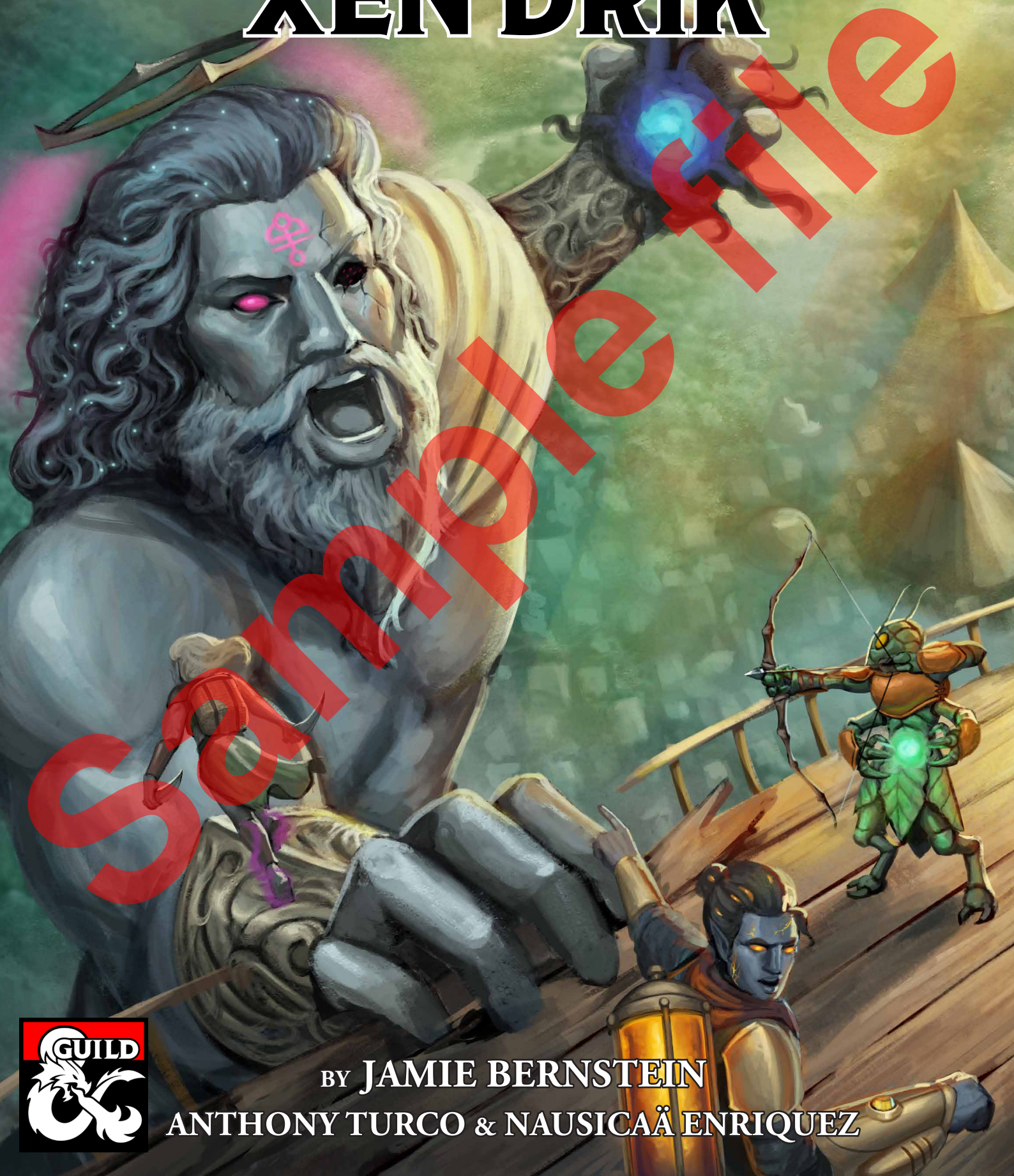


THE GIANT GUIDE TO XEN'DRIK



BY JAMIE BERNSTEIN
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CONTENTS

INTRODUCTION	6	CHAPTER 4: ALLIES & ENEMIES	116
Colonialism & Tropes	8	Modern Factions	116
Continental Overview	10	Banor'drakai	117
The Outer Planes	14	Battalion of Basalt Towers	118
Xen'drik Timeline	16	Children of Il'ara	119
CHAPTER 1: GAME MASTER'S TOOLKIT	22	Death Giants	120
Campaign Tools	22	Druid Circles	121
Example Campaigns	23	Emerald Claw	124
Key Plot NPCs	24	Giants Beyond Xen'drik	125
Khorvairan Villains & Xen'drik	26	Inspired of Riedra	126
Locations & Themes	28	Lords of the Hunt	127
Name Tables	30	Overlord Cults	128
Quest Frameworks	31	Planewright's Guild	130
Environmental Tools	38	Reclaimers of Glory	131
Across Sea & Sky	40	Scriveners of the Sky	132
Continental Curses	42	Silae's Tairn	133
Magical Wildlife	46	Skylarks	135
Navigating Giant Ruins	48	Star Pilgrims	136
Random Encounter Tables	49	Ten Watchers	137
Shattered Geography	53	Torch of Progress	139
Broken Technology	53	Winged League	141
Dreamblights	54	Wyrd Vigil	143
Fractured Terrain	55	Enemies of Legend	144
Shifting Zones	55	Villains of Legend	145
Sky Isles	56	Monsters of Legend	152
Xen'drik Settlements	57	The Overlords	154
The Reality of Dreams	58	Zel Erakhni, the Spinner of Shadows	155
Adventures in Dreams	58	Kharna Rayva, the Infernal Desire	158
Echoes of the Quori	60	The Lurker in Shadow	160
Quori Creations	62	Sakinnriot, the Scar that Abides	162
CHAPTER 2: ANCESTRIES OF XEN'DRIK	65	CHAPTER 5: ANCIENT EMPIRES	165
Asherati	66	Ancient Giant Culture	165
Beastfolk	66	Architecture	165
Children of the Mist (Spiderkin)	67	Art & Fashion	166
Drow	68	Food	166
Dragonborn	76	Language	167
Fae'drik (Firbolgs)	77	Magic	167
Giants	77	Religion	169
Goliaths	78	Ancient Empires Summary	172
Kobolds	79	Cul'sir Empire	173
Living Constructs	80	Elves & Empire	178
Lizardfolk	81	Group of Eleven	182
Locathah	82	Daanvi - Crux	184
Shulassakar	83	Dolurrah - Karrakos	188
Simeq (Simic Hybrids)	83	Ferna - Grand Ju'qata	194
Thri-kreen	84	Irian - Sohl'aran	198
Triton & Merfolk	85	Kythri - The Genesis Twins	202
Yuan-ti	86	Lamannia - Esht Primacy	207
CHAPTER 3: MODERN CITIES	88	Risya - Ix Il'ar	211
Bazek Mohl	90	Shavarath - Hekaton	215
Blackgrove Refuge	94	Syrania - The Gallimaufry	219
Dar Qat	98	Thelanis - Twilight Court	224
Kul Lerek	101	Xoriat - Zja Aqat	229
Stormreach	106	Qabalrin	234
Vralkast	109	Sul'at League	240
Zantashk	113		

CHAPTER 6: ADVENTURE LOCATIONS	248
Asherat	250
Barricade Katta	251
Cardaen's Tears	252
Court of Cinders	253
Creation Forge ('The Blank Grove')	253
Darkfire Crater	254
Daomon	255
The Diaphany	255
Forget-Me-Dot's	256
Gundrak'úl ('Obsidian City')	257
Gran Gol	257
Kaskylla's Trove	259
Kwinharin	260
Lachni of the Mist	261
Lair of the Crone (Icehowl Plateau)	262
Lake of Solace	263
Mirhanac'lathk	264
'Naphrad' (Colossus WX-12)	264
New Zolanberg	265
Optao	266
Parhelion Altar	267
Pti-tak'chil	268
Pylas Taraelya	269
Raiarin	270
Sanctum of the Watcher	271
Shanai Orioth ('Forest of Lords')	272
Shae Tirias Tolai	273
Soggin's Post	274
Taer Laraentys	275
Throne Gate Ruins	276
Valley of Cairns	277
Verash Sakhara ('The Trench of the Void')	278
Wen-Damji	278
Wreck of the Iron Will	279

CHAPTER 7: CHARACTER OPTIONS	281
Ancestries	281
Backgrounds	289
Subclasses	280
Dark Gifts	306
Feats	310
Martial Maneuvers	314
Artifact Maneuvers	315
Spells	316
Artifact Spells	324

CHAPTER 8: TOOLS & TREASURES	328
Drow Artifice	329
Elven Remnants	333
Giant Relics	336
Eldritch Machines	341
Hunter's Trophies	343
Modern Artifice	344
Warforged Components	346

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SPECIAL THANKS: To all the members of the Eberron discord server that have given advice, criticism, suggestions and support to make this book a reality. This work simply would not exist without their help, friendship, and support.

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ON THE COVER: Xen'drik adventurers face off against Stormreach's Emperor statue, possessed by the nightmare mind of the God-King Cul'sir, before it can raze the city.

BOOK NOTATION: This Guide refers to spells and items from sources denoted by the following superscripts. If a source is not specified, it comes from *Mordenkain Presents: Monsters of the Multiverse*, or the *Player's Handbook*. Some words are formatted to indicate linked mechanics, as below.

^{ERLW} - *Eberron: Rising from the Last War*

^{FTD} - *Fizbans Treasury of Dragons*

^{GGR} - *Guildmaster's Guide to Ravnic*

^{TCoE} - *Tasha's Cauldron of Everything*

^{VRGR} - *Van Richten's Guide to Ravenloft*

^{XGE} - *Xanathar's Guide to Everything*

italics - Spell

Capitalised Italics - Magic Item or Sourcebook

Bold - Monster with Stat Block

* - located in this Guide or Guide Bestiary

For any queries, questions, feedback, or fact-checking, please message me on the [Eberron discord server](#).

Disclaimer: *This is a Giant Guide. It is Giant, and made for Giants to read. If you are not perchance one of my people, and have obtained this tome through theft, then I assume that you are reading it from inside the block of ice formed by the glyph under the cover. If you are smarter than that, be warned it will not resize for you on its own accord, and as such may cause lingering back pain. If found, please return to the Fortress of Winter in Risia.*

I have nothing but time.

THE GIANT GUIDE TO
XEN'DRIK



FOREWORD

One lifetime. Two. A hundred. A Thousand.
Hold a lifetime in your hands.
Hold a hundred, like powder snow. Hold ten thousand.
Can you see how light they become?

Do you wish for the immortality between these pages? Power, wisdom, glory, gold? They are here. You could have them.

Once you do, and they are gone, you will never be whole again.

A generation's lifetime. Two. A hundred lifetimes of family and friends, there and gone. A thousand lifetimes, sewn into a tapestry -
a nation of my kin, my children, my people.
The lifetime of an age, its threads burnt to ash by the very monsters
that taught us how to weave them.

I am Il'ara, Archarcacist of Risia, Amber Regent, and Titan of Ix Il'ar.
I am Il'ara, Queen of None and Titan of Nothing.

It is all just one lifetime for me.



This tome is a memoir and a memory. For 40,000 years I have waited in frozen exile, my continent and kingdom destroyed by the dragons of Argonnessen for crimes I did not commit. My children grow weary in body and soul, yet they must endure. Within these pages lie our past, present, and future. The glory that we, the giants of Ix Il'ar, once held. The present state of our ancient home, wracked by grand curses, and fought over by ambitious mortals and ancient threats. The future that awaits us, should we dare to return and claim our home once more. Yet, with the changing times come new opportunities.

I am immortal, yet my memory is not. The endless winter of the Plane of Ice shrouds the passage of time. Lest I forget, I have written every scrap of my

knowledge regarding Xen'drik within this tome. I have used green and gold as a reminder, for both are colours I have not witnessed for an Age. Between these pages lie countless secrets from the time when giants ruled the land; magic lost to time, of such power it altered the very fabric of reality. There are lost spells, powerful relics, dangerous threats, and the names of beings who should never again be allowed to see the light of day. If you are reading this, you have obtained something of immense danger. Trust the words of an Archarcacist; knowledge is power.

This tome is a memoir, a memory -
and a weapon.

- Archarcacist Il'ara
Titan of Ix Il'ar





INTRODUCTION



XEN'DRIK, THE LAND OF GIANTS. THE Shattered Continent. Since the very start of the Eberron setting, Xen'drik has been a realm of mystery, danger, and ancient secrets. The indelible scars of the past

clash with the needs of the present, the legacy of the ancient giants shaping the course of history to this day, through the heights of their glory - and the depths of their failures. The entire continent is designed as a dungeon; a blank slate in which incredible discoveries lie hidden by time and ancient curses. The lost artifice of the giants has shaped the course of Khorvaire's development, and driven the grand empire of Riedra to a relentless hunt for knowledge.

Yet, this comes at a heavy cost. If the continent is a grand dungeon, its people are treated as enemies within it. Books focusing on Xen'drik in previous editions are written solely from the viewpoint of foreign colonists arriving in a 'savage land' for treasure and glory. This draws on classic works of

pulp adventure, ranging from *Doc Savage*, to *Raiders of the Lost Ark*, to *Lara Croft* and *Uncharted*. Just like those works, it introduces a wide range of problems. Shallow and dated views of local people, tomb-robbing and plundering, and offensive colonial language make Xen'drik increasingly unsuited for the modern table.

This book is two things - a **detailed exploration of the giant empires of old**, and a **modern redesign of Xen'drik from the ground up**, introducing vibrant cities, cultures, and locations to help alleviate its issues, and bring it forward to the inclusivity of today's TTRPG space. Xen'drik is not a continent for people to come to, but a continent in which people live.

To this end, the Giant Guide to Xen'drik was written with three major themes in mind -

- The people and cultures of Xen'drik.
- The nature of the past that permeates the land.
- The dangers, risks, and rewards of the present.

THE PEOPLE

A massive range of people can be found in Xen'drik, with an equally diverse range of cultures. Many are older than the entire recorded history of humanity in Khorvaire (and Sarlona too), with vibrant cultures and a storied past. This ranges from the Trothurkear dragonborn, who have guarded the Ring of Storms continuously for over 40,000 years, to the spidery Children of the Mist, who trace their secrecy to the Age of Demons itself. Perhaps the most famous are the giants and drow, who can be found across the length of the continent. The Ancestries of Xen'drik section (p.65) dives into the cultures who call Xen'drik home, with accompanying player mechanics in the Character Options chapter to enable and encourage people to play as native ('tau'Xen') characters.

Perhaps the most famous of Xen'drik's people are the giants - the descendants of the kingdoms that fell to the Shattering. In the age since the fall of their utopias, the giants have adopted a variety of outlooks on their past and present. Some cling to the glory of old, aiming to rebuild their empires through might, and the recovery of ancient magic. Others see such things as folly, helping to guard such sites and protect the health of the land. Many simply wish to live in peace, and forsake the past in favor of the present.

Just as widely spread are the drow. In the north, the Vulkooridal move through the forest with finesse, patience, and druidic magic, each nation honoring a different virtue of the primal scorpion that watches over them. In contrast, the Súlatar of central Xen'drik blend the arcane research of the Sul'at giants with faith in the Promise of Fire. The firebinders have built upon the artifice that their creators used to bind fire into them, and their partnership with the immortals of Fernia grants them elemental binding magic far beyond what Khorvairians were able to steal. The Ko - Syrania-infused drow descended from the giants' last feeble attempts to pacify the elven rebels - spin webs of rope and diplomacy between sky islands and cloud castles. The Lamannian-infused Simeq blend all three traditions in joyful interdependence in the waters of the Phoenix Basin. Wherever the giants of old shaped the world to their will, the drow adapt and thrive.

Beyond the giants and a drow, a dizzying array of other tau'Xen live across the continent. Fae'drik ('firbolgs') and goliaths descended from the kingdoms of old mingle with thri-kreen and dragonborn, while newer arrivals such as yuan-ti have found their own peace in the wilds. They are joined by all manner of 'beastfolk', from the tabaxi of the western plains to the chaotic aarakocra of the Tempest's Spine.

THE PAST

The Age of Giants - nearly half of recorded history in Eberron - is almost entirely a blank slate. Canon details on the giants and their empires are vague, lacking, and sometimes contradictory. Even worse, details on the giants themselves turned into a race to the bottom over the course of Eberron's sourcebooks, with successive works painting them as increasingly depraved and vile. In *Dragons of Eberron*, the Oasis of Blood features a forest of trees that constantly weep blood, each containing the heart of a sacrificed drow slave (and details the mechanical benefits of eating one). Meanwhile, in *Magic of Eberron*, one art piece depicts a giant in the act of sacrificing a slave, while dressed in offensively Mesoamerican-inspired clothing. This unilateral and shallow

portrayal of a continent of people as comically evil clashes with Eberron's themes of deemphasized alignment and shades of gray. As a result, this book has rewritten giant history and culture from the ground up, building on canon while introducing a variety of giant cultures. Each forms the foundation for the modern state of Xen'drik with their arcane legacies - both wondrous, and disastrous.

The giant empires are presented for GMs to use as megadungeons and settings for adventures - dangerous regions where different factions are unearthing the past for personal gain. Many have sleeping threats unknown to explorers, from the spidery fiends of the Twilight Court, to the psionic god-mind that sleeps below Zja Aqat. Each section contains lore, background on their ruling titan, ambience to set the scene, locations, suggested enemies, and more to accommodate adventures. The existence of these shunned ruins are a constant factor for local people, shaping their cultures and influences. The Súlatar drow have restored some cities of the Fernian nation of Grand Ju'qata, inheriting some of their cultural touchstones, while modern Stormreach is built atop (and between) the ruins of the Cul'sir Dominion.

THE PRESENT

The last thousand years have seen a new danger approaching Xen'drik from distant shores. The powers that be in Sarlona and Khorvaire have settled colonies, intent on plundering the secrets of the land for their own gain. The Inspired of Riedra are driven by the past; their quori masters understand that their own birth was a result of events here, driven by their past incarnations warring against the giants - and causing the Moonbreaker to be fired. They hope to understand the truth behind the turning of the age, and ensure that such an event never happens again. The explorers of Khorvaire are driven by the future; some of the Five Nations' most critical advances were inspired by (or stolen from) Xen'drik, including elemental binding, warforged, and House Cannith's Creation Forges. The Dragonmarked Houses understand the power that lies in the ruins of the giants, and would do anything to uncover new forms of arcana. Now, the race is on.

The expansion of these colonial powers has thrown them into conflict with the people of Xen'drik, who are threatened by their actions; they understand better than anyone the costs that exploring the Age of Giants can bring. The explorers have no clue what powers they are messing with, and their willingness to rob graves and pillage does nothing to endear them. As more and more adventurers arrive in Stormreach, and Dar Qat prepares to build its new teleportation circle, the status quo is beginning to break - and masterminds from other lands are preparing to take Xen'drik's secrets by force.

The dangers of these colonists are not what they bring, but what they disturb. The ancient evils of Xen'drik range from depraved archfiends to powerful vampire kings, and everything inbetween. The blundering efforts of foreign explorers can be the perfect tools to unlock their chains, driving conflict with the local people. This clash between the past and the needs of the present is a fundamental theme of Xen'drik, with native factions caught between -

- and the fate of the continent hanging in the balance.

COLONIALISM & TROPES

One of the greatest challenges when writing or running the land of Xen'drik, is that it was written in a time of very different sensibilities. The entire continent is expressly designed as a blank dungeon to be raided - a callback to media such as *Indiana Jones*, *The Mummy*, and *Tintin in the Congo*. Xen'drik is composed solely of wild and untamed environments, with cultures narratively hindered from forming societies that are 'civilized' as seen through a Western lens. This effort ranges from gross justifications for such cultures being killed (including descriptions of human sacrifice, and revolting colonialist language) to a deliberate effort to ensure that the only detailed city in the entire continent was created by colonists. In comparison to Sarlona and Khorvaire, Xen'drik's geography is similarly warped. Its hundreds of miles of impossible rainforest blend seamlessly into desert and tundra, ignoring any semblance of reality in favor of making things 'pulp' and 'foreign'.

The following section is meant to highlight these tropes, and lay out the steps that this book takes to avoid them - with the hope that GMs running games in Xen'drik can do the same. Very simply, it is the most important section of the entire Guide. This is not a letter of outrage to the authors of the time, nor is it meant as any kind of insult or rebuke. It is simply a sincere wish to bring the continent to a modern era of acceptance and diversity, especially when it means providing comfort and inclusivity at the game table. The effort to fix the issues presented here is just as much about safety tools and personal boundaries as the content warnings found in other sections.

LOOTING AND PLUNDERING

A classic expectation of genre films such as *Raiders of the Lost Ark* is that the party is here in a far-off land to 'rescue' historical treasures, either to give them to groups as the Morgrave University, or to put them to use themselves in saving the world and other noble tasks (often, by selling them). Needless to say, stealing prized cultural items in order to sell them on for profit or show them off as pillaged treasures is morally extremely questionable. This is especially true when it's tomb-robbing or otherwise desecrating places of importance to people. Given that Xen'drik is, in a sense, explicitly designed for doing this, it can be hard to separate that legacy for campaigns.

COMBATING THE ISSUE:

This book seeks to assist with this by making sure that giant ruins are places seen as cursed, shameful, or deeply dangerous by the people of Xen'drik - and for good reason. These are magically irradiated disaster zones that affect the land for miles around; their very presence is immensely dangerous.

