

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d6

1d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Obsidian daggers

+4

1d4 + 2 piercing

Light crossbow

+4

1d8 + 2 piercing

Unarmed

+1

1 + 1 bludgeoning

Sorcerer spellcasting:

Spell save DC 13

Spell attack modifier +5

Cantrips: fire bolt, mage hand, mending, message, prestidigitation

Spells known:

1st - burning hands, false life, mage armor

2nd - misty step, scorching ray

Spell slots: 4 1st level, 3 2nd level

ATTACKS & SPELLCASTING

Sailor Features:

Ship's Passage (PH page 139)

Sorcerer Features (PH page 100):

Spellcasting

Font of Magic (4 Sorcery Points)

Metamagic: Empowered Spell, Quicken Spell

Wild Magic Features (PH page 103):

Wild Magic Surge (DM initiated d20 roll; on a 1, roll on Wild Magic Surge table)

Tides of Chaos (gain advantage on one attack, check, or saving throw; regain on a long rest)

FEATURES & TRAITS

Languages: Common

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

OTHER PROFICIENCIES & LANGUAGES

Two obsidian daggers, light crossbow, 20 bolts, broken compass (focus), backpack, bedroll, mess kit, tinderbox, 10 torches, waterskin, 50 feet of hempen rope

Ellie was the first mate and spelljack aboard the Relentless. She was known for her acumen at sea and her mysterious arcane tattoos inscribed with flame sigils. Ever the opportunist, she rose quickly through the ranks of the crew and was planning a mutiny to oust the captain due to his gross incompetence. His last foolish order saw the pirates in battle with a galleon much too big for their ship, and the goblins in their zeal overloaded a firecannon and blew the ship up. Ellie survived the explosion but was plunged into the sea, and washed ashore with Turk near Conqueror's Foothold. Both were immediately arrested for piracy against the Legion of Dusk, and were due to be executed before being freed by Alante. Ellie brokered a deal – she would help Alante retrieve her artifact, and then she'd be granted a captured ship as payment for her efforts.

EQUIPMENT & CHARACTER NOTES

Rouxil, Emperor's Vanguard

CHARACTER NAME

Fighter (Champion)

CLASS & LEVEL

Human

RACE

Folk Hero

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

+2

PROFICIENCY BONUS

INSPIRATION

16

+3

STRENGTH

- ◆ +5 SAVING THROWS
- +5 ATHLETICS

13

+1

DEXTERITY

- ◆ +1 SAVING THROWS
- +1 ACROBATICS
- +1 SLEIGHT OF HAND
- +1 STEALTH

16

+3

CONSTITUTION

- ◆ +5 SAVING THROWS

9

-1

INTELLIGENCE

- ◆ -1 SAVING THROWS
- -1 ARCANA
- -1 HISTORY
- -1 INVESTIGATION
- -1 NATURE
- -1 RELIGION

11

+0

WISDOM

- ◆ +0 SAVING THROWS
- +2 ANIMAL HANDLING
- +0 INSIGHT
- +0 MEDICINE
- +2 PERCEPTION
- +2 SURVIVAL

14

+2

CHARISMA

- ◆ +2 SAVING THROWS
- +2 DECEPTION
- +2 INTIMIDATION
- +2 PERFORMANCE
- +2 PERSUASION

12

PASSIVE WISDOM (PERCEPTION)

18

ARMOR CLASS

+1

INITIATIVE

30 ft.

SPEED

HIT POINT MAXIMUM 40

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d10

1d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Ancestral battle axe

+5

1d8 (1d10) + 3 slashing

Javelin

+5

1d6 + 3 piercing

Unarmed

+3

1 + 3 bludgeoning

ATTACKS & SPELLCASTING

Folk Hero Features:

Rustic Hospitality (PH page 131)

Fighter Features (PH page 71):

Defense Fighting Style (already calculated)

Second Wind (bonus action to regain 1d10 + 4 hit points, regain on short or long rest)

Action Surge (take an additional action on your turn, regain on short or long rest)

Champion Features (PH page 72):

Improved Critical (critical hit on a 19 or 20)

FEATURES & TRAITS

Languages: Common

Tools: Woodcutter's tools, vehicles (land)