The ruins of the giant city-states have no cultural value to anyone but the giants - and even, they are targets for those who wish to reclaim power and begin conquering once more. Those that aren't have already been built into cities by cultures

such as the Súlatar drow. As such, adventurers setting off to explore the ruins of Sohl'aran are risking their lives to retrieve items that others don't want, and are bearing the dangers of doing that themselves. They are much more likely to be stopped because they are endangering themselves, than because any items they are taking have cultural value.

In addition, this Guide introduces cities and settlements across Xen'drik as hubs for trade. There, adventurers can buy and barter for items produced by the local people, including unique artifice. Some cultures, such as the Súlatar drow or Ssejirthos yuan-ti, have built on giant artifice to create derived or improved items. Others, such as the asherati, have their own unique arcana and artifice. As a result, it's entirely possible to avoid the trope of looting ruins altogether, with players relying on trading items for each culture's specialties. Naturally, cultures with a tradition of artifice might also ask a party to recover giant technology to be reverse-engineered. The players may then be able to keep the original, with artificers producing more for common use. This extends to historical research; the party may be hired as specialists to retrieve relics in dangerous spots for local communities.

PRIMITIVE SAVAGES

One of the greatest issues with portrayals of Xen'drik's people is their two-dimensional division into The Good ones and The Bad ones, from the perspective of colonists. There are some who help adventurers; there are some who are 'combat encounters'. This is a product of the assumed viewpoint that adventuring in Xen'drik is done by people from Khorvaire - the *Indiana Jones*' and Nathan Drakes of Morgrave University and House Cannith. The result is outdated, offensive, and bland. To quote *Secrets of Xen'drik*'s very first line about the Súlatar drow, 'not all drow are savages' - for the Vulkoori drow are portrayed as evil enemies who - in canon - carry out human sacrifice. Everybody from giants to lizardfolk are described as 'savage', 'backwards', 'primitive' and the other usual suspects from a long list of such words. The more 'primitive' giants such as hill giants and jungle giants are often depicted in tattered clothing and fur, while *Explorer's Handbook* depicts a Xen'drik cloud giant as more human in both appearance and dress. We are still at a point where 5th Edition Storm Giants (the most mechanically intelligent and gifted) wear clothing reminiscent of the Romans, and ancient Greeks - and we can do better.

Naturally, devolving entire peoples into the Evil Enemies is problematic. It is even more so, when the players are expected to be foreign treasure hunters invading their land to steal things from them. Given that Eberron takes steps to avoid this with other ancestries such as orcs and gnolls, it is thus even more jarring to face this in Xen'drik. It is for this reason that this book treats the giants and drow (and other maligned peoples such as the yuan-ti) as who they are - people.

COMBATING THE ISSUE:

For the giants of Xen'drik, the source of their narrative state is a curse laid upon them by the dragons. The curse canonically strips them of their power, intelligence, and magic a little more with every generation - a theme used to explain why they have never risen to their pre-Shattering heights. This book disregards this curse due to its highly problematic nature, instead using a different explanation based around the loss of knowledge and magical artifice. This is detailed in the Continental Curses section, on p.42.

For other groups, there is even less narrative justification. They are simply experience points. In this book, an effort has been made to add different groups of giants, drow, yuan-ti and others across the continent, including paragons of good, champions of evil, and everyone in between. This includes different factions that they might belong to, as well as different cultures within each ancestry. Additionally, many factions are innately multi-ancestral, with no random division or exclusion based on heritage.

WESTERN DEPICTIONS

A less obvious issue with the way that the people of Xen'drik are presented, is that their appearances and aesthetic themes are often based on Western cultural tropes. One striking example lies in *Magic of Eberon*; an ancient giant, in dress inspired by Mesoamerican aesthetics, raises a knife to sacrifice an elven slave on an altar. Meanwhile, in *City of Stormreach*, the Guardians of Rushemé are presented as living in tipis, and wearing leaves for clothing (which are insinuated to be their 'body hair', thus leaving them naked). This issue is rife throughout the depictions of Xen'drik's people. Perhaps the worst-off are the drow, who get to suffer the role of the 'reprehensible enemy'. *Explorer's Handbook* features the art below, with the 'Ka'ki'kur' (verbatim) and their cannibalistic leader resting her boots on a slave. Meanwhile, *Secrets of Xen'drik* features art of grotesque caricatured drow about to cook a man alive. Needless to say, this book aims to do better.

COMBATING THE ISSUE:

While this book was not made with a massive art budget, the depictions of people within have been commissioned with the help of authors from different cultural backgrounds, fitting their clothing and aesthetics to what is practical for their culture. Rather than a long black dress, the Vulkoori are pictured where possible as wearing lightweight woven clothing suitable for a tropical environment. In contrast, the cloud giant Farseer Jalmar's clothing takes inspiration from the traditional Indian sari. Living as they do at high altitude, it made sense for the Scrivener to wear clothing that would allow her to stay cool when descending to the ground, while conveying her high station and heritage in Kul Lerek. In

contrast, Kyravia the Cinderheart wears stark and brutalist armor recovered from the Sul'at League. As a fire giant, she is unaffected by tropical heat, and can wear plate armor in battle. The intention here is to show that different cultures in Xen'drik have created a massive variety of clothing over time, and that the practicality of that clothing is always a consideration. Just as important is to try and convey that the fantasy cultures of Xen'drik do not correlate with those of our world. Just as Breland is not the United States, nor Karrnath Russia, the giants of old were not Mesoamerican - nor the drow incapable of wearing colors other than black.

FOREIGN SAVIORS

Books such as *Secrets of Xen'drik* are innately written from the stance of adventurers arriving in a 'savage land', then plundering it for loot, saving the day, or both. This narrative removes agency from the people of Xen'drik, reducing them to bystanders, or backwards enemies to be slain. Furthermore, it also harkens to colonialist and 'white savior' narratives that can range from distasteful to deeply offensive for players. A modern example would be *Tomb of Annihilation*, which begins with characters teleporting from the Forgotten Realms' Sword Coast, to the tropical island of Chult, to save the day - and provides little allowance for much else.

COMBATING THE ISSUE:

This book provides player options, backgrounds, cities, and more, to allow for party members to originate from Xen'drik. It is the heartfelt intent of the author that these sections allow for varied and interesting tau'Xen characters to alleviate this issue. The more native characters in a party, the more ties they have to the continent and its people, and the more background links they can have - all while challenging existing stereotypes. As such, it creates both a more accommodating environment at the table, and helps the GM with story options. This is not to say that having characters from Khorvaire or Sarlona is bad; it's simply that, if the party is from elsewhere, it is important that the people of Xen'drik are agents of change, with the power to fight against the same issues as the players.



CONTINENTAL OVERVIEW

The following summaries provide quick rundowns of the different regions of Xen'drik, highlighting the ancient empires, local factions, and locations of note.

THE THUNDER SEA

The ocean between Khorvaire, Xen'drik, and Aerenal is named for ferocious storms that originate from Lamannian manifest zones. The Thunder Sea is treacherous for sailors. Beyond the weather, countless spines of fiendish obsidian and rocky reefs dot the ocean - the legacy of the shapeless Overlord known as the Lurker in Shadows bound to its depths. The seafloor is dominated by the Eternal Dominion of the Sahuagin, which rules these waters nearly uncontested. The voracious fishfolk dwell around vast sleeping behemoths known as the kar'lassa, with each of the twelve linked to a specific outer plane. Among them, groups of Karakala merfolk act as neutral guides and messengers, helping to limit the damage caused by the Lamannian tempests.

Despite this, the Thunder Sea is a nexus for trade. Pirates, smugglers, and merchant ships sail between the port of Stormreach and southern Khorvaire, carrying ancient loot and exotic goods from the Xen'drik interior. Far beneath, aboleths lurk. The ancient servants of the Lurker have ruled these seas before, and they plan to do it again. Releasing their Overlord is just the beginning...

MODERN CITIES

- Stormreach

ADVENTURE LOCATIONS

- Pylas Taraelya
- Soggin's Post
- Verash Sakhara ("Trench of the Void")

FACTIONS OF NOTE

- The Dragonmarked Houses
- The Unity of Riedra
- The Eternal Dominion
- The Storm Lords
- The Lurker in Shadows

SKYFALL PENINSULA

The northern jungles of Xen'drik cover the Skyfall Peninsula, which divides the Thunder Sea in the East from the Barren Sea to the west. The north of the continent was once far more expansive, but the firing of the Moonbreaker caused vast sections of land to subside into the ocean. The shattered remnants can be seen as the weathered islands of Shargon's Teeth, in which smugglers stash their illegal goods. The Skyfall was once the heartland of the powerful Cul'sir Empire, with countless ruins

remaining from the dreaming kingdom. The most notable are the ruins of its capital, Cul'sirran, on which many more cities have been built throughout the ages. The pirate port of Stormreach is only the latest. Stormreach is a frontier city that functions as Khorvaire's gateway to Xen'drik; countless explorers, house agents, grifters, and refugees travel through its docks. None are aware of the dark Overlord Sakinnriot scheming beneath their feet.

To the south, the Obsidian City is home to a faction of Súlatar drow known as the Promise Soldiers. The blazing drow have a scornful opinion of the foreign colonizers to the north - especially those who would steal their intricate elemental artifice. The Súlatar have continued to expand on many of the traditions of the ancient Sul'at League, and specialize in elemental binding, fire magic, and material transmutation. For hundreds of miles around the city, the lush rainforest houses countless rare animals and plants. Some are highly treasured by hunters, while some treasure hunters as a quick meal. Vulkoori drow live within the forest, revering the spirits of the land around them. They range from the peaceful Na'qalla, who calm the land to manipulate the Traveller's Curse, to the Ay'qatal who work with different primal spirits, to the ruin-raiding Hantar'kúl.

MODERN CITIES

- Stormreach

ANCIENT KINGDOMS

- The Cul'sir Empire
- The Sul'at League

ADVENTURE LOCATIONS

- Barricade Katta
- Cardaen's Tears
- Creation Forge ("The Blank Grove")
- Sanctum of the Watcher
- Shanae Orioth ("Forest of Lords")
- Throne Gate Ruins

FACTIONS OF NOTE

- The Dragonmarked Houses
- The Storm Lords
- The Vulkoori Drow
- The Green Watcher, Zartarxis
- The Guardians of Rushemé
- The Battalion of Basalt Towers
- Sakinnriot, the Scar that Abides



THE HYDRA BASIN

Xen'drik's tropical heart is a nexus for trade and cultural exchange. The Hydra Basin is the most populous region of Xen'drik, surrounded on three sides by the scorching Menecharun Desert, the blasted Valley of Shadows, and the mist-laden forests of Dread Lake. Here, in the endless expanse of verdant forest, the Súlatar drow have settled different city-states in the ruins of the nation of Grand Ju'qata. The Súlatar have developed the Fernian techniques of Ju'qata and the Sul'at League into their own diverse array of cultures, worshiping different aspects of divine fire. Perhaps the most secretive is the Silver Flame itself, which has endured for millennia in the hidden city of Bazek Mohl.

Throughout the jungle, giants, drow, fae'drik, yuan-ti, and more live in small settlements and nomadic groups, making use of the rainforest's bounty. All are connected by the waterways of the Hydra, which acts as a network for trade and travel. At the headwaters of the river lies the trading post of Blackgrove Refuge - a focus for interaction between the region's different drow cultures. Throughout the jungle, the ruins of the giants of old rise through vines and forest canopy. These remnants of the Cul'sir Empire and Sul'at League are joined by the disconcerting remnants of the quori they once warred against, many of which are still guarded by ancient warforged-like constructs.

MODERN CITIES

- Bazek Mohl
- Blackgrove Refuge

ANCIENT KINGDOMS

- The Cul'sir Empire
- Grand Ju'qata
- The Sul'at League

ADVENTURE LOCATIONS

- The Claw of Vulkoor
- Forget-Me-Dot's
- The Lake of Solace
- Wen-Damji, the Walking Forest

FACTIONS OF NOTE

- The Battalion of Basalt Towers
- The Green Watcher, Zartarxis
- Ketheptis, the One-Eyed Crone
- The Guardians of Rushemé
- The Torch of Progress

THE VALLEY OF SHADOWS

The shunned heartland of the Sul'at League is drenched in ash and cinders. The Fangs of Argarak erupt tirelessly, belching smoke and tephra into the air, which plunges the valley into twilight. Despite the ashen ground, forests of radiant trees grow around the lava flows - a remnant of Sul'at magebreeding. The Valley itself has a fearsome reputation. The destruction wrought by the dragons on the intricate artifice of the Sul'at was catastrophic. Hundreds of powerful elementals were freed in a chain reaction that laid waste to the land. They sundered the earth, causing the volcanic activity that marks the area to this day. On top of that, magebred war-beasts released by the Shattering still

prowl the Valley, touched by different manifest zones used by the giants for industry. This is a dangerous wasteland, and only the bravest - or the most foolish - venture within. The Valley is explored further in the Sul'at League section (p.246).

ANCIENT KINGDOMS

- The Sul'at League

FACTIONS OF NOTE

- The Súlatar Drow
- Kharna Rayva, the Burning Desire
- The Battalion of Basalt Towers

THE TEMPEST'S SPINE

Xen'drik's northeast coast is guarded by the volcanic Tempest's Spine - a mountain range known for its chaotic weather, flowing magma, and dangerous secrets. A combination of planar influence and storms sweeping off the Thunder Sea causes the region's terrible weather. The rain that falls onto the high peaks feeds the surrounding rainforest, eventually draining into Dread Lake beyond. In truth, there are darker reasons for the tempest. It was here, in a hidden valley within the mountains, that the Qabalrin practiced their dark arts. When the necromantic elves were destroyed, the dragons bound the region's weather in perpetuity to form the Ring of Storms.



Meanwhile, to the east, the crackling citadel of Genesine sought to harness the region's chaos. The dragons laid waste to the city, tearing open a rift to the plane of Kythri that unpredictably transmuted much of the city. Beneath the mountains, bound in stone and magic wards, lie countless fiends from the Age of Demons. As the chaos above grows and the colony of Zantashk seeks to plunder the Spine, their days of waiting might just be over.

MODERN CITIES

- Zantashk

ANCIENT KINGDOMS

- The Genesis Twins
- The Qabalrin

ADVENTURE LOCATIONS

- Court of Cinders
- Darkfire Crater
- "Naphrad" (Colossus WX-12)
- New Zolanberg

FACTIONS OF NOTE

- The Dragonmarked Houses
- Cyl-Maaldrake, the Fangs of Fury
- Trothurkear Dragonborn

DREAD LAKE

The inland sea of Dread Lake lies at the heart of the eastern woodland. Storms sweeping in from the east hit the mountains of central Xen'drik, forming rain which drenches the land. To the north, ash from the Tempest's Spine shades the sun, while lava flows give rise to steam and fog. This is a cool land of mist, oak, and subtle threats. On the lakefront itself lies the fae city of Shae Fir, now a silken ruin of spidery fiends. From here, the twisted titan Queen Cono'mae plots to unleash the Spinner of Shadows from beneath the lake. To the west, the ruins of Grand Ju'qata still burn like righteous cinders. In Bazek Mohl, the remnants of the Torch of Progress keep watch over the darkling woods, spreading the light of the Silver Flame through Xen'drik.

ANCIENT KINGDOMS

- Grand Ju'qata
- The Twilight Court

ADVENTURE LOCATIONS

- Lachni of the Mists
- The Court of Cinders

FACTIONS OF NOTE

- The Spinner of Shadows
- The Torch of Progress
- Valaara, the Crawling Queen
- The Court of Cinders

THE BLUESPINE PEAKS

The Bluespine Peaks, named for their sapphire glaciers, run from the Valley of Shadows to the Everice on Xen'drik's eastern side. The mountain range serves as a natural barrier against the storms sweeping off the Dark Sea, earning the southern peaks their name as the Thunderwall. Those storms lash the mountains, turning the lands to the southeast of the range into a harsh and foreboding tundra divided by glacial rivers. They also provide cover for the dragon-hunting Banor'drakai, who have built their main stronghold here.

To the west of the Peaks, the calm beauty of the Iceflow Sea is maintained by the polar spirit Raiarin. The land spirit, revered by the Rimewalker druids, contributes to the immense size of the beasts in the region. To the north, the tundra merges into boreal pine, and then the oak forests of Dread Lake. The Lamannian city of Eshtarnak guards the boundary between oak and pine - a primal ruin haunted by magebred creatures of bestial fury.

The city is the domain of the gold dragon Bane-Reth, whose hunger for power has led him to clash with one of Xen'drik's worst villains - the silver dragon Ketheptis the One-Eyed Crone, who rules a frozen castle high in the Bluespines themselves. Here, she plots to destroy all of Xen'drik once more, in vengeance for the pain carved deep into her twisted soul. Beneath her talons lie giant secrets from the lost nation of Grand Ju'qata. The forge-city of Daomon was once carved from the heart of a mountain, and contains ancient weaponry smithed in the name of the god Omnat'ara.

ANCIENT KINGDOMS

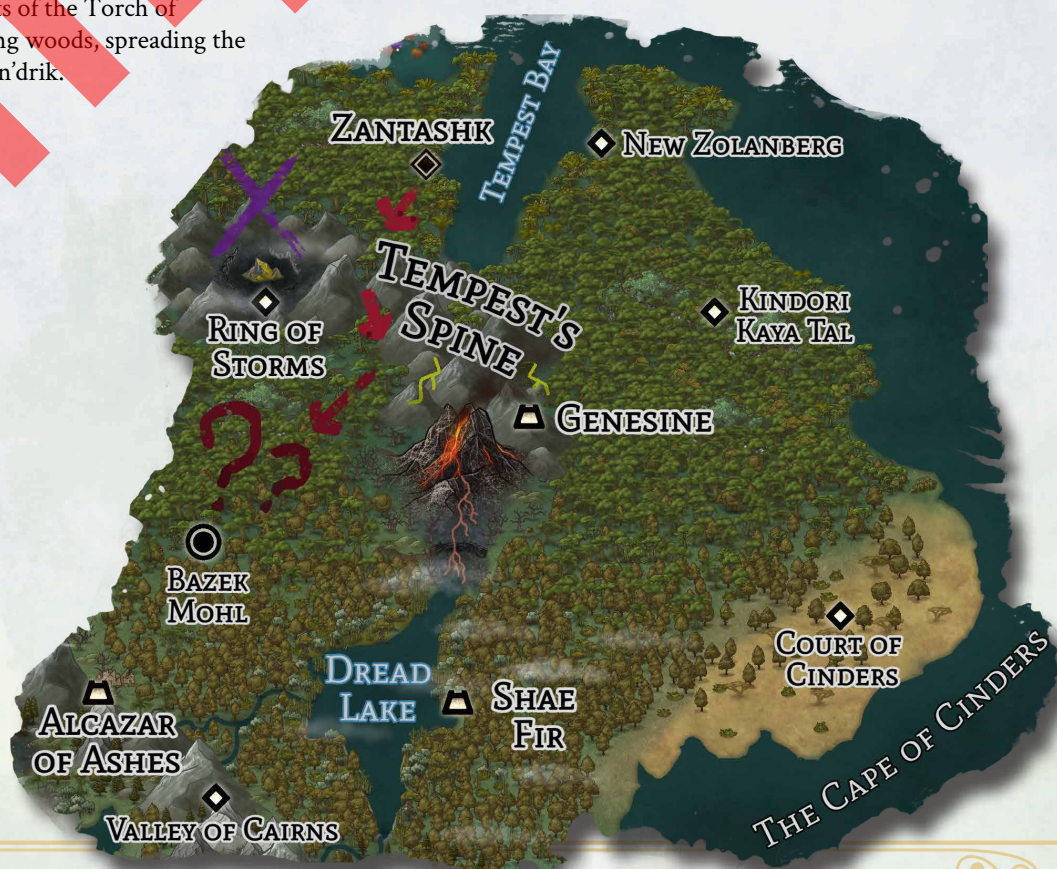
- Esht Primacy
- Grand Ju'qata

ADVENTURE LOCATIONS

- Daomon
- Icehowl Plateau
- Raiarin
- The Valley of Cairns

FACTIONS OF NOTE

- The Banor'drakai
- The Blood of Kanda
- Rimewalker Druids
- Ketheptis, the One-Eyed Crone



THE MENECHTARUN

A thousand miles of scorched sand covers western Xen'drik. The Menechtharun is the largest desert on Eberron, taking close to a month to cross on foot if the heat and wildlife don't get you first. In the east, the desert is bordered by the savannahs and mesas of the Wasting Plain. Here, irradiant positive energy blights the land around the ancient city of Soh'l'aran. The city-state was once known for its medicine and healing, but the gifts of Irian have long forsaken it. To the south-east, the city of Crux lies in a strictly optimal location. Its flawless buildings are tended to by perfect constructs, who defend the city of law from intruders. This was once the city-state of Daanvi, and order reigns supreme long after the deaths of its people.

Far to the west, the free city of Zja Aqat blisters time and space. The dauntless cyclopes were masters of teleportation; they used their gifts to explore the stars, as well as realms beyond reality itself. Beneath the city, their 'titan' slumbers - a vast consciousness melded from the minds of giants.