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

OTHER PROFICIENCIES & LANGUAGES

Ancestral battle axe, 4 javelins, feathered shield, breastplate, writ of Emperor's commendation (to be given by you to a favored soldier), wood for whittling, small carving knives, iron pot, shovel, backpack, bedroll, mess kit, tinderbox, 10 torches, waterskin, 50 feet of hempen rope

Rouxil and his son Artinoq are a part of the Emperor's Vanguard, an elite fighting force that has been fighting skirmishes against the Legion of Dusk ever since their arrival. On their last battle, both of them were the sole survivors from their scouting patrol meant to assess the perimeter defenses of Conqueror's Foothold. They were placed in prison and sentenced to death. Alante heard of their battle acumen, and decided to free them to help her. Rouxil wants Alante to succeed and have her order usurp influence of the region. He believes that if the Order of the Five Sacraments is able to convince the rest of the Legion of Dusk that a reciprocal arrangement with the Sun Empire is beneficial, that he will be able to bring an end to the conflict in this region of Ixalan.

EQUIPMENT & CHARACTER NOTES

Turk Two Coins, Ruthless Knave

CHARACTER NAME

Rogue (Thief)

CLASS & LEVEL

Orc

RACE

Criminal

BACKGROUND

Chaotic Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

+2

PROFICIENCY BONUS

INSPIRATION

16

+3

STRENGTH

- ◇ +3 SAVING THROWS
- +7 ATHLETICS

16

+3

DEXTERITY

- ◇ +5 SAVING THROWS
- +3 ACROBATICS
- +5 SLEIGHT OF HAND
- +7 STEALTH

14

+2

CONSTITUTION

- ◇ +2 SAVING THROWS

10

+0

INTELLIGENCE

- ◇ +2 SAVING THROWS
- +0 ARCANA
- +0 HISTORY
- +0 INVESTIGATION
- +0 NATURE
- +0 RELIGION

8

-1

WISDOM

- ◇ -1 SAVING THROWS
- -1 ANIMAL HANDLING
- -1 INSIGHT
- -1 MEDICINE
- +1 PERCEPTION
- -1 SURVIVAL

12

+1

CHARISMA

- ◇ +1 SAVING THROWS
- +3 DECEPTION
- +3 INTIMIDATION
- +3 PERFORMANCE
- +1 PERSUASION

11

PASSIVE WISDOM (PERCEPTION)

14

ARMOR CLASS

+3

INITIATIVE

30 ft.

SPEED

HIT POINT MAXIMUM 31

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d8

1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Old World rapier

+5

1d8 + 3 piercing

Hand crossbow

+5

1d6 + 3 piercing

Unarmed

+3

1 + 3 bludgeoning

ATTACKS & SPELLCASTING

Orc Features:

Darkvision 60 ft.

Relentless Endurance (when reduced to 0 hit points and not killed, remain at 1 hit point; regain on long rest)

Savage Attacks (roll an extra damage die on critical hits with melee attacks)

Criminal Features:

Criminal Contact: Fence (PH page 129)

Rogue Features (PH page 95):

Expertise (already calculated)

Sneak Attack (if you have advantage on an attack, deal 2d6 damage with finesse or ranged weapons)

Cunning Action (use Dash, Disengage, or Hide as a bonus action)

Thief Features (PH page 97):

Fast Hands (use Cunning Action to make Dexterity (Sleight of Hand) checks, disarm traps, open locks, or take Use an Object action)

Second-Story Work (climbing doesn't cost extra movement, +3 feet to running jumps)

FEATURES & TRAITS

Languages: Common, Orc, Thieves' Cant

Tools: Dice (gaming set), thieves' tools

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

OTHER PROFICIENCIES & LANGUAGES

Old World filigree rapier, hand crossbow, 20 bolts, leather armor, leather cup with 6 knuckle bone dice (gaming set), backpack, bag of 1,000 ball bearings, crowbar, 10 feet of string, bell, 5 candles, 10 pitons, hooded lantern, 2 flasks of oil, tinderbox, waterskin, 50 feet of hempen rope

Turk loves the life of a pirate, and particularly relishes his role as one of the Fathom Fleet's lead boarders, assigned to suppress resistance on captured vessels by intimidation or force. He lives for plunder, and since his job is so risky, he often gets a prime share of the booty. However, his last mission attacking a Legion of Dusk galleon went terribly wrong, and he was thrown from his ship the Relentless by a malfunctioning firecannon explosion. He and the first mate washed ashore near Conqueror's Foothold, where he was immediately recognized by soldiers he had once encountered on a previous raid. The two of them were thrown in prison awaiting execution until Alante showed up to free them to help her navigate through the interior to find an artifact. Turk knows that there's got to be much more treasure than just some chalice, and he's determined to claim a large enough share so he can live out the rest of his life in debauchery.