Between, is the Menechtharun. The vast dunes hold countless secrets, and countless dangers. Entire cities have been swallowed by the sands of the hourglass. To reach them, explorers must contend with high temperatures, sand storms, desert wildlife and the famous crystal wastes. These plains appear to be made of fuchsia-colored ice, but their deep crystal is anything but. The wastes are highly prized by the Unity of Riedra, who use goliath laborers to mine it in massive blocks. The druids of the Sunheart see the Riedran incursions as a serious danger. They would have no one disturb the desert's many titan remnants, and react aggressively to foolish foreign trespassers.

ANCIENT KINGDOMS

- Crux
- Soh'l'aran
- Zja Aqat

ADVENTURE LOCATIONS

- Asherat
- The Diaphany
- Gran Gol
- Mirhanac'lathk

FACTIONS OF NOTE

- The First Families of the Asherati
- The Githyanki
- The Sunheart Druids
- The Unity of Riedra

THE SCIMITAR SPIRES

The worn peaks of the Scimitar Spires divide the western Iceflow Sea from the Sea of Lost Souls, and block the sands of the Menechtharun from pushing south. Manifest zones to Shavarath dot the mountains, causing the sounds of clashing weapons to echo off the stone. To the north, the Riedran bastion of Dar Qat is the Unity's stronghold in Xen'drik. From here, the Inspired direct efforts to mine crystal wastes, secure dragonshards, and explore the lost history of the quori. To the northeast lies the ancient citadel of Hekaton, home to many-armed warrior giants who raided Shavarath itself in

search of glory. The fiends of the plane now threaten to break through into the city, opposed by Unity explorers recovering weapons for Riedra.

The antarctic climes of Dowron's Shield tell a different story. Here, the ghostly city of Il'ar sits frozen on the shores of the Iceflow Sea. The Risian city-state holds ethereal beauty and ethereal threats; frost giant ghosts whisper below ancient streets patrolled by Snow Dancer constructs. Beyond, lies the Iceflow Sea. Here, scattered islands are connected by pack ice. Rimewalker druids keep watch over wintry beasts, many of whom travel here to raise their young. At its heart is a sight from myth - a flying city built in the clouds. Once, nomadic cloud giants traveled across Xen'drik as merchants and traders. Their gathering over the Iceflow was caught in the Shattering, leaving their homes behind like a frozen monument. Countless riches are kept in the castles of the Unveiling, but reaching them is a very different challenge.

MODERN CITIES

- Dar Qat

ANCIENT KINGDOMS

- Hekaton
- Ix Il'ar
- The Unveiling

ADVENTURE LOCATIONS

- Kaskylla's Trove
- Pti-tak'chil
- Taer Laraentys

FACTIONS OF NOTE

- Ikat-takt thri-kreen
- Nektari Lizardfolk
- Rimewalker Druids
- Sunheart Druids
- The Unity of Riedra



THE PLANES

This book makes extensive reference to Eberron's outer planes, which defined many of the giant empires in history. Detailed information on the 13 planes; including their properties, layers, and residents, can be found in Exploring Eberron. The following is a summary of the planes and their nature as a quick reference guide.

MANIFEST ZONES

A manifest zone is a region where one (or rarely multiple) planes draw close to the Material Plane, causing elements of that plane to bleed through. Typically, this results in one of the properties of that plane imposing itself in a specific region. A Risian manifest zone might be unnaturally cold at all times, or preserve food from decay, while a Syranian zone might foster peace, or allow creatures to understand all spoken languages. The planar influence often affects creatures living there, and mortals are far more likely to be born as planetouched while in or near a zone. Dal Quor is the only plane that no longer has any manifest zones. Instead, the regions where they were once located are sometimes... a bit wrong, and are referred to as Dreamblights (p.54).

Manifest zones can be extremely valuable due to their effects, and many major cities (in both Xen'drik and beyond) are built within them. Most famously, the city of Sharn lies within a Syranian manifest zone, which empowers flight magic, and enables its towers to reach such grand heights.

THE PLANES OF EBERRON

DAANVI, THE PERFECT ORDER

Order & Law - Daanvi represents all forms of law and order, from planar prisons, to travel hubs, to vast archives of information on every being to have ever lived. It is populated by neutral constructs such as modrons, just angels who represent the benefits of law and justice, and tyrannical devils who bend those laws to the limits.



DAL QUOR, THE REGION OF DREAMS

Dreams & Nightmares - The Region of Dreams is permanently cut off from the Material Plane after the activation of the Moonbreaker. While beings can no longer physically travel between them, all it takes to see Dal Quor is to close one's eyes. Sleeping creatures form isolated 'dream bubbles' in the plane, which float in a sea of morphic imagination. Around them swim figments, bizarre nightmare creatures, and the plane's most infamous inhabitants - the dream demons known as the quori.



Uniquely, the theme of the entirety of Dal Quor has changed at least twice in history. These events, known as the Turning of the Age, 'reset' the plane back to a fresh start. The last time this happened was when the Moonbreaker was fired 40,000 years ago, and the current quori have no memory of the plane before that time. Accordingly, they are desperate to secure their own existence before the current nightmare ends for good.

DOLURRH, THE REALM OF THE DEAD

Memory & The Dead - The Queen of the Dead rules over Dolurrh - not the afterlife, but the machinery that many believe sends souls somewhere beyond. Dolurrh is not evil or punishing, but a melancholic neutrality. Souls (and living creatures) that end up here gradually fade away, with the plane's layers containing endless dead waiting to move on. Several powerful immortals assist the Queen in this duty, from the Librarian and his library of memories, to the Smith of Souls who smelts the cast-off remnants of the dead into magic items.



FERNIA, THE SEA OF FIRE

Industry, Fire & Passion - FERNIA is not the 'plane of fire', but the plane of everything that fire represents. Angels of the hearth, love, and comfort rule 'campfire' layers, in opposition to fiends of destructive burning, hatred, and obsession. Between, the efreet rule over grand palaces bedecked in wealth and excess, which rise from the endless lava and ash. Deep within the earth, the fires of industry burn. The dao are incarnations of artisanry, and specialize in smithing items of incomparable quality in the deepest reaches of the plane.



IRIAN, THE ETERNAL DAWN

Life, Light, & Creation - The layers of Irian represent positivity, joy, and endless creation. Powerful celestials known as Architects oversee the plane, creating new fragments of reality to replace those consumed by Mabar. Darkness cannot exist within the Eternal Dawn, and all healing is empowered by the positive energy suffusing the plane. Irian is hard to reach, but its layers can be a blessing. The celestials within can embody everything from progress to healing and restoration.



KYTHRI, THE CHURNING CHAOS

Chaos & Change - The infinite catastrophe of Kythri is the counterpart to Daanvi - nothing is permanent, and everything is in flux. Floating islands and broken pieces of existence hover in the churning void, as the elements shift and explode through the sky. The life within Kythri is similarly chaotic. Chimeras, mimics, and shifting animals call it home, while dangerous paraelementals collide and fulminate. Kythri is also home to the infamous slaadi, who change moods on a whim, forming entire kingdoms over the course of a day only to fall over an argument about the best type of hat to wear.



LAMANNIA, THE TWILIGHT FOREST

Nature & the Elements - Lamannia is nature, and nature is defined by Lamannia. Beasts roam the endless forests, infinite oceans and plunging caverns of the plane - and 'beasts' can mean megafauna of incalculable size. The plane (as with nature itself) is entirely neutral. The only laws are the laws of the wild. In some layers, elementals represent the power of nature; a fire elemental burns, while a water elemental flows - and elder tempests churn the sky into terrifying hurricanes.



We looked beyond, and saw infinity in the planes. How intoxicating, to claim that infinity as your own. We realised too late that the planes took offense at our petty rule. I claimed Risia - and one day Risia will claim me.

MABAR, THE ENDLESS NIGHT

Death, Darkness & Destruction - Mabar is the end - the plane of entropy, finality, and despair. As the counterpart to Irian, Mabar consumes fragments of reality, unmaking them with an endless hunger. Terrifying immortals known as the Dark Powers make deals with mortals for souls, laying claim to them for eternity as undead. An undead created by Mabar has their mortal mind consumed by the plane's hunger, gradually becoming an emotionless husk that seeks only to consume and destroy.



RISIA, THE PLANE OF ICE

Stability, Preservation & Ice - In Risia, all is still, and the silence is eternal. While nominally the Plane of Ice, Risia represents something more fundamental - the eternity of stagnation and preservation, where nothing ever changes. Those who seek to disrupt that stasis are hunted by incarnations of the plane's wrath. Creatures cannot die easily in Risia; instead, they are simply swallowed by ice and amber, preserved forever to prevent their decay. Notably, the titan Il'ara lives in Risia with her disparate frost giant kin. For 40,000 years she has waited, staving off both boredom and madness. Time will tell if she is planning her return.



SHAVARATH, THE ENDLESS BATTLE

War & Good vs Evil - War. What is it good for? For the angels and fiends of Shavarath, everything. The Eternal Battleground is the incarnation of the war between good and evil on a cosmic scale, and every aspect of conflict is represented. Legions of immortals clash through ruined cities, blasted battlegrounds, and bloodstained oceans, sorted into legions based on their philosophy. The plane actually has weapons and technology not found (or even functional) in the Material Plane, but returning alive with them is a serious challenge.



SYRANIA, THE AZURE SKY

Peace, Commerce and Knowledge - The open sky of Syrania is marked by interplanar markets and floating libraries. Here, angelic incarnations of knowledge - the Thrones and Dominions - spend eternity studying their domains. Meanwhile, in the Immeasurable Market, creatures from across the planes come to trade and barter. Souls, weapons, knowledge, and artifacts can all be found for sale, but the prices are just as varied. Those seeking forgotten lore might be able to find it if they can find the right angel, but who knows what they might ask for in return.



THELANIS, THE FAERIE COURT

Myth, Legend & the Fae - Thelanis - sometimes referred to as 'the Feywild' - is the realm of myth and legend. Archfey embodying the stories and tales told across the world play out their roles, served by a 'supporting cast' of fey. In the heart of the plane, the feyspire cities of the Moonlit Vale move between Thelanis and the Material Plane as the story demands.



XORIAT, THE REALM OF MADNESS

Insanity, Creativity & Inspiration - If Lamannia is the plane of the natural, Xoriat is the plane of the alien. Often named the Realm of Madness for its effect on mortal minds, Xoriat is in truth the plane of the impossible and the novel, where all the laws of reality are merely afterthoughts. Through Xoriat, one can travel forwards and backwards in time, or even to alternate realities entirely, but doing so and remaining unscathed is a legendary challenge. Bizarre aberrations - some of them sentient and friendly - populate its endless layers, in which thoughts might have solid weight, or gravity might scream with the color purple.



XEN'DRIK

TIMELINE

At the dawn of time, Xen'drik was ruled by powerful archfiends known as the Overlords, who crushed all mortals beneath their tyranny. Ancient champions rose up to fight with the dragons against these Overlords, wielding primal power as the first titans. Eventually, they succeeded and sealed them beneath the land. In time, the dragons and giants explored their hard-won freedoms. The dragons, with their innate magic, gifted their knowledge of arcana to the giants, who used 'Ouralon's Gift' to build empires, creating epic works of magic that have never been seen since. The most powerful city-states drew on the planes, harnessing these realms' secrets for political strength and prestige. One empire - the Cul'sir - was autocratic and expansionist. They leveraged the power of Dal Quor, the plane of dreams, to conquer surrounding nations and enslave the first elves after destroying their fey home. Each giant city-state gave rise to a titan to oppose them - a leader of immense power seen as a figure blessed by the gods. The titans were typically arcane revolutionaries and experts, with enough power to act as a deterrent against attack by other nations.

NIGHTMARE CATAclysm. In time, due to an unknown cause, the beings of the plane of dreams invaded the Material Plane. These quori created the first warforged as soldiers, and warred against the nations of northern Xen'drik for survival. Unable to defeat an army of immortals, the Sul'at League and Cul'sir Empire collaborated to create an ultra-weapon capable of ending the war for good - the Moonbreaker. The titan Cul'sir commanded it to be used, destroying the moon Crya, and permanently severing the link between Dal Quor and the Material Plane. The backlash was devastating, causing entire regions of the continent to collapse, and destroying the basis for Cul'sir's power. Their elven slaves grasped the opportunity, fighting a guerilla rebellion against their giant masters in a heroic battle for freedom. Unwilling to be defeated, the Cul'sir readied themselves to lay waste to the elves in a single act of destruction, and doomed themselves in the process. Unwilling to let the giants damage reality any further, the dragons of Argonnessen descended on the continent, annihilating the giant nations of Xen'drik in a unilateral destruction known as the Shattering. They laid waste to the nations with magic and claw, then cursed the land with epic spells to prevent the giants from ever regaining their former power.

A NEW AGE. That was 40,000 years ago. Countless kingdoms have risen and fallen in that time, but now Xen'drik faces a new threat. The colonial powers of Khorvaire and Sarlona have long coveted the ancient secrets of Xen'drik, and have arrived in force to plunder them. Their ignorance has dire consequences, and might awaken dire powers beneath the land. This is the Age of Hunters - and the perfect time for adventurers to make their mark. The following is a deeper dive into the different Ages of Xen'drik.

??? - THE AGE OF DEMONS

- The Overlord Sakinnrirot, the Scar that Abides, rules Xen'drik without peer. His influence causes endless violence between its people, as the smallest slights fester into brutal violence. The infighting is spurred on by his fiends, preventing any hope of alliance or rebellion. Other Overlords cannot threaten it easily; Sakinnrirot is the last-born of Khyber, and any attacks against it merely give it a reason for revenge, empowering it further.
- The Overlord Kharna Rayva installs herself as Sakinnrirot's "Queen", nominally bestowing her territory to the Scar. In truth, the archfiend's charm merely allows it to rule the volcanic heartland of Xen'drik - a calculated move to retain power while avoiding Sakinnrirot's wrath.
- The Overlord Zel Erakhni, unable to match the power of the Scar, lies hidden within the dark forests of eastern Xen'drik, eking out a small kingdom in the shadows.
- The Overlord known only as the Lurker in Shadows rules the Thunder Sea, with the aid of its aboleth children and other chthonic horrors.
- The people of Xen'drik (including the giants) are their playthings and servants, until the Draconic Prophecy is discovered by the dragon Ourelonastrix and the couatl Hezcalipa. The armies of the Sovereigns, using the Draconic Prophecy, successively bind the Overlords of Xen'drik. They are joined by the giants and other people of the continent. The giants are led by primal champions, who channel the power of Eberron to grow in size and gain elemental strength - the titans of antiquity.

WHY DOES THIS MATTER?

1. Each of the Overlords is bound at the heart of their former kingdom. Their influence has touched the land and corrupted mortal souls ever since their binding. Their unbinding is a new apocalypse.
2. The first champions formed a cultural legend that echoed through giant history, inspiring the giants to become touched by the elements... and inspiring the later titans to take up the mantle.
3. The followers of the couatl have kept watch over the Overlords ever since the Age of Demons ended. Their heartland in Xen'drik is the city of Bazek Mohl - a relic built from divine songsilver, and the last stand against the forces of darkness.

-100,000 YK - THE AGE OF RUSHEMÉ

- With the last Overlord bound, the people of Xen'drik are free to make their own destinies. The giants, holding both a dislike for arcane magic as wielded by the fiends, and enduring respect for the primal titan champions of old, begin worshiping Rushemé - the natural world-soul of Xen'drik.
- The first giant druid-lords rise, learning to harness primal magic after seeking wisdom from the spirits of the land. The most powerful druid-lord rules the city of Eshtarnak, built beneath the bones of an immense

behemoth that broke through the planar boundary of Lamannia.

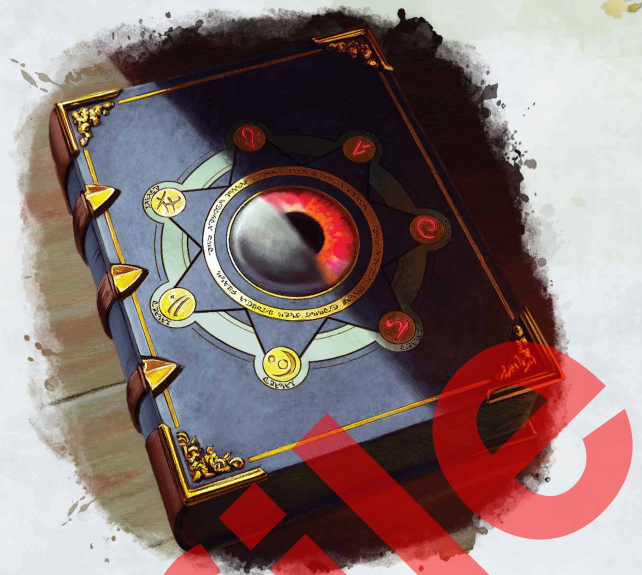
- The land begins to heal after the damage from the Age of Demons, aided by the primal magic of the giants, while the Torch of Progress begins roaming across the land to keep a tight watch on the bound Overlords.
- The first druid circles form around powerful spirits of the land such as Kwinharin and Raiarin.

WHY DOES THIS MATTER?

1. The druidic roots of the giants have persisted through to the modern age, and bloomed again after the arcane horrors of the last titans. The Guardians of Rushemé maintain the faith of the first druid-lords, and use it to protect the continent from harm.
2. Many of the modern druid circles have origins linked to this first age, and have cultures based around the land spirits they revere.
3. The Lamannian city-state of Eshtarnak's druidic past meant that it resisted the abandonment of primal magic triggered by the dragons; instead, it combined arcane magic and its druidic traditions to form a unique culture in the far south-east of the continent, which is still upheld by nearby goliath clans.

-80,000YK - THE AGE OF HUNGER

- Having formed a society in Argonnessen, the first dragon explorers and sages make contact with the giants. They spread both their arcane knowledge and religion, syncretizing the giant champions as embodying the Sovereign Host - an event known as 'Aureon's Gift'. Different societies begin exploring the potential of arcane magic using the tools at their disposal - most notably Siberys dragonshards and manifest zones to the planes.
- The First Titan, Emperor Cul'sir, transcends his mortal bonds to become a god-king of immense power. He takes swift control of the city of Cord'ran, crushing any resistance, and renames it in his image to Cul'sirran. With the aid of powerful oneiromancy and the properties of Dal Quor, Cul'sirran begins aggressively expanding, conquering nearby giants and subjugating smaller humanoids.
- In response to the threat, the Fire Prince Adaxus is seduced by power to form a pact with the Overlord Kharna Rayva, becoming the first fire giant. He rapidly conquers the city of Ram'kanek, threatening surrounding city-states with disastrous power. Under his command, this Sul'at ('Firebound') League mobilizes, entering into a war against the northern Cul'sir.
- Cul'sir and Adaxus war against each other, finally meeting in battle. The results are cataclysmic. In response, the Cul'sir Empire becomes increasingly authoritarian, dividing into a brutal caste system. In contrast, the Fire Prince becomes consumed by a fiendish hunger for power. Before he can be fully converted into an avatar of Kharna Rayva, six adventurers defeat and bind him beneath the city of Morsa Khai. Five immediately assume power to avoid the collapse of the League, becoming the Luminaries. They reform it into a culture of unity and scientific



progress, declaring the League neutral. The sixth, rejecting their ideals, unites the eastern cities under the banner of freedom and joy, forming Grand Ju'qata.

- To the south, the free nations scramble to match the power on display to the north. Laying claim to different planes in pursuit of power, they each give rise to their own titans as a deterrent against war. Those who do not are consumed by their neighbors.
- The chaos is ended by the Fulcrum of Crux, who summons 11 of his titan peers to the city in a historic move. There, they signed the *Endecimal Treaty** - a competitive alliance that united them against the threat of a Cul'sir invasion. This marked the birth of the Group of Eleven, and the true start of the Age of Titans.

WHY DOES THIS MATTER?

1. The ramifications of Cul'sir's ascension shaped the entire course of the Age of Giants, driving other nations to create their own titans to match his power. Those that did, prospered. Those that did not were consumed. The nations born from this crucible became major powers, and their remnants and relics shape the course of history in Xen'drik to this day.
2. Prince Adaxus is an avatar of the Overlord Karna Rayva, bound beneath the Valley of Shadows. His hunger and fury are unending. Should the Hellfire Prince be released, he will not stop until he rules the continent in a tide of flame.
3. Aureon's Gift marked a major change in the religion of the giants. The dragons brought magic, but they also brought their religion, and it served the titans well to claim that they were blessed by the Sovereigns. As a result, other groups such as druid circles and the Torch of Progress are sidelined, becoming fringe beliefs.

-75,000YK - THE AGE OF TITANS

- The Cul'sir sack the feyspire of Shae Tirias Tolai, capturing the city's eladrin and converting them permanently into the first mortal elves.
- The Oracle of Stone is exiled from Karrakos for the perceived betrayal of her allies in the feyspire, and finds refuge in Sthanadviv in Sarlona.

- The Twilight Court erupts into civil war, divided on their stance towards Shae Tirias Tolai. The faction of the Fabled King, allied with Thelanis and outraged at the murder of their leader, defeats the faction of the Fabled Queen Cono'mae. Her followers are exiled into Khyber, becoming the archfey-cursed fomorians, who found the city of Vralkast. Queen Cono'mae herself becomes the prakhutu of the Spinner of Shadows.
- The Qabalrin are all but annihilated by the fall of the Heart of Siberys. Their final act is to bind their souls together into the Umbra. The dragons seal the Umbra within the Heart, cloak the Ring of Storms in its namesake tempest, and post dragonborn guardians to keep watch. A few refugees find their way to the free elven clans such as the Elorrenthi and Shol, bringing their necromantic knowledge with them. Eventually, this will lay the foundation for modern Aereni culture.
- The borders of the Group of Eleven, Sul'at League, and Cul'sir Empire continue to expand, growing until their size and power act as a promise of mutual destruction.
- The giants reach the pinnacle of planar magic, weaving epic rituals and enchantments to enact fearsome and wondrous feats of magic.

WHY DOES THIS MATTER?

1. The sacking of the City of Silver and Bone created the mortal elves, and destroyed Eberon's concept of psychopomps. No figure remains to shepherd the dead to the afterlife, leading to Dolurh's modern 'bleak neutrality'. Meanwhile, the loss of their immortality became a generational grief in the heart of every elf, shaping their culture and obsession and death from the very beginning. Their enslavement by the Cul'sir is a period of utter strife.
2. The Qabalrin created the first vampires, and were masters of necromancy and other dark magic. Their refugees not only led to the necromantic societies of Aerenal and Farlnen, but also led to the rise of the Mark of Death, and the eventual birth of Erandis Vol, bearer of the Apex Dragonmark. In addition, some of the ancient vampires lie sealed beneath Xen'drik to this day.
3. The Oracle of Stone still resides in the land now named Adar, seeking atonement for her mistakes - a living relic of the Age of Giants.
4. The magic of the giants is powerful enough to echo in the modern age, disrupting the natural ecosystems of Xen'drik. Their ruins remain, as a result, too dangerous and potent to erase for good.

-40,000YK - THE DREAM WAR

- The quori reach a tipping point due to unknown events; perhaps they discover evidence of the Turning of the Age, or believe that the actions of the Cul'sir are changing the very nature of Dal Quor. They invade Xen'drik en masse through the southern Skyfall Peninsula, establishing fortresses in Dal Quor manifest zones to secure their advance.
 - The quori build permanent planar gates and Creation Forges to fuel the war effort, experimenting

with warforged as soldiers - and eventually, as containers for the quori to last through the Turning.

- Caught off-guard, the Cul'sir Dominion and Sul'at League struggle to adapt to these immortal threats. The Cul'sir find the quori naturally immune to much of their oneiromantic magic, putting them on the back foot. Their initial losses are heavy and embarrassing.
- As the war ripples out across Xen'drik, the Cul'sir and Sul'at League collaborate on weapons to deal with the endless threat. The Cul'sir draw on forbidden arcana derived from Qabalrin techniques - sacrificial blood magic using their lower castes as fuel.
- Their final work is the League's completion of the Moonbreaker. Emperor Cul'sir activates it without a moment of hesitation. The result is the destruction or disappearance of the moon Crya, and the permanent sundering of the link between Dal Quor and the Material Plane. The quori are unilaterally pulled back into the plane, which undergoes the Turning of the Age. The only exceptions are those few quori who managed to secure themselves within Docents in time.
- The arcane backlash of the Moonbreaker sunders the continent. Vast regions of what is now the Skyfall Peninsula collapse into the sea, while the fundamental arcana of the Cul'sir Empire is permanently destroyed, leveling much of their infrastructure. The psychic echoes of the event wreak havoc across Xen'drik for centuries to come.

WHY DOES THIS MATTER?

1. Quori remnants can be found across Xen'drik to this day. Some have laid the foundation for the history of Khorvaire, inspiring House Cannith's Creation Forges and the modern warforged.
2. The firing of the Moonbreaker is the direct cause of the modern Dreaming Dark, as well as the Sundering of Sarlona and the new Unity of Riedra.
3. The backlash of the Moonbreaker also changed the face of Xen'drik, altering its entire geography - and potentially creating some of the epic 'curses' laid on the continent.

-39,000YK - THE ELVEN REBELLION

- The Sul'at League and Cul'sir Dominion, crippled as they are by the damage from both the Dream War and the Moonbreaker, become vulnerable. Their oppressed elven slaves rise up and seize their chance for freedom. In tandem with those elven clans who had escaped into the wilds, they begin a guerilla campaign against the giant nations that enslaved them.
- Vadallia, Queen of Swords, unites the scattered elven clans and the Gyrderi, bringing them to the same table to combine their efforts to free their people.
- In response to the threat, the Sul'at League begins efforts to transmute elven slaves into a living countermeasure. The drow, touched by the planes, are the result. At first, the drow act as nocturnal hunters of their elven kin. Contact with the elves and the tumult of war lead to many switching sides, turning on their giant masters in a bid for freedom.
- Emperor Cul'sir begins preparations for a final effort to defeat the elves - something so unilaterally

devastating that it forces Argonnessen into immediate action.

- Led by the visions of the prophet Aeren, the elves flee Xen'drik, heading to a land to the east that holds their future. The journey is brutal; Aeren passes before they can reach their new home, which the elves name in their honor. The wizard Cardaen remains behind, driven by the death of his savior Vadallia. He vows to slay Cul'sir to ensure the elves can be free. Both he and Cul'sir are never heard of again.
- As the elves leave, the first of the dragonflights arrive. There is no warning. There is no negotiation. They target giant cities, razing them to ashes in a hail of dragonfire and cataclysmic spells. The fallout of breaking enchantments and destroyed artifices adds to the damage. Some few giants, notably the frost giants led the titan Il'ara, escape into the planes. Others live as refugees in the wilds. Amid the burning dust of their failure, the dragons weave epic curses spanning the continent, and return to Argonnessen changed forever by the price paid.

WHY DOES THIS MATTER?

1. The events of the Rebellion shaped the cultures of Aerenal. Its heroes and warriors led to the birth of the Tairnadal, while the reverence for their actions and horror at the loss of life led to the formation of the Undying Court. Different elven clans also maintain skills first developed during the Rebellion, most notably the Phiarlan, who acted as messengers and bards at the time.
2. The Shattering touches every part of Xen'drik in the modern era. The event marked the strict end of draconic teaching for other races, the fall of the giants, and the start of the powerful curses that grip Xen'drik to this day.
3. The range of drow viewpoints towards the giants lead to the wide array of modern cultures. Some claim inherited giant techniques as their birthright; others scorn everything to do with them.



-38,000YK - THE BROKEN AGE

- Some giants flee their broken homeland, migrating to Sarlona. They find refuge in Syrkarn, Adar, and the Tashana Tundra.
 - The Ten Watchers are established - at first, a prestigious and noble post.
 - The Súlatar drow begin reclaiming the ancient cities of the Sul'at League and Grand Ju'qata, working over centuries to neutralize their threats.
 - With the assistance of the Na'qalla drow and Guardians of Rushemé, the Verdant Path spearhead methods to repair the horrific damage to the land caused by the Shattering. Over thousands of years, they restore hundreds of miles of forest, bringing Xen'drik to its current form.
 - The Madness of Crowds causes the collapse of the dragonborn empire around the Ring of Storms, dividing their broken clans. In the following thousands of years, countless kingdoms and cities rise and fall to the draconic curse.
 - The sahuagin Sha'argon's Kingdom rises in the Thunder Sea after driving off remnant storm giants, then falls to an assault by an alliance of 5 krakens.
 - Thri-kreen begin reclaiming the ruins of the Cul'sir Empire, perhaps drawn there due to their connection with Dal Quor. In time, they reach technological heights that they have never reached since (perhaps purposefully). Their empire is destroyed by the release of the Overlord Sakinniro, who razes their nation, seeing it as an insult to the kingdom he once ruled. The Years of Agony mark the struggle to rebind the archfiend, who is eventually defeated by the united efforts of the Guardians of Rushemé, the Scriveners of the Sky, the thri-kreen remnants, and Aqatar Tilxin - a legendary monk of the Torch of Progress.
 - The wizard-king Addis-Ro seeks to reclaim the legacy of Adaxus, wielding the power of Kharna Rayva and forming a kingdom in central Xen'drik. He constructs the Pyramid of Ebon Flame, and attempts a horrific sacrificial ritual to sunder the earth, opening a burning portal to the heart demiplane of Kharna Rayva. His efforts are stopped by the Ten Watchers and a party of adventurers, who bind the giant, before throwing him into the portal. The remnants of his servants later form the Battalion of Basalt Towers.
- 5000YK** - The first merfolk arrive from Lamannia, and begin establishing themselves in the Thunder Sea.
- 3500YK** - The nascent Eternal Dominion of sahuagin begins warring against the surrounding locathah kingdoms, drawing on the immense kar'lassa to provide the materials for their biomancy.
- 2000YK** - Gnomes fleeing the foundation of the Trust in the newborn nation of Zilargo briefly form the colony of New Zolanberg, then disappear soon after.

WHY DOES THIS MATTER?

1. Goliath cultures in Sarlona and Khorvaire still follow the religious practices of the past, with their beliefs spreading to other cultures, including the eneko.
2. The fall of the giants set the drow free, allowing them to spread across

Xen'drik and form their diverse variety of cultures in the modern day.

3. The thri-kreen - once in a similar position - are far more scattered after their rise and fall to Sakinnriot, leaving mysterious evidence of their former heights in modern Stormreach.
4. The Ten Watchers hold a massive influence over modern Xen'drik, warding off interest in the most dangerous ruins. However, the prestige of their role has fallen dramatically, and the dragons now range from still-virtuous wardens to petty and dangerous tyrants.
5. The Madness of Crowds has caused the fall of any number of civilisations across Xen'drik, all of which may have left legacies behind, allowing for GM justification to place whichever ruins they wish.
6. The Eternal Dominion is the dominant power of the Thunder Sea, and a sleeping giant that should never be woken. Should the sahuagin decide to invade southern Khorvaire or wipe Stormreach off the map, they are perfectly capable - and held back mainly by their disdain for the 'dryskins' as poor prey.

-1000YK - THE AGE OF HUNTERS

-500YK - The rogue dragon Zharykastrac assaults Kul Lerek, scarring the city before plummeting into the Iceflow Sea after a protracted battle with the Zephyr Guard.

-200YK - The yuan-ti, having been driven out of Sarlona and Argonessen, arrive in Xen'drik. They divide into those wishing to live in peaceful solitude and those who burn with injustice and revenge, forming the Ssejirthos and Kuriklaraess, respectively.

200YK - Riedran expeditionaries establish the colony of Dar Qat. The increasing traffic to the city draws the attention of Khorvairan pirates, who begin pillaging Unity ships.

600YK - Pirates settle the ruins of Cul'sirran, using it as a safe harbor from which to attack Riedran ships.

660YK - A clan of the Trothurkear dragonborn is corrupted by the daelkyr Valaara, becoming the horrific Veschikothar. They are slain and driven away, their name struck from history.

790YK - Zil explorers steal the concept of elemental binding from the Súlatar draw. They adapt what they have learned into a derivative technique, and begin exploring the possibilities of this new technology.

800YK - The city of Stormreach is formally recognised by the Kingdom of Galifar. The four most influential pirates are named the Storm Lords, with a fifth Storm Lord appointed by Galifar to act as a liaison and keep them in check. Hopefully.

875YK - Rais i Jalmar takes on the position of Skymatron of Kul Lerek.

880YK - Kyravia the Cinderheart reforms the Battalion of Basalt Towers, and begins recruiting fire giants under the banner of Prince Adaxus.

920YK - House Cannith begins sending expeditions into the Xen'drik interior. Successive expeditions analyze and recover quori technology and giant schemas, leading to the first derivative Creation Forges.

935YK - The Star Pilgrims form, based in the fortress of the Parhelion Altar.

950YK - Stormreach comes under assault from the Battalion of Basalt Towers, who use the core of a *Grand Pyroclast** cannon recovered from the Sul'at League to bombard the city with *meteor strikes**. A combined assault from the Guardians of Rushemé, the city forces, a small cadre of Silaes Tairn, and some plucky adventurers manage to drive them off, disabling the device (which has since gone missing).

955YK - The forward outpost of Zantashk is established by House Tharashk in Tempest Bay.

960YK - Aaren d'Cannith becomes inspired after an expedition leads to contact with quorforged remnants. He uses what he has learned to form the first modern warforged, which are unexpectedly both alive and sentient.

998YK - The standard time for Eberron adventures to begin.

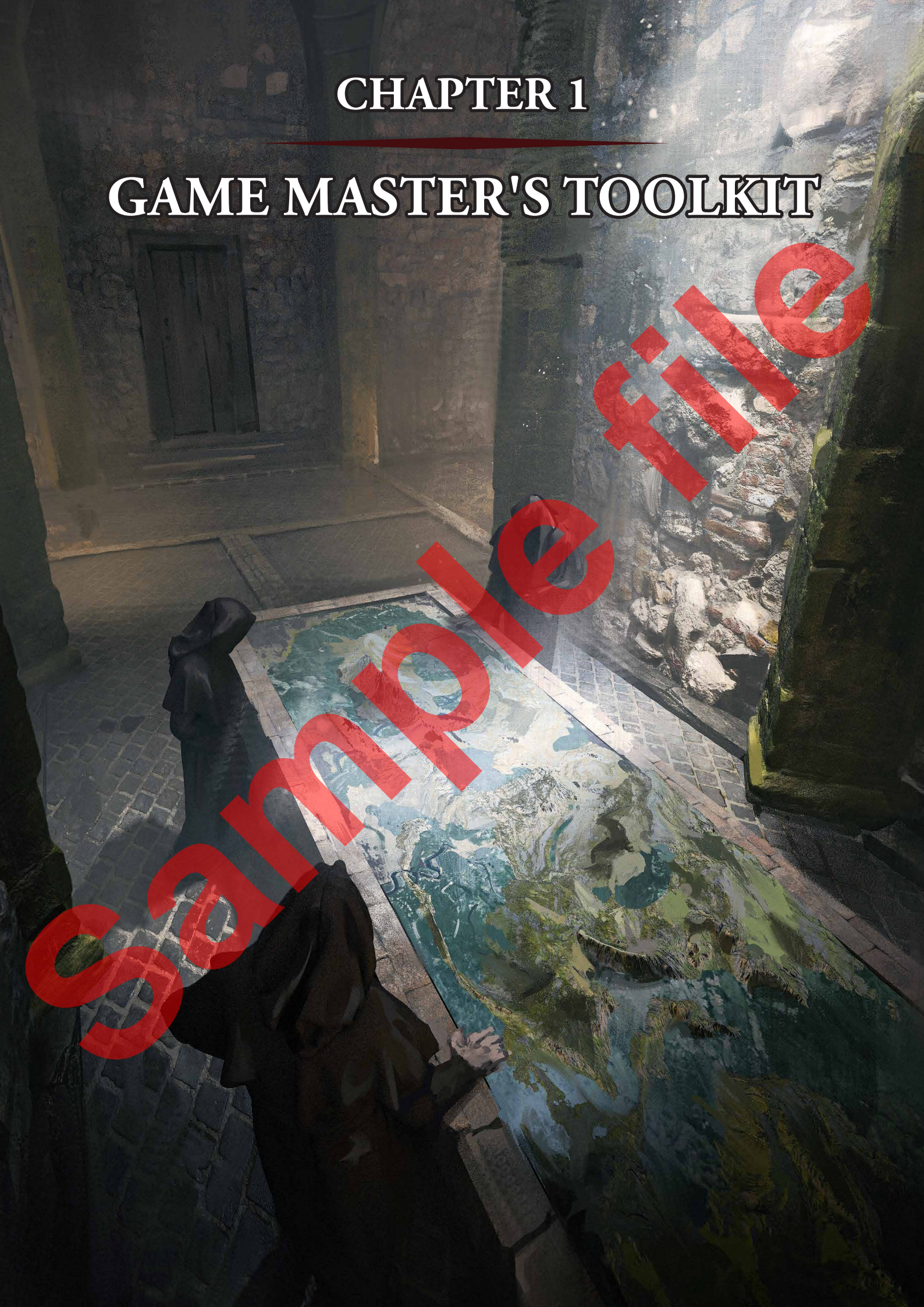
WHY DOES THIS MATTER?

1. The arrival of Khorvairan and Sarlonan interests has begun a new chapter in Xen'drik's history, with their drive for knowledge and riches clashing with the needs of the continent's people.
2. The technology taken from Xen'drik has massively altered the course of technological advancement in Khorvaire, revolutionizing travel and warfare.
3. The cities of Dar Qat and Stormreach are opposing centers for exploration and the harvesting (or exploitation) of Xen'drik's natural resources. Both are poised to disturb ancient powers best left undisturbed.



CHAPTER 1

GAME MASTER'S TOOLKIT



CAMPAIGN TOOLS



THE FOLLOWING SECTION INCLUDES TOOLS, rules, and examples to assist with creating and running a Xen'drik campaign. This ranges from sample campaign briefs and villain goals, to encounter tables and example NPCs to assist with session planning, and highlight the options at a GM's disposal.

EXAMPLE CAMPAIGN GOALS - Short campaign briefs to highlight the themes that can be explored in Xen'drik.

EXAMPLE PLOT CHARACTERS - These character summaries can be used as inspiration for campaigns. Each is designed to be a walking plot hook, with lost secrets, dark schemes, or great promise for the powers that be.

KHORVAIRE VILLAINS & XEN'DRIK - Explanations of how famous villains in Khorvaire might get involved with Xen'drik, things they might seek, and places they might go. This is intended to assist with incorporating them into the continent, or planning arcs away from Khorvaire.

LOCATIONS & THEMES - Examples of locations in this book that suit specific campaign themes, ranging from Noir and Intrigue, to Swashbuckling and Eldritch Horror. This is intended to help choose locations for specific campaigns.

NAME TABLES - This short section includes roll tables for the names of locations, characters, ruins, dungeons, plants and more for quick reference during play.

QUEST FRAMEWORKS - These five example quests highlight the range of themes that can be explored across Xen'drik, with each located in a different region of the continent. Every quest can be run as a one-shot session, with example enemies for different parties, potential rewards, and options for continuing into full campaign arcs.

- **TRADER OF THE FROST LARK** - Exorcise a giant soul from a cursed artifact in the flying city of Kul Lerek.
- **TEMPLAR OF BLOOM** - Convince a powerful druid to relent using might or diplomacy, before they destroy the town of Zantashk in a wave of plant life.
- **THE PAST BLOCKADE** - Race through an ancient giant weapon emplacement to the heart of the flying fortress, before brutal fire giants can do the same.
- **KINGDOM OF THE CRYSTEEL SKULL** - Psionic calls for help lead the party to a quori outpost buried beneath desert sands that holds a dire secret.
- **VIAL OF ECSTASY** - The party are tasked with tracking a gang member back to their Stormreach hideout, then ending their drug-making operation for good.

EXAMPLE CAMPAIGN GOALS

When given an entire continent to play with, it can be hard to choose a simple goal or focus for a campaign. Given that Xen'drik is far less detailed and explored in canon than Khorvaire, it can seem like 'raid giant ruins' is really the only option. These example campaign goals are there to highlight the potential themes for adventures that this book explores. This includes world-changing goals (reviving Shae Tiras Tolai, and repairing the plane of Dal Quor) as well as more grounded and gritty options (Rising to the top of the Winged League of merchants, or dooming Stormreach to ruin for its crimes).

d13 Campaign Goals

Cross the continent from Everice to Stormreach

- 1 - The characters were on a trip to explore the Everice when disaster struck, leaving them stranded far from home. Their chosen route across Xen'drik is up to them, but they have a continent to cross - and survive.

- 2 **Undo the Traveler's Curse** - The most infamous curse on Xen'drik might be the result of broken giant technology in the desert city of Zja Aqat, a psychic scar from the Moonbreaker, or the result of a draconic eldritch machine. Finding out how to undo the curse is a legendary feat, and would help to restore Xen'drik.

- 3 **Prevent an Overlord's release** - Three different Overlords are bound in Xen'drik (with a fourth in the Thunder Sea). Fighting evil cults and uncovering their schemes is a natural flow for an Overlord-themed campaign. To prevent the end of the days, the party may have to find insights into the Draconic Prophecy from the city of Bazek Mohl or another ancient figure, then retrieve a weapon of legend for the fight ahead. Few things are as core to the fantasy genre as a group of chosen heroes fighting the greatest of evils!

- 4 **Become the top guild of the Winged League** - For a cozy campaign, a party might start from nothing in the cloud city of Kul Lerek, then grow their business into a thriving guild. This could mean negotiating trade deals across Xen'drik, retrieving treasures to sell, hiring their staff, and dealing with the machinations of their rivals. This is a natural way to combine exploration, a progressing home base, and inter-faction intrigue.

- 5 **Stop the Madness of Crowds** - Stripping Xen'drik of the Madness of Crowds would allow its people to build cities and kingdoms without fear - an achievement that would change the history of the continent.

- 5 **Doing so might require** slaying the secret draconic watcher known as the Apocalypse Trigger, destroying a powerful eldritch machine, or uniting the wills of Xen'drik's major land spirits as one.

- 6 **End the threat of the One-Eyed Crone** - The rogue dragon Ketheptis is a vile threat to the continent.

- 6 She has been amassing forces in the Bluespine Peaks, and will stop at nothing to wreak havoc on those responsible for her parent's deaths. The One-Eyed Crone is an intelligent schemer, and a more 'grounded' enemy compared to the fiends or daelkyr. Naturally, a final fight against a dragon is also a genre staple.