EQUIPMENT & CHARACTER NOTES

Velisha, Shaper of Highbranch

CHARACTER NAME

Druid 4 (Circle of the Land)

CLASS & LEVEL

Merfolk (Green)

RACE

Outlander

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

+2

PROFICIENCY BONUS

INSPIRATION

9

◇ -1 SAVING THROWS
○ +1 ATHLETICS

-1

STRENGTH

12

◇ +1 SAVING THROWS
○ +1 ACROBATICS
○ +1 SLEIGHT OF HAND
○ +1 STEALTH

+1

DEXTERITY

14

◇ +2 SAVING THROWS

+2

CONSTITUTION

10

◇ +2 SAVING THROWS
○ +0 ARCANA
○ +0 HISTORY
○ +0 INVESTIGATION
○ +2 NATURE
○ +0 RELIGION

+0

INTELLIGENCE

18

◇ +6 SAVING THROWS
○ +6 ANIMAL HANDLING
○ +6 INSIGHT
○ +4 MEDICINE
○ +6 PERCEPTION
○ +6 SURVIVAL

+4

WISDOM

14

◇ +2 SAVING THROWS
○ +2 DECEPTION
○ +2 INTIMIDATION
○ +2 PERFORMANCE
○ +2 PERSUASION

+2

CHARISMA

16

PASSIVE WISDOM (PERCEPTION)

13

ARMOR CLASS

+1

INITIATIVE

30 ft.

SPEED

HIT POINT MAXIMUM 31

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d8

1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Jade staff	+1	1d6 - 1 bludgeoning
Sling	+3	1d4 + 1 bludgeoning
Unarmed	-1	1 bludgeoning

Druid spellcasting:
Spell save DC 14
Spell attack modifier +6

Cantrips: druidcraft, guidance, resistance, shillelagh, thorn whip

Spell slots: 4 1st level, 3 2nd level

ATTACKS & SPELLCASTING

Merfolk (Green) Features:
Swim speed 30 ft.
Amphibious (breathe both air and water)
Bonus druid cantrip

Outlander Features:
Wanderer (PH page 136)

Druid Features (PH page 65):
Spellcasting
Wild shape (max. CR 1/4, no swimming or flying)

Circle of the Land Features (PH page 68):
Bonus druid cantrip
Natural recovery (two levels worth of spell slots per short rest)
Circle spells - barkskin, spider climb

FEATURES & TRAITS

Languages: Common, Druidic, Merfolk, Orc, Vampire

Tools: Herbalism kit, pipes (musical instrument)

Armor: Light armor, medium armor, shields (non metal only)

Weapons: Clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

OTHER PROFICIENCIES & LANGUAGES

Jade armor (studded leather), jade staff (quarterstaff), sling, 20 sling stones, Highbranch tribal amulet (druidic focus), regisaur claw (trophy), hunting trap, pipes (musical instrument), herbalism kit, backpack, bedroll, mess kit, tinderbox, 10 torches, waterskin, 50 feet of hempen rope

Velisha is a shaper, a weaver of nature magic. Her tribe dwells in a forested community known as Highbranch, and she serves as a guide. In this role, she was employed by a Dusk Legion lieutenant under Vona's command to escort a wayward patrol back to Conqueror's Foothold. When she arrived, the lieutenant claimed that some of the soldiers she had been escorting had stolen from them. After attempting to fight off the soldiers and escape, she was captured and sentenced to death. Alante freed her from her fate and told her of what she needed done in exchange. Velisha knows the interior well, and has heard that the Temple of Aclazotz contains a dark unnatural force. She means to expel it.

EQUIPMENT & CHARACTER NOTES