- 7 **Save Stormreach from destruction** - Khorvaire's foothold in the Shattered Continent is always a day away from doom. Vengeful dragons, sentient druidic rocs, and marauding fire giants all have good reason to wipe the city off the face of the continent. These are the least of its worries. The Madness of Crowds could strike at any moment, while beneath the city, the Overlord Sakinnirost stirs from its ancient slumber...

- 8 **Doom Stormreach to destruction** - Khorvaire's foothold in the continent is always a day away from doom. Sadly, it hasn't quite gotten there yet. Stormreach is a hotbed of crime, colonialism, murder, and greed. It also has a god-like archfiend under it, empowered by the schemes above. A pretty simple evil campaign is to serve evil powers, and unite with a simple goal - to see Stormreach burnt to the ground!

- 9 **Become the top Lords of the Hunt** - Many dangerous beasts call Xen'drik home, posing a threat to its people. Many are weird mutants or magebred horrors created by the giants. The Lords of the Hunt in Stormreach make it their business to hunt such creatures - not due to any altruism, but due to revenge, insanity, or obsession. A party of characters with membership in the Tusk & Talon Lodge might go on monster-hunting quests across Xen'drik, ascending through the ranks - but the secrets of the Lords are best left undisturbed.

- 10 **Revive the Feyspire of the Dead** - Eberon's psychopomps are gone, torn from Thelanis to create the elves. The destruction of their feyspire of Shae Tiras Tolai has never been undone; the city is dead. The story has ended. Yet, what if the tale was told anew? A party plucked from death by the Queen of the Dead in Dolurrrh might be given a singular task - to bring the city-state back from the dead, and resurrect its archfey. As it turns out, death is just the beginning.

- 11 **Turn the Age** - The quori are desperate to find the secrets of their past in Xen'drik, especially those of the Turning of the Age. The greatest information would be clues to the Moonbreaker. If the doomsday weapon can be fired again, or even reversed, then the damage to Dal Quor might be undone. Of course, if it could be fired again, it could also be aimed somewhere else...

- 12 **Doom the Umbra** - Countless elven undead lie sealed below the Ring of Storms. These vampires, liches, and other horrors were once the rules of Shapers of Night - one of the most powerful factions within the elves of the Qabalrin. The Qabalrin were destroyed long ago, their souls sealed within a massive Siberys dragonshard, and yearn for freedom. The party might find themselves on the trail of a formerly sealed elven vampire such as the Ecliptic King. Their goal? To release the Umbra, resurrect the Qabalrin, and doom Xen'drik to a new age of darkness.

- 13 **Get rich, or die trying** - Countless treasures lie within the ruins of the giant empires. You've got a debt or a dream - what are you waiting for?

EXAMPLE PLOT CHARACTERS

The following are example NPCs who can be used as important characters for the plot of a campaign. Each is intended to be a walking plot hook, with ancient knowledge, dark purpose, or the will to change the world.

1. **Antaegus - Awakened Cul'sir Artificer**
2. **Iralumin Silversoul - Secret Gravekeeper**
3. **Lord Serakari - Desperate Chosen**
4. **Ostrazyn - Qabalrin Vampire**
5. **Ralphus Ir'Morrin - Crazy Big Game Hunter**
6. **Thenghorai - The First Kalashtar**
7. **Toy Three - Lost Fey Relic**
8. **'Zirajé Gen'yar'/Entagha - Possessed Adventurer**

ANTAEGUS

Awakened Cul'sir Artificer (Antaegus) (he/him):*

Personality: Surprisingly shy and anxious with a keen intellect.

Ideals: To find allies who can provide stability and purpose.

Bonds: The Cul'sir Empire - but not its Emperor.

Flaws: A short fuse and dark anger not entirely his own.

The Comatose Chambers beneath Stormreach were once used by the Cul'sir to imprison political dissidents. Due to House Kunderak's excavations into the Chambers, a storm giant artificer named Antaegus was accidentally released. The giant was imprisoned for defying the orders to end the Elven Rebellion with catastrophic force, and holds secrets related to both that event - which caused The Shattering - and the Moonbreaker. Now lost in a different time, Antaegus is debating whether he should accept the loss of everything he knows, or work to restore the Empire that was his home. In the meantime, he walks invisibly through Stormreach at night, trying to learn the state of this new world.

IRALUMIN SILVERSOUL

Fae'drik Priest of Silver and Bone (he/him):*

Personality: Extraordinarily solemn and brooding, with a heart of gold.

Ideals: To never break an oath or promise, and safeguard Shae Tiras Tolai until the day they too are welcomed to the Queen of the Dead's embrace.

Bonds: The ancient duty of their clan, and the ancestral story of Shae Tiras Tolai passed down to them through the generations.

Flaws: The fae'drik is painfully long-winded, and speaks in dramatic gothic prose at all times.

The ruined feyspire of Shae Tiras Tolai is a fabled ruin - a story of death and mortal greed in every measure. The haunted halls of the city contain ancient fey magic, lost necromancy, and legendary treasures. Many seek to pillage these secrets, but the Silversoul clan are there to stop them. The fae'drik have an inherited pact with Dolurrah's Queen of the Dead; in exchange for her blessing, they safeguard the city from intruders using a combination of illusion

and necromancy. Iralumin - a young heir of the clan - left on a journey to contact another fae'drik clan. A combination of spreading news and a loose tongue have caused other factions to learn of their existence. Now, different figures are competing to capture them, and force them to reveal the secret location of the City of Silver and Bone.

OSTRAZYN

Despondent Qabalrin Vampire (she/her):

Personality: Ruthlessly cold and logical, tempered by utter sorrow for what is lost.

Ideals: To find a fellow member of the Qabalrin, and begin the process of restoring the lost souls of the Qabalrin from the Umbra.

Bonds: The Shapers of Night, and unexpectedly, the elves that have lived on past the Age of Giants.

Flaws: Ostrazyn lacks all knowledge about the modern state of the world, but their approach is archaic and haughty; they find it hard to give up the Qabalrin attitude of arrogance and command.

The ancient elven Shapers of Night were sealed away in warded crypts by their rivals in the Unspoken shortly before the Qabalrin were destroyed. Ostrazyn was one such Shaper - one of the first vampires, and a subordinate of the Ecliptic King. A chance event led to the wards on her coffin breaking, freeing her after 40,000 years. One of the first things she learnt was the utter demise of her people. Despondent, but determined to free them from the Umbra, the vampire now searches for ways to regain their power whilst battling their own inner hopelessness at the state of the new world.

RALPHUS IR'MORRIN

Murderous Lord of the Hunt (he/him):*

Personality: A jovial and blustery mask over a well of psychopathic addiction to murder.

Ideals: To become the top Lord of the Hunt, no matter the means.

Bonds: The Lords of the Hunt - his rivals that push him to greater heights, and give meaning to his existence. Also, aged Aundairan Blue wine and dreamlily.

Flaws: ir'Morrin is disconnected from reality. He is vain, arrogant, and obsessed with hunting, to the point he may fail to remember people's names several times after meeting them. This is not helped by the potent narcotics he takes.

Ralphus ir'Morrin, Thane of the (now-destroyed) Cyran town of Swoz, is an eminent member of Stormreach's Lords of the Hunt - a group of obsessed nobles and adrenaline junkies who go after only the most dangerous of Xen'drik's creatures. The noble avoided much of the Last War by simply leaving Khorvaire altogether, and now spends his days hunting humanoids outside Stormreach (who are tricked into going there by him). His infamous pre-hunt ritual involves taking copious amounts of the drug dreamlily, topped up with the blood of tilxin birds - a combination that turns him into an inhuman drugged-up beast. Ralphus has a deep coffer of questionable gold, taken from Cyre during the war. He uses this to fund some of the Lords' comforts in their city lodge.

LORD SERAKARI

Panicking Riedran Inspired^{ERLW} (she/her):

Personality: Aloof, arrogant, but deeply scared.

Ideals: To find a new place in a reality that has left her stranded and alone.

Bonds: Her trapped tscora quori, Kari.

Flaws: A life of being a puppet has led to a detachment from events; Serakari expects something to guide her through difficulties, but that crutch is now gone. Permanently.

The Inspired Lord Serakari is an Inspired no more. A trip to the western jungles of the Skyfall led them to discover a *Dream Prison** (p.61)... the hard way. After approaching the statue, Serakari's **tscora quori^{ERLW}** was ripped out of them and imprisoned in the statue - with the Inspired witnessing the true appearance of their 'holy spirit'. Now, entirely free and disturbingly alone, the Chosen is doing their best to keep up appearances in Dar Qat. The psionic trauma of the event has damaged their link to Dal Quor, and it's uncertain if any quori can possess them at all. Doubting their mission, their entire life's teachings, and the right course of action, Serakari is inches from fleeing the city at all costs - and might enlist the help of anyone willing to help them do so.

THENGHORAI

Giant Kalashtar (Cul'sir Somnitec) (They/them):*

Personality: Wistful, detached, and dreamy, with a fierce intuition for artifice.

Ideals: To restore the moon Crya, and cause the Turning of the Age once more.

Bonds: Their bonded quori, Orai.

Flaws: The nature of their bond means that the giant has the subtly alien mannerisms of a kalashtar, and can come across as utterly detached. As a result, they are inscrutable and hard to read - a situation which doesn't lend itself to trust.

The giant Thenghorai is the first and last kalashtar of an age. They were once part of the lower caste of the Cul'sir Empire, destined to be trodden on so the elite could reach ever higher. The first wave of the quori assault hit their city first, with Thenghorai taking up their cause over the corrupt empire that ruled them. During the Dream War, they helped to combine the oneiromancy of the Cul'sir with the dream mastery of the quori, seeking a way to combat the Turning of the Age. It came too late. When the Dreambreaker fired, they took a desperate measure to save their closest quori ally. The giant bound the quori to their soul, saving them from the Turning of the Age - at a price. Much like an elan, Thenghorai's lifespan has been massively extended, and their innate psionics are powerful. Their mind, however, is partly submerged in Dal Quor. Now, Thenghorai seeks to restore Crya and undo the damage of the Moonbreaker, while fighting the very real nightmares they see around them.

TOY THREE

Animated Wooden Puppet Warforged^{ERLW} (they/them):

Personality: Upbeat, because no one likes a sad toy, and it could be worse! They are also permanently on the brink

of a major existential crisis about their own continued existence, with their purpose taken from them when their city was destroyed.

Ideals: To find someone to love them again, and hopefully fix the mess in Shae Fir. Or find any purpose, really. Anything.

Bonds: The lost city of Shae Fir, and their child owner.

Flaws: A naive cluelessness about the state of the world, and the general concept of danger.

Toy Three is an unusual being. The humanoid-sized puppet - once owned by a giant child in the city of Shae Fir - is animated by fey magic. During the Shattering, they fell into the basement of their house, and passed 40,000 years stuck under a bit of rubble. After a chance moment of freedom, Toy Three has emerged to find their city a fiend-haunted ruin, their loving family long dead, the world a different place, and their appearance terrifying to many of the people they've encountered. It could be worse. Probably. After all, they were stuck and now they're not! Everything's coming up Toy Three. Unfortunately, their escape is a small tug on the threads of fate by Queen Cono'mae, with dire consequences.

ZIRAJÉ GEN'YAR/ENTAGHA

Giant Ghost Possessing a Drow Adventurer (she/her):

Personality: Imperious, arrogant, and cunning.

Ideals: To regain their own giant body - and giant arcane power.

Bonds: The Cul'sir Empire, in all its glory.

Flaws: An unfortunate cultural disdain for small humanoids.

Dreamtouched locations linked to the Cul'sir Empire can have dissociated giant minds trapped within them. These psychic remnants were trapped there by the firing of Moonbreaker, and are generally insane after 400,000 years of relative time. The most dangerous aren't. Entagha is one such case - a bodiless mind who managed to possess a hapless adventurer. As it turns out, much has changed. They are now doing their best to puppet the frail body of Zirajé Gen'yar through the rigors of Blackgrove Refuge, desperately acting out that nothing has happened - badly.

FURTHER EXAMPLES:

- A Banor'drakai dragonhunter who helped to slay the parents of Ketheptis the One-Eyed Crone.
- A burning Súlatar priest of the Promise Soldiers who intends to burn Stormreach to the ground.
- A sahuagin malenti who has taken the place of a Storm Lord in preparation for a Dominion invasion.
- A cloud giant Scrivener of the Sky who has accidentally unearthed a valuable arcane secret.
- A quori trapped in a *Docent^{ERLW}* now bonded to a modern warforged.
- A blue-haired dwarf from Risia acting as an advance scout for the titan Il'ara's return.
- A tiefling of Zel Erakhni born to be prophetically important, who fled their dark destiny.
- A druid chosen by the land spirit Kwinharin, who has been infected by Avassh spores.

KHORVAIRE VILLAINS & XEN'DRIK

Many villains from Khorvaire have intrinsic reasons to be interested in Xen'drik and its past. The following section gives reasons and locations for campaign arcs across the continent based on the aims of classic Eberron villains.

THE AURUM

The gilded fingers of the Aurum can find plenty of opportunities for profit in the Shattered Continent. The Dragonmarked Houses have a presence in Xen'drik, but it is far from their seat of power, and the Storm Lords are good proof that fortune favors the bold. Members of the Aurum serve a very vital but useful role in Xen'drik campaigns - as unscrupulous businessmen with no ethics, understanding, or respect for the land that they are plundering. As such, they are the perfect people to be manipulated by greater powers, and might fund groups competing with the party. Aurum schemes might include poaching dream serpents and tilxin birds, raiding ruins, disrupting Dragonmarked ventures, establishing trade with Xen'drik cultures, installing a puppet Storm Lord of their own, or recovering dangerous and unknown technology for a quick buck.

Adventure Locations: Throne Gate Ruins, Gundrak'úl, Soggin's Post

City-States: Cul'sir Empire (Dal Quor), Sul'at League, Crux (Daanvi)

THE DAELKYR

The Lords of Madness entered Eberron in Khorvaire, but after being sealed away in Khyber, their reach has paradoxically grown larger. Since Khyber does not map geographically to Eberron, their prison demiplanes can be close to exits to other continents, creating new problems for the people of Xen'drik in particular. The most urgent example is the Umbragen drow, who are under attack from the forces of Belashyrra. In Xen'drik, the daelkyr and their servants have much to be interested in, and the following options highlight how they might be included as foes. Interestingly, this can result in very different stories to Khorvaire; the Crawling Queen is waging war on her 'rival', the Overlord Zel Erahkni, while the Bile Lord has begun working with molten rock in the Valley of Shadows.

Of the following options, only Belashyrra's Blind War against the Umbragen is canon, and all of these can be removed or ignored with little to no consequence. However, they can provide interesting background to regions of Xen'drik, providing a sense of 'ongoing events' beyond the actions of the players. It is assumed that the impacts of the daelkyr on Xen'drik are a very recent thing, in line with Belashyrra - and the reason for that is completely up to you.

AVASSH: The lush forests of the Rainwoods are a jewel in the eye of the Twister of Roots. The region's land spirit embodies verdant plant growth, and the daelkyr would do anything to corrupt it to its warped vision of vegetation. Kwinharin (p.260) is powerful, but Avassh is a true threat; the agents of the daelkyr seek to seed the region with alien spores, corrupting the land and its spirit with it. The druids of

the Verdant Path keep a constant vigil for incursions, and do their best to fight a losing battle in the name of their patron.

BELASHYRRA: The All-Seer is waging war on the Umbragen drow beneath Xen'drik. The reason for the beholderkin assault is entirely unknown; it may be linked to the emergence of death tyrants from beholders slain by Umbragen shadow magic. The Umbragen may also be on the path to a location in Xen'drik that the daelkyr hungers for. An obvious example would be the city of Crux; here, the cyclopes built immense scrying facilities to watch over their citizens. The effect of Belashyrra gaining control of the most advanced far-sight apparatus in the Material cannot be overstated.

DYRRN: The Corruptor has little influence in Xen'drik, tied up as it is with the War Below in the Mror Holds. Some of the daelkyr's mortal agents have a minor presence in the ruined Sul'at city of Tharkgun Dhak (p.244), which partly subsided into Khyber as a result of the Moonbreaker. Others have begun seeding cults of yuan-ti and Simeq elves, who now seek to perfect their fleshwarping techniques.

KYZIN: The Bile Lord's artistry in Xen'drik is a stark example of its themes of consumption and change. Rather than converting the waters of the Marches into acidic corruptions, the daelkyr's influence has risen near the volcanic Valley of Shadows. There, the agents of the Prince of Slime have begun corrupting the flowing lava of the Fangs of Argarak, granting it sentience and awful will.

ORLASSK: The Lord of Stone's silent work is far less aggressive than its peers. Orlassk's agents are interested in the silent ruins of Karrakos (p.188), where the stone giants of Dolurrah carved a thousand ancient graves. There, the medusa known as the Stonemason is experimenting with animating ancient petrified giants, bending them to the Still Lord's service. Soon, the forces of Orlassk may emerge back into Droaam, with an army of eldritch stone giants in tow.

VALAARA: The Crawling Queen's obsession with the Overlord known as the Spinner of Shadows (p.155) is a danger to the world at large. The alien mind of the daelkyr sees the Spinner as a 'rival queen' - a hive leader to be destroyed and subsumed at all costs. As such, an insectoid war is being fought between fiend and aberration beneath the Valley of Shadows. If the Spinner loses, their bound avatar may become corrupted by Valaara, and placed under its control. The results would be catastrophic. As such, the players might actually be approached by fiends to help, and paid in power and Prophecy if they can help protect reality.

THE DREAMING DARK

In a sense, the Dreaming Dark was born in Xen'drik, and the history of quori is inextricably tied to the continent. It was here that the quori of the previous age invaded, hoping to escape the Turning of Dal Quor, and it was here that the Moonbreaker was activated, changing the plane for the next 40,000 years. The secrets of the previous Age of the Sea of Dreams are of immense value to the modern quori, and the Inspired of Sarlona have created an entire bastion city to pursue their goals. Dar Qat (p.98), on the south-eastern shores of Xen'drik, is the seat of expeditions to recover clues about their history, specifically those related to the Moonbreaker, repairing the damage to the plane of Dal Quor, and preventing the Turning of the Age entirely. Further information on their history in Xen'drik can be found in the Echoes of the Quori section (p.60).

Adventure Locations: Creation Forge ('The Blank Grove'), The Diaphany, Gran Gol, Throne Gate Ruins
City-States: Cul'sir Empire (Dal Quor), Zja Aqat (Xoriat), Hekaton (Shavarath)

HOUSE CANNITH

The role of Xen'drik's history in the advancement of House Cannith cannot be understated. It was in Xen'drik that Cannith found the Creation Forges, the *Docents*^{ERLW}, and the first warforged. Their discoveries shaped both the course of the Last War and the fates of nations. With the House now divided, it is Merrix d'Cannith who controls the Brelish faction, and thus has access to Xen'drik. A new breakthrough discovery from the Shattered Continent would put him in good stead to recover the fortunes of the House, becoming the new Baron. His personal interests are also a major driver; his father Aaren found inspiration for the warforged in Xen'drik, and Merrix is said to be funding illicit warforged activity in Sharn. Furthermore, new warforged can be created in Xen'drik beyond Khorvaire's laws. As such, he may believe that the next stage in their development lies in Xen'drik - along with clues to his father's disappearance.

Beyond the relics of the quori, the continent is rife with ancient technology that would be priceless in Cannith's hands. A campaign with Cannith as the villains might even place the party under their employ, sent out to recover works of artifice. This is an easy group patron and justification to send the party exploring. Their efforts might be put to use by Stormreach's Cult of the Traveler for widespread chaos, or returned to Sharn, where Merrix might be assembling a doomsday plan - or even working with the Lord of Blades.

Adventure Locations: Barricade Katta, Creation Forge, Daomon, Gundrak'ul, Colossus WX-12 "Naphrad"

City-States: Cul'sir Empire (Dal Quor), Sul'at League, Crux (Daanvi), Genesis Twins (Kythri), Hekaton (Shavarath)

HOUSE VADALIS

The House of Handling has always been one with a passion for their work, and the flora and fauna of Xen'drik are a rich hunting ground. The head of their operations in Stormreach is the secretive Tyris d'Vadalis - a man surrounded by dark rumors and hidden motives. The magebreeding techniques of the Sul'at League and the Esht Primacy are the House's dreams made manifest, and the heads of Foalswood would do anything to possess them, trial them, and sell the results to the highest bidder. Tyris makes a great evil patron as a result. The party might be hired to explore Sul'at ruins and capture rare animals for hefty sums, all to fuel his ambitious experiments beneath the compound of Blackbriar.

Adventure Locations: Barricade Katta, Kwinharin, Lachni of the Mist, Raiarin

City-States: Sul'at League, Esht Primacy (Lamannia), Sohl'aran (Irian)

LADY ILLMARROW

The origins of the Mark of Death and the history of the modern elves began in Xen'drik. Erandis Vol has much to gain from the Shattered Continent, most notably the dark necromancy of the Qabalrin. The techniques of the line of Vol were a legacy of Qabalrin refugees, and it is possible that the ritual that turned her into a lich can be found in the Ring of Storms. If she can recover the secrets of the Qabalrin, she may be able to undo her own undead nature, regaining the full power of her Apex Mark. The Umbra is also a potent plot hook. If Illmarrow can gain access to the massive dragonshard, she might be able to use the mass of souls as a battery, consuming their power in the name of dark ascension. Naturally, a variety of other necromantic secrets also lie in Qabal Mordas, including ancient superweapons and terrifying forms of undead. Perhaps even one designed to destroy a nation in a cloud of screaming souls...



Beyond the Ring of Storms, a number of other locations might be of interest to the lich queen. The dead feyspire of Shae Tirias Tolai is the most obvious, where the elves of Eberron first began their story. However, several other ruined cities provide alternate options for gaining power. The Dolurri city of Karrakos is heavily linked to the Queen of the Dead, with a library of ancient memories. It is possible that the memories of Minara Vol are hidden within, providing a way for Erandis to learn what ritual her mother used for her lichdom - as well as the location of her phylactery. Other unusual options include Sohl'aran, which specialized in regenerative magic, and the mechanical nation of Crux - because, in the end, little beats a mecha-lich.

Adventure Locations: Forget-Me-Dot's, The Rampart Sombre, Shae Tirias Tolai

City-States: Karrakos (Dolurri), Sohl'aran (Irian), The Qabalrin (Mabar)

THE LORD OF BLADES

The true origins of the Warforged lie in Xen'drik, along with powerful component items and ancient *Docents*^{ERLW}. The Lords of Blades has much to gain by recovering these magic items, as well as those forms of quorcraft created by the quori. Blades might aim to bring the ancient schema for their production back to the Lord's Creation Forge, where he can use them to produce new forms of warforged with devastating battle potential. Similarly, the advanced arcane constructs of the nations of Crux and Grand Ju'qata are perfect works to replicate for his followers. A more dangerous path is the hunt for weapons of mass destruction to use against the Five Nations - a bounty that can be found in Hekaton and the cities of the Sul'at League.

Adventure Locations: Barricade Katta, Creation Forge, Daomon, Gundrak'ul, Colossus WX-12 "Naphrad"

City-States: Cul'sir Empire, Sul'at League, Crux (Daanvi), Genesis Twins (Kythri), Hekaton (Shavarath)

SUL KHATESH

The Keeper of Secrets, Sul Khatash, is the Overlord of forbidden magic and arcane enigmas. Her agents revel in luring arcanists onto dark paths using occult spells and research. The main cult of the Overlord is the Court of Shadows. For them, Xen'drik is a temptation. The cult includes mages across Eberron, especially in Aundair, where the Overlord's bound form lies. As such, academics from Arcanix studying Xen'drik can include these dark agents with the goal of recovering powerful magic in service to their mistress. Unsurprisingly, the giants developed a range of devastating spells and magic items, any of which could throw nations into chaos; the *Grand Pyroclast*[®] used to siege the city of Stormreach is one such example. A Sul Khatash campaign might begin with the party racing to recover such an item, then returning it to Khorvaire, where the Court of Shadows plans to use it to restart the Last War.

Adventure Locations: Barricade Katta, Daomon, Shae Tirias Tolai

City-States: Cul'sir Empire, Sul'at League, Genesis Twins (Kythri), Hekaton (Shavarath)

LOCATIONS & THEMES

The following are short lists of locations that suit specific campaign themes. These are not exhaustive, but intended to provide quick reference points for GMs planning one-shots or adventures, or for those with interests in specific genres.

DUNGEON-DELVING

- The undercity of **Stormreach** is an uncharted warren of tunnels and ruins that once formed part of the Cul'sir Empire's capital. In the thousands of years since, many cities have risen and fallen on the site, forming layers of civilization. People from these times still lurk and battle in the undercity, driven to territorial murder by proximity to the Overlord Sakinnrot. Adventurers commonly delve into the undercity in search of giant treasures, but they contend with regions of forgotten drow, disgraced sahuagin, modern thieves, murderous thri-kreen, and dark horrors forsaken by the light.
- Qabal Mordas**, seat of the **Qabalrin**, is cloaked from sight by the Ring of Storms. The Qabalrin were the most powerful necromancers to have ever lived, with different factions trading for planar treasures, and forging artifacts of immense power. The city, penned in by mountains, expanded downwards instead of outwards. As a result, its layers descend into Khyber, with the deepest layers containing the deepest secrets. Adventurers who reach the Ring will have to contend with dragonborn guardians, bound fiends, horrific undead and ancient curses to retrieve what they seek.

GOthic & TRADITIONAL HORROR

- The mist-shrouded forests of **Dread Lake** are home to spidery fiends who chitter away beneath silken veils. The ruined city of **Shae Fir** lies at their heart, the fairytale buildings now faded and silent. Laughter and illusions fill the broken streets. Beyond, the Palace of Fables is home to memories of pain and misery. The six-armed Queen Cono'mae sits atop a broken throne, weaving suffering with a poisonous smile.
- Shae Tirias Tolai** was once the feyspire of the dead, populated by psychopomps who ferried souls to Dolurri. Its destruction led to the creation of the elven people, and 'killed' the story it embodied. However, the feyspire remains - a haunted fairytale ruin of despair, its broken streets running with blood and dying screams. Shae Tirias Tolai is a very literal tale of gothic horror to be experienced first-hand.
- The undercity of **Stormreach** is a shadowy maze of murder. Factions of troglodytic giants, drow, and thri-kreen war in the darkness. Their vengeance is spurred on by secretive fiends, all serving the Overlord Sakinnrot far beneath the city. Flooded tunnels, cramped conditions, and tense silence abound.

NOIR/INTRIGUE

- Stormreach** is a hotbed of political tension; factions vie for control of territory, money, and power, from the lowest street thugs to the Storm Lords themselves. Adventurers might find themselves embroiled, or start as the lowly street thugs themselves, and work their way up to social dominance. Many of these factions have international or supernatural ties. The campaign

can progress to exploring their larger-scale aims (which might include leveling Stormreach itself).

- The cloud city of **Kul Lerek** is home to sparring merchant guilds, bound together by the Winged League. Each guild competes for status and profit, with merchants forming rivalries and alliances in pursuit of prestige. This leads to all manner of underhanded schemes. The Skylark mafia of the city are also for hire, whether that means forging items, delivering contraband, or providing tools for a bit of light theft. Players might be merchants themselves, and become immersed in the web of shady deals, or find that an item they need is the focus of a massive guild war.
- **Dar Qat** is a city of dystopian tyranny. The Inspired, puppeteered by their quori masters, are searching Xen'drik for the secrets of their past. Meanwhile, they exploit indoctrinated goliaths for labor. Some goliaths - the Kaladrik - have formed a revolutionary cell, aiming to earn freedom for their people. They walk a perilous path. Any captured guerillas will be psionically interrogated and 'disappeared'. A party infiltrating Dar Qat might seek the help of the Kaladrik to defy the Inspired. Doing so might involve the city's new *hanbalani altas* self-destructing, before the Inspired can build a *teleportation circle* to Riedra. With over 700 Chosen ready and waiting, an all-out fight in Dar Qat is suicide; cloak-and-dagger is the name of the game.

PULP FANTASY

- The City of Starfire - **Bazek Mohl** - is a classic bastion of Good, but one that is slowly fading away. Its grand starshards and divinity are traditionally high fantasy, with access to a variety of locations around central Xen'drik. Ancient prophecies can be learned, divine weapons forged, and champions born anew.
- The ancient Lamannian city of **Eshtarnak** is a classical ruin, drenched in overgrown forest, filled with lurking monsters, and ruled by a dragon in a treasure-filled tower. The primal city is shadowed by a spine several miles in length, from which countless hunters' trophies hang. This is where the raw power of the giants is shown best - and where a party may find themselves roaming on the wild side.
- The otherworldly city of **Zja Aqat** is hidden by the sands of the Menechtarun. Floating districts of curving white shell orbit around a massive needle monument. Beneath it lies the Concateny - a psionic god-mind of vast power. The Xoriat giants of Zja Aqat explored alternate realities, the stars, and the Astral Plane. To do so, they created countless portals, many of which still spew aberrations into the world. Now, the githyanki and Inspired seek to plunder its alien secrets.

SURREAL & ELDRITCH HORROR

- The **Lurker in Shadows** and its aboleth servants dwell in the deepest reaches of the Thunder Sea. They command countless lesser horrors that slither aboard ships to sow paranoid terror. The epicenter is the Trench of the Void - known to the aboleths as **Verash Sakhara**. The plans of the aboleths are alien and disturbing - they will not stop until their master is freed, and captured sailors are the perfect material.

- Some locations in Xen'drik are '**dreamtouched**'. Creatures that fall asleep there are transported to the same stable dreamspace, often maintained by ancient Cul'sir machinery. Dreamtouched locales are insidious; their threat is invisible until it's too late. Their dreamscapes are often damaged due to the state of Dal Quor, with disembodied giant minds seeking bodies to possess. As a result, they're perfect for creepy and surreal dream adventures. A prime example would be the **Throne Gate Ruins** near Stormreach.

WESTERN

- **Zantashk** is a classic frontier town. Prospectors and adventurers hoping to make their fortune use the town as a base, employed by House Tharashk through the town's Reeve. Surviving in Xen'drik's jungles requires grit and resolve (as well as Aunty's moonshine). A party can take on freelance contracts, explore the local region, communicate with nearby people, and help to develop (and likely defend) the town.

WHIMSICAL EXPLORATION

- **Pylas Taraelya** - the Feyspire of Wonder - is built on the back of a massive whale, and swims through the oceans of Eberron. The Siren of Song commands the city with the grace of an archfey. Her beauty is quite literally the stuff of fairytales. Beyond its whimsical impossibility, Pylas Taraelya is home to talking fish, heroic triton, and cackling sea hags - the perfect location for some Thelanis adventures.
- **Kul Lerek** is a fantastical city that floats through the sky on a bed of clouds. Since it moves in a direction of the GM's choice, it can be used to justify low-stakes exploration across the continent. The city's Winged League also allows a party to set-up their own business, for campaigns that wish to go for a more cozy and domestic vibe.
- The southern **Rainwoods** are home to a powerful land spirit whose presence creates an abundance of plant life. Kwinharin, the Sister of Spring, is the Rainwoods just as the Rainwoods is she, and the forests bloom with rainbow flowers, dripping moss, and ancient trees. However, the primeval jungle is under threat from the rotten forces of the daelkyr Avassh, with druids struggling to drive off its servants - the perfect place for a party to be heroes of the hour.

SWASHBUCKLING

- The Thunder Sea has a long history of piracy, going back a thousand years. The region is a nexus for trade, with ships passing through the Principalities to reach the southern ports of Sharn, Seaside, and Trolanport. Historically, pirates battled with House Lyrandar and raided the treasure-laden ships heading from Dar Qat. Since the official founding of Stormreach (formerly a pirate colony), the attacks on Dar Qat have halted, but the riches traveling through from Xen'drik to Sharn remain. There's plenty of opportunity for a plucky crew, but there are powers moving beneath the waves. The Eternal Dominion dreams of conquest, while the servants of the Lurker infect and corrupt - a brewing storm to throw a party into...

NAME TABLES

GIANT NAMES

- 1 Omun
- 2 Huldhak
- 3 Suro
- 4 Prax'mir
- 5 Ourané
- 6 Keltavia
- 7 Pragma
- 8 Aqator
- 9 Ru'sen
- 10 Kolserak

DROW NAMES

- 1 Curra Geléma
- 2 Ghirra Kúlaj
- 3 Kaxar Tokazz
- 4 Solé Xar'cha
- 5 Xan'torra Zay'at
- 6 Xu'sasar Ké'yar
- 7 Ad'rúl Torkak
- 8 Holúar Xiv'inn
- 9 Ek'ann Gen'thac
- 10 Kirris Kulikoor

THRI-KREEN NAMES

- 1 Rik'til
- 2 Chatka
- 3 Rek-tak
- 4 Ik-chalki
- 5 Thak'trin
- 6 Pik'chkit
- 7 Kacht
- 8 Ikcht'tril
- 9 Chit'il
- 10 Chel'ki

KHORVAIRAN NAMES

- 1 Joraine ir'Thavar
- 2 Rek Jesper
- 3 Juria Nineoaks
- 4 Oniver of Sigilstar
- 5 Kollser ir'Tonn
- 6 Serra d'Cannith
- 7 Kostoc of the Ram
- 8 Lyra Coppershield
- 9 Taeras Melideth
- 10 Amnor Keldorak

TOWN NAMES

- 1 Tohr'takt
- 2 Westerlane
- 3 Ironleaf
- 4 Dredger's Deep
- 5 Ko Saba
- 6 Xiva's Reach
- 7 Ombr
- 8 Shae Teriador
- 9 Zuka Ru'mos
- 10 Sahasha

PLANT NAMES

- 1 Olarune's Tears
- 2 Copperleaf Vine
- 3 Lily-of-the-Glory
- 4 Sohl'arae Leaf
- 5 Spit Corn
- 6 Hantar Berries
- 7 Garrotte Pine
- 8 Shadowbirch
- 9 Tilxin Orchid
- 10 Titan Iris

ANIMAL NAMES

- 1 Orisi
- 2 Hanten Zel
- 3 Wraith Bear
- 4 Om'nataru
- 5 Monkey Spiders
- 6 Griffon Moths
- 7 Vulkoorin
- 8 Dowron's Deer
- 9 Chaos Toads
- 10 Ik'chit-ka

REGION NAMES

- 1 Goldwood Fen
- 2 Dowron's Fist
- 3 The Strait of Eku'mada
- 4 The Tar Wastes
- 5 Gurk'ashi Mesa
- 6 Banyan's Reach
- 7 Spearfall Mount
- 8 Rowa's Ribbon
- 9 The Lake of Stolen Dreams
- 10 The Swamp of the Raptor

GIANT RUIN NAMES

- 1 Sirris Loft
- 2 Cor'dranu
- 3 Neis'enda
- 4 City of Indigo Shadows
- 5 Mel Targun
- 6 Qan-Kohor
- 7 Suro San
- 8 Xel'dhak
- 9 Gohlgir
- 10 The Weeping Spires

DUNGEON NAMES

- 1 The Tower of Addis-Ro
- 2 Titan's Tomb
- 3 Sohl'ara's Lighthouse
- 4 The Dawncrypt
- 5 Basalt Gate
- 6 Crux Border Outpost Eka-5
- 7 Fort Dreiha
- 8 Ik'rusen Crater
- 9 Mistwood Hollow
- 10 The Caverns of the Crystal Moon

QUEST FRAMEWORKS

With so many competing factions, secrets to find, and places to explore, it can be hard to choose where to begin in Xen'drik. The following are example adventures meant to highlight the breadth of possibilities in the Shattered Continent. Each is a simple framework that can be used as-is for a quest, one-shot, or campaign starter. The frameworks span Xen'drik, with each focusing on a different location and enemy faction. Additionally, each features suggested enemies of a certain level range, ensuring flexibility for different parties. It is fully intended for each of these frameworks to be tweaked and altered as needed by a GM - even if that means relocating them across the continent! Every framework includes the following components:

Summary. a brief description of the adventure and the threats players can expect to face, which can be shared in advance if the framework is to be used for a one-shot.

Hooks. simple ways to introduce the party to the adventure, including other groups that may give them the task, or situations that might lead to their involvement.

Adventure. The rough course of the adventure, divided into sections with their own scenes and challenges. Those with encounters include a range of example monsters with different challenge levels, allowing a GM to choose those appropriate for their party.

Rewards. Examples of thematic treasures, favors, or other rewards that the party might obtain by completing the quest.

Continuation: Ways of expanding the framework into a full arc or campaign, depending on success or failure.

Adaption. Examples of how the quest can be moved to a different locale without requiring any major changes.

FRAMEWORK SUMMARIES

Trader of the Frost Lark - Level 3-8 - Kul Lerek

While the party are relaxing in the city of Kul Lerek, they become embroiled in a battle with frozen ghosts, who attack a nearby goliath trader. The trader has unknowingly bought a relic containing the vengeful soul of a frost giant, and asks for their help to exorcize the spirit before its anguish brings ruin to everyone around.

The Templar of Bloom - Level 4-8 - Tempest's Spine

An act of environmental sabotage has put a powerful giant druid on the warpath. The players must defeat the druid, or convince them to stop their assault, before they destroy the frontier town of Zantashk in a tide of surging plantlife.

The Past Blockade - Level 5-12 - Phoenix Basin

The Battalion of Basalt Towers is closing in on an ancient Sul'at artillery fortress half-sunken into the Phoenix Basin. It's up to the party to breach the Barricade Katta and reach its control room before the evil fire giants can use it to rain destruction on their foes.

Kingdom of the Crystal Skull - Level 3-8 - Menecharun

Scouts from the Unity of Riedra have discovered a fortress built by the quori in the Menecharun desert. The party, summoned by a call for help in their dreams, are guided there to assist before it's too late. Trapped in the heart of the fortress is a quori from the previous Age of Dal Quor, and they are desperate to be saved from the clutches of their evil modern kin.

The Vial of Ecstasy - Level 2-5 - Stormreach

A Stormreach gang is spreading a potent new drug on the streets, made from the blood of endangered tilxin birds. A tip-off about a secret deal leads the party to one of their members. A quick chase and convincing words yields the base of their operations, which the party can stop for good.



TRADER OF THE FROST LARK

LEVEL 3-8

A cloud goliath trader has received more than they bargained for, after buying a giant relic from some slapdash adventurers. The crystal songbird, carved from pure Risian ice, is a rare construct from the famed city of Ix Il'ar. During the Shattering, the soul of a giant came to rest within the construct, which awakened when the adventurers stole it from its resting place. Now, the race is on to free the trapped wraith before its keening dirge summons lost souls and giant ghosts to destroy those who would disturb its slumber.

HOOKS

- The party are strolling through the streets of Kul Lerek or another settlement when the temperature plunges; suddenly, they and a goliath walking by are assaulted by manifesting ghosts, as snow begins to fall from a cloudless sky. After the battle, the goliath hires them to help defuse the threat they are carrying.
- The party might plan to meet the goliath merchant Ji'ada for the standard services of the Winged League, or information on Ix Il'ar, when they become caught up in her latest purchase.

ADVENTURE

SPECTRAL SURPRISE. As the party relaxes or walks the streets of Kul Lerek, the most perceptive among them notices that snow is beginning to fall in an oddly localized area around them. Moments later, the temperature plunges, as a ghoulish keening cry fills the air. A nearby cloud goliath merchant - Ji'ada Mistwalker [spy stat block with cold resistance] - is the epicenter of the sound. Ji'ada noticeably panics, and drops their pack before backing away in the direction of the player characters. Seconds later, the falling snow turns into swirling ghosts, who attack Ji'ada and the party indiscriminately [2 specters - Combined CR3/wraith - CR5/coldlight pyre* - CR8].

TIME FOR EXPLANATION. If Ji'ada survives, she thanks the players, and asks them urgently to help her exorcize the cause of the problem - the beautiful but apparently cursed *Frost Lark* in her pack. She has no idea if the party will continue to be attacked by ghosts if they don't help, but will happily pay them for their assistance in doing so, and fending off any other ghosts in the meantime. She believes that the priests of the Silver Flame at Skysilver Temple will be able to remove whatever undeath lies upon it. If she is killed, the party will be able to see the glowing *Frost Lark* in her bag; a successful Intelligence (Arcana) or (Religion) check can tell that there is an undead soul trapped within the construct, and that the keening sound they heard earlier was the soul calling for revenge on those who have disturbed it. If so, Ji'ada might have scribbled notes on how she was planning to solve the problem that can guide the players, or they can simply be left to solve the issue as needed. It is also possible that some members of the Zephyr Guard show up at the scene, and escort the players to Skysilver Temple immediately.

SKYSILVER TEMPLE. The main temple for the Torch of Progress lies in the western district of Zjaronfall. The humble but sizable temple is a quiet space for peace, meditation, and

study. Songsilver ornamentations and the calm gray color of the building have given it its name. The head of the temple is the venerable fire giant Jasmehn Emboldened [fire giant*]. The priest can quickly identify the undead nature of the *Frost Lark*, and immediately takes the party to a separate ritual chamber to avoid any threat to the other people in the temple during the necessary rite of exorcism. Though she is willing to help, she is irritated at the foolishness of Ji'ada and whoever stole the *Lark* from Ix Il'ar, and will be reluctant to offer any additional help without a successful Charisma ability check.

EXORCISM RITE. The rite requires Jasmehn to spend three rounds in concentration, banishing the undead spirit within the *Frost Lark*. The task of the party is to defend her and draw the aggression of the ghosts that the *Lark* will summon in its fury. At the beginning of every round, undead spirits are drawn to the haunting call of the *Frost Lark*, and seek to harm Jasmehn and the party [1 specter and 1 shadow - CR2 each round/1 ghost each round - CR4 each round/1 gallows speaker^{VRGR} - CR6 each round]. Whenever Jasmehn (who cannot take other actions during the ritual) takes damage, she must succeed on a DC 15 Constitution saving throw to maintain the ritual. On a failure, that round of the ritual is wasted, requiring another successful round for the rite to be completed. When Jasmehn completes the rite, all enemies summoned are banished instantly, ending the fight.

REWARDS

- Ji'ada might give the *Frost Lark* to the players as thanks for their help. The *Frost Lark* might be a valuable piece of giant artistry worth hundreds of gold, a *Wondrous Figurine (Silver Raven)*, or a special construct familiar that can be attuned to by a character.
- Alternatively, Ji'ada might offer gold to the players, and a favor owed. As a member of the Prav Consortium merchant guild, Ji'ada can act as a courier for the players, arrange aerial transport for them across Xen'drik, or hire for them further quests.

CONTINUATION

Having proven themselves capable fighters, Ji'ada might offer work to the party regarding different profitable ventures across Xen'drik. In this role, she can act as a group patron from the Winged League, specifically the cloud goliath Prav Consortium. This is an easy and natural setup for adventures across Xen'drik, and allows the party to choose between different 'guild postings'. It is also possible to link the *Frost Lark* back to the city of Ix Il'ar. If Ji'ada offers the *Lark* to the party as a reward, they might be approached by an unusual dwarf seeking to buy - or steal - the *Lark* from them. This scout from the Children of Il'ara might lead the players into the situation surrounding the titan of Risia's return, as well as the haunted ruins of frozen Ix Il'ar.

ADAPTATION

- This adventure can be adapted for Zantashk or Stormreach by replacing the *Frost Lark* with a Qabalrin artifact; instead of a giant soul, it's an ancient elven one. In this case, it might require a priest of the Sovereign Host in Zantashk performing a hasty exorcism ritual.

THE TEMPLAR OF BLOOM

LEVEL 4 - 8

Zantashk is in dire peril. An act of careless environmental vandalism has enraged a powerful druid of the Verdant Path - Ul'kars the Rooted. They now march to sweep the town away in a wave of surging plant life. As Ul'kars travels towards Zantashk, they are communing with the spirits of the land, gathering ever greater primal power as they go. The party, caught up in the conflict, has no choice. If they cannot convince the druid to stop, forge a peace deal, or subdue them for good, Zantashk will be yet another colony wiped off the map.

HOOKS

- The party are actually the ones who committed the vandalism without realizing, and the fallout from a previous quest or adventure has come back to bite them!
- Traveling to Zantashk, the party stumble upon a heavily injured and poisoned orc miner - the last surviving member of the group who angered the druid. They desperately ask for help to return to Zantashk so they can warn the town, and explain that their group was slaughtered by the druid and their plant creatures.
- The party are asked by local people to stop the druid without killing them, as their uncontrolled rage is driving the land into a frenzy and putting others in the area at risk. They despise what the people of Zantashk have done, but understand it was done in ignorance, so believe a truce can be reached.

WHAT DID THEY DO?

The crime committed by the people of Zantashk can be tweaked to suit the story, but might include acts such as:

- Cutting down an ancient tree for lumber that was home to a revered land spirit.
- Damming a river to divert it to a dragonshard mine, causing a region of forest to wither and die.
- Polluting a region of forest with mine run-off.
- The accidental destruction of a stone seal that was binding a fiend of Sakinniro or Kharna Rayva.
- Accidentally opening a passage to Khyber by digging for dragonshards, leading to the spores of the daelkyr Avassh infecting an entire region of forest - a region that the druids had to burn.

ADVENTURE

THROUGH THE FOREST. Heading in the direction of Ul'kars, the party finds the rainforest noticeably disturbed and energetic. The character with the highest passive Perception in the party notices that some plants are visibly growing and blooming. Characters who are primal practitioners can subtly feel the flowing anger in the land around them. In a forest clearing, with patches of bushes acting as difficult terrain, the party are attacked by plant creatures that animate from the surrounding forest [3 **needle blights** + 2 **vine blights** - CR 3/**shambling mound** - CR 5/**treant** - CR 9]. On initiative count 20, the party member with the highest hit points must

succeed on a DC 13 Strength saving throw or be restrained by plants until the end of their next turn.

BREACHING THE VINES. After heading deeper towards the approaching source of the disturbance, the party find a circular wall of vines and woven trees that surround Ul'kars the Rooted as they perform a ritual to empower themselves with the aid of the local land spirits. The wall is 30 feet high, and a creature climbing the wall takes 1d6 piercing damage for every 5 feet they climb. The party must decide how they wish to pass through. Options might include:

- A character with primal ties convincing the plants to let them through.
- Using athletics to climb into the surrounding trees, then rappelling down on the other side.
- Covering the thorns on the wall to climb over safely.
- Burning away some of the thorns (although this carries the risk of angering Ul'kars and turning them against the party).

MEETING UL'KARS. Beyond the vines, the **common giant*** Ul'kars sits in contemplation at the center of a 50-foot-radius glade in the forest. They are conducting a ritual to gather power before moving forward to attack Zantashk. Should they succeed, their call to the primal powers of Xen'drik will allow them to cast *storm of vengeance* once, laying waste to the town and many of the civilians there. Once the storm ends, the region will be affected as though by the spell *plant growth*, causing the rainforest to overtake the ruins. The players can fight Ul'kars, who will fight in anger [**Common Giant Rushugan*** - CR 6/**Ordinas*** - CR 8], or convince them that the damage was caused in ignorance, and that the town will work with them to make things right.

Doing so requires two successful Persuasion or Deception checks, or other sincere proof of good faith. If only one succeeds, the giant demands that the head of the town - Reeve Velderan - accompany them personally to the damaged site to make amends (who will require his own persuading to do something so risky), and also asks that Zantashk never again sends people to the region on pain of death. If both succeed, the giant is willing to halt their march, and wait for a diplomat from Zantashk to arrive with proof of their willingness to make things right. In the event of a fight, the giant is not willing to fight to the death. If they are under 1/3rd of their maximum hit points on their turn, they will attempt to flee through the wall of plants around the glade, which will open for them but not the party. In this case, the giant may seek help from Verdant Path or Rushemé druids.

REWARDS

- If the party can form a truce with Ul'kars, and convince them that Zantashk will restore the damage done, the druid might teach spells such as *spirit of the scorpion** or *spirit of the displacer beast** to any primal practitioners in the party.
- If the party defeat Ul'kars, they can take the druid's staff, which might be a *Staff of the Woodlands* or *Bell Branch*^{TCOE}. Their pouch might also contain potent salves and tinctures, such as *Keoghtom's Ointment*.
- The party might receive a sizable reward from the Reeve of Zantashk, ranging from a large amount of gold, to permanent lodging in the town, as well as free drinks at Auntie's tavern.

CONTINUATION

The damage caused by the prospectors might be more than simply environmental. The cause of the druid's fury may be that they broke a seal binding a fiend of Sakinniro, or another supernatural entity, which is now free to wreak havoc. This can link perfectly to the situation at Darkfire Crater - or even have caused the eruption that freed so many fiends. As such, Ul'kars attacking the town may be the precursor for much worse things to follow. The druid may even enlist the party (having proven themselves capable) to work with them to investigate Darkfire Crater, and reseal the fiends once bound there. Reeve Velderan may also do the same, or task the party with another quest on behalf of House Tharashk.

ADAPTATION

- This adventure can be adapted for Stormreach by replacing Ul'kars with the awakened roc **Kraa'ark Lors***, who lairs in a cloud castle to the north of the city. The roc is a grander threat to match the greater defenses of the port, and suitable for a Tier 3 adventure.
- For a much different flavor, Ul'kars can be made into a cultist or corrupted druid of the daelkyr Avassh, the Twister of Roots. In this case, the giant may be unwilling to destroy Zantashk, but controlled like a puppet by their master. If so, the party may be able to save them by purifying the alien roots pulling their strings, earning them a powerful ally.



THE PAST BLOCKADE

LEVEL 5-12

The Sul'at fire giants created many military outposts between them and the Cul'sir Empire, safeguarding from attack. Armed with powerful artillery, and fueled by bound creatures, these outposts were put into action during the Shattering. One flying fortress - Barricade Katta - lies half-sunken in the Phoenix Basin, the ocean boiling with its heat. Now, the Battalion of Basalt Towers has concocted a plan to raid the Barricade for weapons, and intends to burn anything - or anyone - in their way. Whoever can reach the center of the Barricade first can control the bound fiend that powers the fortress, as well as the terrifying weaponry it powers. More details on the Barricade Katta can be found in the Adventure Locations chapter on p.251.

HOOKS

- The Battalion of Basalt Towers are anything but stealthy. The party might be on their trail after previous encounters, or be tasked with investigating their activities around the Barricade, which is far from their usual territory.
- The weakening binding of the fiend at the center of the Barricade is a looming threat for the local Simeq elves of the Phoenix Basin, as well as the Vulkoorí drow of the Skyfall Peninsula. They might ask the party to neutralize the threat, or destroy the Barricade before the Battalion can use it as a weapon.

ADVENTURE

BOILING SEAS. The Barricade lies roughly 300 feet from the shore of the Skyfall Peninsula, resting tilted on the shallow sands. The heat radiating from the broken fortress causes the sea for 200 feet around it to boil and steam. A character without resistance to fire damage that touches the water takes 1d8 fire damage at the start of each round. The Battalion of Basalt Towers, unfortunately, do not have to worry. The **fire giants*** and **pyreheart goliaths*** are immune, though wading through the shallow waters is immensely distasteful for them. As a result, reaching the Barricade is an interesting challenge for the party, especially if members of the Battalion of Basalt Towers are camped on the shores. For lower-level parties, the water can simply be deep enough that fire giants cannot reach the Barricade, but Battalion goliaths can use small boats and other craft. This means that characters won't have to face the full giant strength of the Battalion while inside the Barricade. A party might cross the boiling ocean by building a raft, the spell *water walking* (with appropriate footwear) or other reasonable solutions.

BLOODGLASS HALLS. The Barricade itself is a roughly disc-shaped emplacement formed from the smooth Sul'at obsidian known as bloodglass. Several large cracks in the walls of the dark Barricade allow entrance to the interior, with massive arcane staves and other Sul'at artillery poking out of various portholes. The damage to the fortress is entirely dependent on the level of the party. For lower-level parties, it is appropriate to say that most traps and guard beasts were destroyed by the dragons when the Barricade

fell. Stronger parties may need more encounters and traps to drain their resources. Example traps include powerful evocation *glyphs of warding* trained on non-Sul'at personnel, **fire elementals** bound within the bloodglass that can melt walls and floors into shape to drop people into the boiling ocean, and blocks of Risian ice containing comatose war beasts that can melt in response to intruders [**chimera** - CR 6/**pyrohydra*** - CR 9/**dracohydra**^{FTD} - CR 11]. Bound **fire elemental myrmidons** might also patrol the halls, looking for things to burn.

CONTROL CHAMBER. The very center of the Barricade is the control room, from where the head **Sul'at Thaumaturge*** operated the entire fortress. The room is dominated by a massive elemental matrix containing the bound **horned devil** Kratu Enkor. Before it lies the Barricade's arcane control array. A character attuned to the array can choose to channel the devil's energy to empower the exterior weapons, or use it to cast *meteor swarm* once per day. This knowledge can be understood with a successful hard Intelligence (Arcana) check. However, the damage from the dragons has partially damaged the binding. It is the devil's fury causing the ocean to boil; using it to cast *meteor swarm* destroys the binding, freeing the devil to do as it will. As the party enter the circular 90ft-diameter chamber, they will be met by a party sent from the Battalion, who are examining the control array - and quickly move to engage [**pyreheart goliath*** + 3 summoned **azer** - CR 6/**fire giant*** + **hell hound** - CR 11/**Basalt Battalion soldier*** + 2 **pyreheart goliaths** - roughly CR 15]. Should the party succeed, they may be tempted to use the fortress's weapons on the Battalion members waiting on the shore. Should they fail, the Battalion has gained a truly dire weapon.

REWARDS

- The dead Sul'at giants inside the Barricade might wield tools imbued with the elements. Many will have bindings that were broken during the Shattering, but a lucky party might find a resizing *Flame Tongue Longsword* or *Cloak of the Tides**. Broken weapons and armaments might also contain Khyber dragonshards with elementals still bound inside them, which an enterprising party can carefully retrieve to forge their own items later on.
- For higher-level parties, the Barricade itself may be a stunning and thematic reward. Although slow, derelict, and still quite dangerous, a party that seizes the control room can actually fly the Barricade once more, providing a mobile base for adventure. The weapons platform is definitely a fixer-upper though, and such a party might have to go on various sidequests and pay a fair amount of gold to restore it to its former glory and capability. Given time, the Barricade might become an adventuring guild of its own, with flying traders and local tau'Xen stopping by to trade news and barter goods.

CONTINUATION

If the Battalion drives away the players and seizes the Barricade, they have gained a terrible (if slow) weapon with the potential to rain destruction down on nearby cities. The party is now in a different race against time. If the fire giants can fly the Barricade to Stormreach, they may be able to *meteor swarm* the city once more. The party has no time to

waste, and must travel to Stormreach as quickly as possible to rally the defense.

If the players instead win control of the fortress, they will have earned the Battalion's ire, and gained themselves a very dangerous (but valuable weapon). The question will loom of what to do with the Barricade. Do they free the fiend that powers it, and deactivate it for good, while releasing an evil into the world? Or, do they try to use the Barricade for their own purposes?

ADAPTATION

- This adventure can be altered for any location in and around the Valley of Shadows, where Sul'at fortifications were built. This can make sense for adventures based in eastern or central Xen'drik.

KINGDOM OF THE CRYSTEEL SKULL

LEVEL 3-8

During the Dream War, the quori built Hourglass Keep in the deserts of the Menecharun, far from the war front with the Cul'sir Empire. There, they conducted urgent experiments into binding themselves to the Material Plane, producing the first *Docents*^{ERLW}. Their success came too late. The Moonbreaker's firing tore them from the Material and back into Dal Quor, leaving behind their fortress to be swallowed by the shifting sands. However, the quori did ultimately succeed in their goal. At the heart of the keep is an experimental headpiece formed from crysteel, designed to be integrated by a warforged ...and inside that headpiece, is the bound quori Bahrassia. Scouts from the bastion of Dar Qat felt the psychic echoes of the fortress, and are racing to uncover its secrets for their Inspired masters.

HOOKS

- The party are traveling through the desert when they feel a psychic echo calling them, enlisting their help. The message might also arrive in the form of a pleasant dream, with an ethereal figure made of light begging for their aid. They might also be attacked by Riedrans seeking to kill them to remove competition for the Keep's secrets.
- The party are contacted by a group of note in the Menecharun, such as the Sunheart druids, or thri'kreen 'Psions of Revival'. They wish to borrow the party's power to enter the fortress as an elite unit, while they hold off any approaching forces from Dar Qat.

ADVENTURE

DESERT JOURNEY. Reaching the quori stronghold might require a short journey through the desert sands, with the length up to the GM (or the character's navigation skills). The stronghold lies at the center of a large dreamblight - a zone of mundane weirdness formed when the Dal Quor manifest zone here was stripped away. Detailed information on dreamblights can be found on p.54. Journeying through this area, known as the Slumbering Sands, can have adverse effects on those who dream within, as well as side effects for dream-linked

beings such as thri-kreen and kalashtar. In particular, the zone prevents quori from possessing Inspired there (due to it being anathema to their very being), thus requiring more mundane Riedran soldiers to infiltrate. The party may have to deal with dream-tainted horrors, manifested nightmares such as **sorrowsworn** or **stone-cursed**, or roaming Quorforged sentries such as **warforged soldiers**^{ERLW}.

HOURGLASS KEEP. The Keep itself is formed from smooth curving surfaces of self-repairing crystal and sentira. The materials are opalescent, and appear like natural shell. A 50-foot wall (tall enough to fend off giants) surrounds the perimeter. Since the quori were capable of flight, the Keep has little in the way of stairs, except for those made for Quorforged guardians. Important rooms can have 50-foot vertical shafts connecting them, with no easy way up. Keyless doors still block some rooms; intending to open the doors causes them to do so on their own. The halls of Hourglass Keep are still patrolled by disturbing psionic remnants and construct guardians made from metal and sentira [**iron defender**^{ERLW} - CR 1/**duergar hammer** - CR 3/**lost sorrowsworn** - CR 7], as well as (potentially) Riedran scouts and soldiers [**scout** - CR 1/2/**soldier** - CR 1/2/**oni** - CR 5]

SKULL SUMMIT. The very top of the Keep is a circular command room with breathtaking views of the surrounding desert. This was once the core workshop of the keep, and contains a multitude of experimental Quorforged designs and components. At its center is a table with the *Crysteel Skull* - the unique item containing the quori Bahrassia. The quori can reach out psionically to nearby creatures to guide them through the fortress, with a range that can be decided by the GM. The room has two entrances; as the party arrives, they come face to face with the Riedran leader of this expedition, who may attempt to capture them alive to bring them back to Dar Qat for psychic interrogation [**martial arts adept** - CR 3/**duergar warlord** (flavored as a human psion) - CR 6].

REWARDS

- The *Crysteel Skull* itself is a unique item. It can be given stats to suit a warforged member of the party, be represented with a sentient *Defense of the Makers*^{*}, or have the combined abilities of a *Defense of the Makers*^{*} and a *Docent*^{ERLW}.
- The workshops of the upper Keep might contain any number of experimental warforged components, ranging from *Ardblades*^{ERLW} that deal psychic damage, to *Behemoth Belts*^{*}.

CONTINUATION

- Bahrassia has incalculable value to the Inspired, who will likely go to any length to take the quori from the players. This conflict may result in one of the powerful Inspired lords personally tracking down the players, or their quori harassing the party in their dreams.
- The depth of Bahrassia's knowledge is entirely up to the GM. The quori may know the location of other trapped comrades, clues to the epicenter of the Moonbreaker, how the Turning of the Age occurred, or possess knowledge on powerful Quori artifacts.

ADAPTATION

- This adventure is easy to rework for the Skyfall Peninsula, with the Riedran ambassador to Stormreach - Lord Katanavash - sending the party to explore the quori ruins (or sending Riedrans to oppose them). In this case, as long as the party possess the *Crysteel Skull*, they will be targeted by Lord Katanavash, who will be driven to obtain the relic by any means. However, the mere presence of the *Skull* may have a dangerous effect on the anti-quori defenses built by the Cul'sir around the Skyfall Peninsula - including beneath the streets of Stormreach itself.



VIAL OF ECSTASY

LEVEL 2-5

A Stormreach gang - The Featherweights - is funding the poaching of rare tilxin birds, then killing them to produce the addictive drug Haste. Their operation is driving the beautiful birds to extinction, and local people are furious. Poachers are turning up dead, and tensions are rising. The party are tasked with taking down the Featherweights. To do so, they must catch one of their elusive members, convince them to give up the location of their hide-out, then storm the place in search of their leader - with haste.

HOOKS

- The party might be asked by a notable community figure (or gang leader) to investigate the source of a new drug that's affecting members of their community. They might also wish to weaken the profits of whichever group the Featherweights are working under.
- A party working against the Lords of the Hunt might seek to cut off their supply of Haste, which makes them significantly more threatening in battle. Taking out the Featherweights not only weakens the Lords, but might also have repercussions for those with addictions to Haste.

ADVENTURE

FEATHERWEIGHT FLIGHT. The party are given a tip-off about a deal with a Featherweight member going down in a dark Stormreach alley this evening. They have the option of shadowing the Featherweight back to their hide-out in a dockside warehouse, or trying to capture the half-elf to squeeze the info out of them. Shadowing him requires a successful group Stealth check with an average higher than 15; the khoravar [spy - CR1/master thief - CR5] - Jiraen - is cautious, and on the lookout for any problems. Halfway back to the hideout, he ducks into a shadowed alcove and waits for 1 minute, attempting to confuse any would-be pursuers. A successful Perception check contested by his Stealth check (or other effort) reveals him waiting before continuing onwards. If the Stealth check fails, or if the party decides to try and jump him, the half-elf flees, beginning a chase. This narrative sequence requires the party to succeed on any three checks that they can justify to catch up to him and take him down, before they fail two such checks. A party member with a movement speed above 30ft gets a +2 bonus to their skill checks for every 5ft of extra movement they have. On a failure, the half-elf gets away, but drops something that might clue the party to the warehouse's dockside location. On a success, they are free to threaten or convince him to give up information (with gold, or otherwise), including the password for the guarded door - 'tropics'.

THE WAREHOUSE. The dockside base of the Featherweights has been dirtied up to appear abandoned. The criminal group, which only assembles at night, receives tilxin* birds from poachers then drains their blood to mix into the drug Haste. The drug is euphoric, and bestows the effects of the spell *haste* to the user, but is also addictive and permanently affects one's sense of the passage of time. A vial of Haste is worth about 30gp on the street. Entering the

warehouse is easy due to its derelict state, but the windows and hatches are rigged with simple alarm bells on strings. The side door is bolted and guarded by a **thug**, who will only allow people in if they whisper the password 'tropics'. In total, 6 other members of the Featherweights are working in the warehouse; 4 [2 **thugs** and 2 **thieves** - CR 2] are carefully killing the tilxin birds in the center of the main floor. A large trapdoor in the corner leads to a basement office, where their leader - the dwarf Mahler Dalronak - oversees the alchemist [magewright^{ERLW}] who mixes the drug together. The group in the main floor are not prepared for a fight unless Jiraen escaped, and can easily be taken by surprise. After 2 rounds of fighting, Mahler himself sprints up [spy - CR 1/bandit captain - CR 2/master thief - CR 5], having taken a swig of Haste. This grants the standard effects of the spell, but also gives him disadvantage on Dexterity and Wisdom saving throws. The other members of the gang are too scared to drink it, as it means taking away from the group's profits.

REWARDS

- A character who frees a tilxin* bird delivered to the group and befriends it with a successful Animal Handling check might gain it as a pet or familiar.
- The warehouse contains 3 completed vials of Haste. They act as *Potions of Speed*, but the user must succeed on a DC 10 Constitution saving throw or become non-magically cursed with addiction once the *haste* effect ends. A character immune to being poisoned cannot become cursed in this way. While cursed by this addiction, you have disadvantage on all Dexterity checks and initiative rolls. A *remove curse* or *greater restoration* spell can remove this addition.
- The party might also score 150gp in the warehouse, and more potential gold from any interested party that tasked them with bringing down the Featherweights.

CONTINUATION

One of the Featherweights' largest clients are the Lords of the Hunt, who love taking narcotics before they begin to hunt their prey. Drugs such as Haste help their performance, and take the edge off the days when they don't have anything to murder. The party disrupting the production of the drug might make certain Lords, such as the vile Ralphus ir'Morrin (Example Plot NPCs, p.24), begin to investigate - and mark the party as their latest prey.

Alternatively, the Featherweights may have been working under the protection of any of Stormreach's larger gangs. This might boil over into a gang war in retaliation, shaking up the city's political scene.

ADAPTATION

- This adventure can be quickly adapted to other cities by simply changing the ancestries in the group, and the animal they are paying people to hunt. For example, the Featherweights might be Ko drow in Kul Lerek, who are working beneath the oversight of the Skylark mafia. In Zantashk, they might be prospectors convincing other miners to part with their cash - or shipping Haste back to a larger group in Sharn, such as Daask.



EXPLORING XEN'DRIK



FROM FLYING ISLANDS TO SHIFTING environments, the landscape of Xen'drik is anything but normal. Travel across the continent can pose new and exciting challenges for players, as well as new opportunities. The following sections

introduce a variety of environmental factors that can be used to make adventures in Xen'drik unique and dynamic. These can be seen as 'tools' or 'levers' to be used by GMs as they wish - simple ways to introduce new enemies, surprise players, and make the continent feel dynamic and alive. Adventures might include:

ACROSS SEA & SKY - This section explores different methods that adventurers might use to travel quickly across sea and sky, as well as the potential dangers of doing so.

CONTINENTAL CURSES - Perhaps the most famous aspect of Xen'drik is the Traveler's Curse - a grand effect that renders the continent unmapable. This section lays out causes, mechanics, and solutions for the Traveler's Curse and other epic curses such as the Madness of Crowds (Du'rashka Tul).

MAGICAL WILDLIFE - The massive planar influence on Xen'drik, coupled with its bizarre magic, have given rise to unique animal life. This section contains dangerous and adorable critters that add both depth to exploration, and options for reflavoring familiars and druidic Wild Shapes.

NAVIGATING GIANT RUINS - The massive scale of giant ruins can pose unique challenges for adventurers. This section includes practical sizing for giant ruins, and how that can affect exploration - and battles - in Xen'drik.

RANDOM ENCOUNTER TABLES - These tables, sorted and themed by region, include encounters for different party levels, including environmental, social, and combat events. Lists of fitting monsters are included to help with event creation.

SHATTERED GEOGRAPHY - Xen'drik's environment is rife with dangers and arcane anomalies, from floating islands to ancient giant artifice. This section explores the different dangers that adventurers might encounter while exploring.

- **BROKEN TECHNOLOGY** - Examples of malfunctioning, buried, or broken giant artifice.
- **DREAMBLIGHTS** - Former Dal Quor manifest zones have become strange liminal regions known as Dreamblights, with odd effects on reality.
- **FRACTURED TERRAIN** - The backlash of the Moonbreaker physically broke apart the continent, forming dramatic and impressive terrain.
- **SHIFTING ZONES** - Regions of terrain can switch at random, changing from rainforest to desert to tundra in the blink of an eye. These 'shifting zones' are a hallmark of the continent, and a major danger for the unprepared.
- **SKY ISLES** - Many islands fly over Xen'drik's skies. Some are inhabited; others hold the lairs of powerful creatures, or treasures kept under lock and key.



ACROSS SEA & SKY

As adventurers grow in outlook and prestige, it's natural to begin traveling great distances across the continent. Overland travel in Xen'drik can be difficult at the best of times; high mountains, thick rainforest, and the Traveler's Curse can all combine to slow things down immensely. As a result, travel by sea or sky are tempting options. The following section outlines different ways of doing so, as well as the potential dangers.

TRAVEL BY WATER

Travelling by boat is a common fact of life in Xen'drik. The waterways of the Hydra reach far into the continent's interior, acting as a natural trade route from the Skyfall Peninsula to Dread Lake. Different cultures specialise in navigating these waterways, especially aquatic peoples such as locathah, lizardfolk, and bullywugs. Each has a different method of avoiding danger. Larger river settlements will often have people willing to act as sailors for hire, especially in the trading hub of Blackgrove Refuge. The main danger of doing so is the local wildlife. Aquatic dinosaurs, immense fish, and lurking monsters can all be a threat, along with potential rapids and shifting zones.

Travel by sea is possible, but rarer. Xen'drik is surrounded by five different seas, each with their own characteristics. Few people have the knowledge or will to travel between them frequently, and captains willing to sail into the Dark Sea or Sea of Lost Souls are hard to find. Despite this, ships often travel between the colonial ports of Dar Qat, Stormreach, and Zantashk, providing a loose network of options for those circumnavigating the continent. However, boarding a ship bound for Dar Qat must be arranged through the embassy in Stormreach - and only for good reason.

TRAVEL BY AIR

Travel via flight across the Shattered Continent is tempting, but countless dangers lie in wait. Shifting zones, giant defenses, and violent storms can pose threats to even the quickest fliers. Despite this, there are several ways for a party to obtain the means of doing so. The dangers and encounters they might face are up to the GM; a reliable method of flight allows for easy 'travel montages', but can also be used to highlight new encounters. The level of danger is malleable and campaign-specific. The following section details different methods of travel by flight, as well as potential encounters and dangers when doing so.

HOUSE LYRANDAR. After a few disastrous attempts to explore Xen'drik by air, House Lyrandar has put an embargo on further efforts. Its airships are both too slow and too valuable to risk over the continent. Despite this, the House also understands the commercial opportunities present. A party of special note might be able to convince the khoravar to lend them a vessel, but such an arrangement will likely require a promised pay-off for them too. New forms of elemental binding technology from the Sul'at League would be just the thing.

CLOUD CASTLE. Perhaps the most impressive way to travel is to secure a cloud castle - an ancient domain of the cloud giants of the Gallimaufry. Many still remain tethered where their masters fell, or float on the migratory trade routes they once followed. The largest concentration can be found in the Unveiling - the temporary cloud giant capital above the Iceflow Sea. Securing a cloud castle requires accessing its *Skyhook**, which controls and maintains the Syranian cloud on which they stand. Knowing that *Skyhooks** exist, and can be controlled, is itself rare knowledge. Finding a castle that can be cleared of threats and nesting **monsters** is rarer. Despite this, a cloud giant castle is a perfect **home base** for adventures and an awesome method of travel.

FLYING MOUNTS. Some cultures travel with the help of flying mounts, especially those living in mountain ranges. Many are completely unfamiliar to Khorvaire; the islands of the Iceflow are home to **giant albatross*** who fly for hundreds of miles without tiring, while some drow befriend tropical parogriffs. Flying mounts are especially prized in the flying city of Kul Lerek, where they are trained by the Zephyr Skyknights for battle, and used for the trade that sustains the citadel. Obtaining flying mounts is possible in larger settlements around Xen'drik, but their value is high, and obtaining them might incur a heavy cost - or dangerous side quest.

GIANT AIRSHIPS. A more unusual option is for a party to discover (or restore) an ancient flying craft from the Age of Giants. The Sul'at League were masters of elemental binding, and while many of their cities now lie in ruins or have been rebuilt by the Súlatar drow, there may still be hidden weapons labs out there in the wild. Any ship flown by players would likely have been the giant equivalent of a light craft, and is likely to lack any kind of heavy weaponry, but its value to the nations of Khorvaire would be immense. Both House Lyrandar and Zilargo would pay the party's weight in gold for the right to study such an airship. That is, if the party can bring it back to Stormreach first.

DROW AIRSHIPS. The Súlatar drow make use of their own advanced light craft known as *Firesleds**. These two-man vessels are exceptionally quick, and capable of launching *fireballs* at incoming threats - both of which make them viable for travel over Khorvaire's slow and targetable versions. It is possible that the Súlatar have developed any manner of advanced airships in the heart of Xen'drik, and a party might be able to either capture one from militant Súlatar such as the Promise Soldiers, or secure the services of one from any more reasonable drow settlement.



Mortal hubris - always entertaining,
sometimes explosive.

FLYING DANGERS & ENCOUNTERS

Dangerous Megafauna - The Sul'at League and Esht Primacy bred megafauna on the regular, and many escaped into the wilds during the Shattering. Many are oversized, mutated, or both, and airships are a shiny target for food. Even worse, some megafauna - such as the sentient roc **Kraa'ark Lors*** - are actively malicious towards those flying on airships. A variety of primal creatures might possess the curiosity to "investigate" an airship, friendly or otherwise.

Cloud Castles - The Gallimaufry (p.219) was a faction of cloud giant traders who traveled between the nations of Xen'drik. Their famous cloud castles can be found across the continent, anchored where the merchants fell during the Shattering. Others still drift freely, following paths set by long-dead owners. Now, a large number are the lairs of flying beasts, or haunted by undead giants, but still contain valuable goods.

Other Airships - Khorvaire is certainly not the first to use elemental airships. The Súlatar drew inherited the techniques of the Sul'at giants, and use them to create nimble **Firesleds***. These two-person craft are exceptionally fast, light, and capable of shooting explosive **fireballs**. Any party flying over Súlatar territory, including the Obsidian City of Gundrak'úl (p.257), might find themselves under arrest - and the draw have a very poor view of colonial thieves.

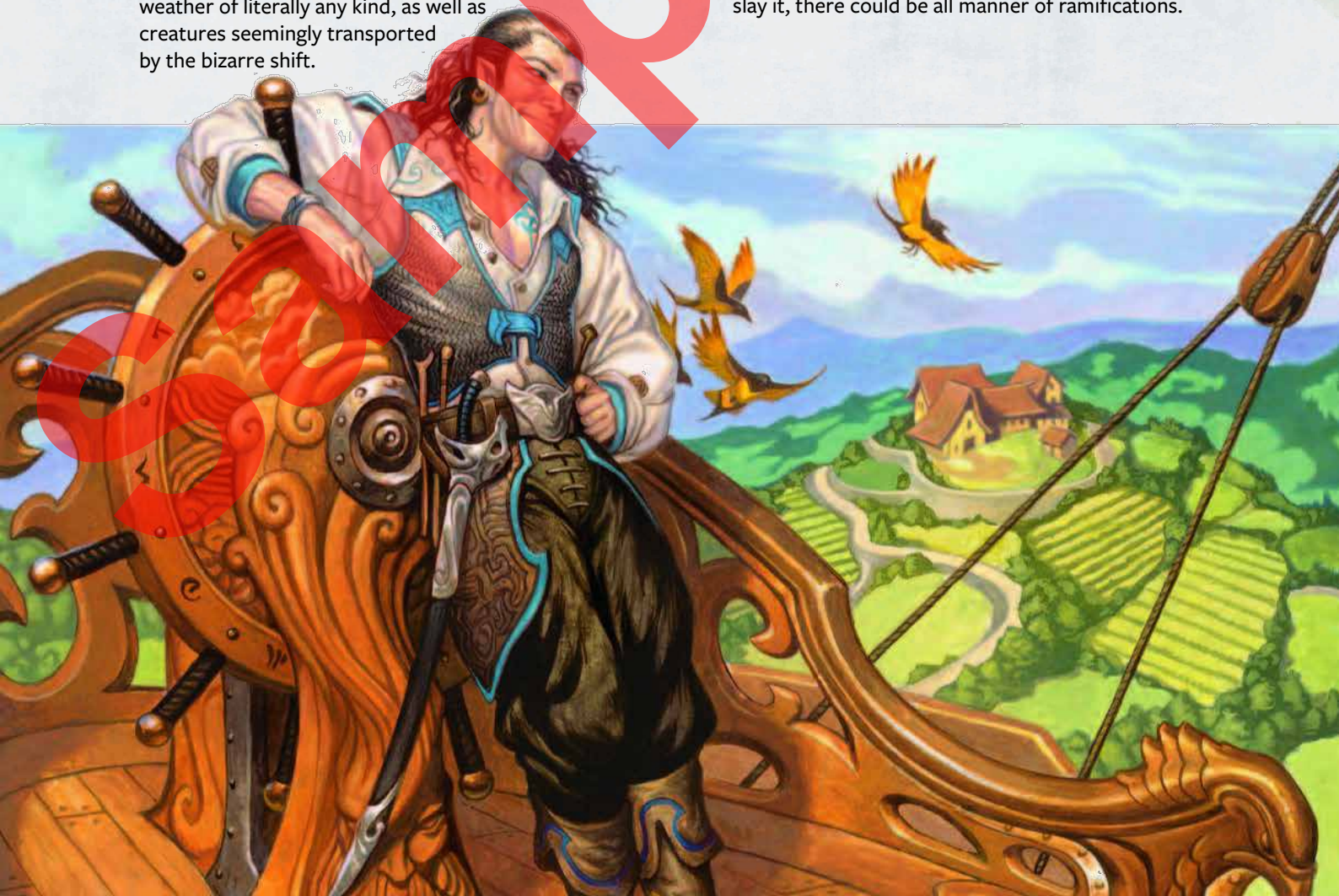
Shifting Zones - The pilots of House Lyrandar are skilled in warding off storms and strong winds. Few are capable of dealing with sandstorms and blizzards in the middle of the jungle. Xen'drik's shifting zones are difficult to predict and harder to deal with, and anyone riding an airship might have to deal with unpredictable weather of literally any kind, as well as creatures seemingly transported by the bizarre shift.

Ruinous Weather - Beyond the dream-afflicted landscape, the natural environments of Xen'drik can be intense. Powerful tropical storms can sweep in off the Thunder Sea, lashing the jungles with gale winds. Further south, the intense ash clouds rising from the Valley of Shadows can hamper visibility, and lead to volcanic lightning. In the Menecharun, immense sandstorms can travel for hundreds of miles, flensing exposed flesh and wood with endless tiny razors.

Giant Armaments - During the Shattering, powerful giant weaponry was turned on incoming targets - namely, flying dragons the size of airships. Flying something as large and relatively slow as an airship through the skies of Xen'drik carries a very real risk of being shot down, not through malicious intent, but by ancient cannons directed to destroy 'dragons'.

Rogue Dragons - A large number of dragons lurk in Xen'drik's wilds, many of them exiles, criminals, psychopaths, or worse. Building a hoard in the Shattered Continent is not easy. Competition is fierce, and few rogues are willing to cross the Ten Watchers, lest they bring down Argonnessen's wrath. Airships are extremely visible, and extremely easy to take down - a great source for treasure and snacks alike.

The Ten Watchers - Argonnessen's draconic guardians keep watch over specific sites, ensuring nobody attempts to uncover their powerful secrets. Any airships entering their areas of influence have the potential to disrupt this, and nobody ever said that dragons are merciful. It is possible that a party might be attacked by a Watcher doing their duty - and if they slay it, there could be all manner of ramifications.



CONTINENTAL CURSES

Everything from daily travel to the foundation of cities is governed by the grand curses laid upon Xen'drik. These infamous effects form the cultural foundation for every inhabitant of the continent, for defying them brings nothing but ruin. Broadsheets in Sharn tell of the Traveler's Curse, which can turn a day's journey into a thousand miles in the blink of an eye. Xen'drik legends hint at the most dangerous of all. The Madness of Crowds - or Du'rashka Tul in Giant - was set in place by the dragons to ensure that no civilisation could ever rise again in Xen'drik. Any nation that reaches a certain height might suddenly fall into a deranged fury, its people tearing their own cities apart in a mass act of brutal violence. The truth behind these curses are either lost to time, or deliberately obscured by draconic interests. It is believed that all are punishments levied by Argonnessen on the giants for their crimes, but this doesn't always add up. It may well be that some 'curses' are the after-effects of the Moonbreaker, or even side-effects of powerful magic that the dragons have twisted for their own cruel purposes. The last 40,000 years of history in Xen'drik are underlined by these curses, and destroying them would herald a new age.

NARRATIVE FUNCTION. For adventurers, these ancient curses are a constant threat. Without proper preparation, the Traveler's Curse might send them hundreds of miles in the wrong direction, or turn a day of travel into a year. For a GM, these curses are narrative levers that can be used to influence events and create drama. They also serve as a narrative foundation for the current state of Xen'drik, forcing the people to live in small settlements rather than the grand cities of Khorvaire and Sarlona. Finally, they can also be used as a campaign goal. Fixing the cause of a curse, or destroying the eldritch machine responsible, is the stuff of utter legend. It cannot be overstated that these curses are, and have always been, entirely optional. This book takes the stance that the Giants' Curse, detailed below, is itself offensive and obsolete. If you think that the Traveler's Curse is too obstructive or uninteresting, **do not include it!** If you do wish to use it, this section includes suitable mechanics to make use of, along with different narrative causes for the Madness of Crowds and Traveler's Curse. These have their own side-effects and narrative possibilities, intended to help GMs with planning campaigns and adventures.

THE GIANTS' CURSE

Canonically, the dragons of Argonnessen laid a curse upon the giants that stripped them of much of their magic, strength, and intelligence. With every generation, the effect increases in potency. This is a running theme used to explain why the giants have never risen to their pre-Shattering height. This book disregards this curse due to its highly problematic nature, which shares a similar narrative to some modern racist ideologies. The concept of people having their intelligence permanently reduced, lasting through generations of those suffering for their forefathers' sins, is incredibly distasteful and has no place in modern TTRPGs. This is coupled with the use of language such as 'primitive' and 'savage' to refer to Xen'drik's people (an insulting hallmark of colonialism), as well as artwork which portrays different giants as monstrous or human depending on intelligence.

KNOWLEDGE OF AN AGE. Instead, this book operates on the assumption that the impacts of the Moonbreaker, the cataclysmic Shattering, the effects of Xen'drik's curses, and the purposeful erasure of ancient knowledge and records by the dragons have all played a part in preventing the giants from rising to their former power. The dragons did not just commit genocide, but have worked for 40,000 years to erase knowledge and culture. On top of this, Argonnessen placed ten draconic Watchers to keep guard over Xen'drik, who ensure that no existential dangers rise from the continent again. Given the vast scale of these factors, the author sees absolutely no need to give the 'degenerative curse' a place in modern Eberron, and encourages you to do the same.

GIANT HIERARCHY & THE ORDNING

One key factor in this is that Eberron's giants are shackled to the 'Ordnung' from other settings, where giants have increasing strength and intelligence based on a divinely-ordained ranking of superiority. This is due to the use of shared stat blocks, which forces Eberron's fire and stone giants to be less intelligent, strong, and capable than cloud or storm giants. The concept of a divinely created hierarchy of race - a tool of oppressors - is something that has no place as literal truth in any ideology or TTRPG setting. While Wizards of the Coast once took quiet steps to dampen the importance of the Ordnung in the Forgotten Realms setting (and then immediately did the opposite, and decided to reinforce it across all settings instead), its impacts are very much still present in Eberron's lore and mechanics. To prevent this, this book contains reworked stat blocks for giants to promote equality while enhancing mechanical diversity. This means that interacting with a **stone giant*** will feel different than a **fire giant***, and GMs will not have to roleplay hill giants as being less intelligent than **mimics** and **displacer beasts**. These stat blocks can be found in the Bestiary section starting on p.8.

ENFORCED DARK AGE

The simple reason that modern giants are less powerful than their forebears is one of knowledge. Fundamentally, a fire giant is a planetouched giant given sorcerous abilities by their heritage. Depending on civilisation, this may make them a tiefling, genasi, or aasimar, although few Xen'drik explorers would recognise the difference (especially when trading blows). The giants of old understood how to wield these sorcerous powers, enhance them with magic items (like the Dragonmarked Houses), draw on planar magic, and wield intricate and advanced spells. In the modern day, nearly all of these capabilities have been lost. As such, the giants in this book are not degenerated or inferior. Instead, they are physically the same as their forebears, but are starting over their magical development in a broken and hostile land.

DRIVEN RECLAMATION. This explains why factions such as the Scriveners of the Sky seek to reclaim the knowledge of their ancestors; by learning how to wield it, they can restore the magic that once raised them to great heights. This means that a 'hill' giant is the non-planetouched form of Xen'drik's giants, with some nations consisting entirely of these **common giants*** in their heyday. To the giants themselves, there is no such thing as 'a hill giant'. They are simply giants, in the same way that a non-planetouched human is a human.

THE MADNESS OF CROWDS

In the last 40,000 years, many new empires have risen across Xen'drik. Giants, drow, thri-kreen and more have sought to forge a new legacy in the shattered continent. All have fallen to dust. This is the mark of the most devastating curse laid on Xen'drik - the Du'rashka Tul ('Madness of Crowds'). Legends hold that any civilisation that reaches a certain size threshold becomes rapidly gripped by a murderous rage. In days, the people are driven to destroy themselves, collapsing nations without warning or trace. Explorers have found ruins where the entire population seemingly abandoned them at once. The most famous example are the thri-kreen ruins of Stormreach, which are built atop the ancient Cul'sir city beneath.

MYSTERY TRIGGER. The threshold of the Madness of Crowds is unknown and may depend on any number of factors. Zantashk or the port of Stormreach might both be approaching that final limit, which could provoke invasions, conflict, or the fall of either city. It is also possible that factors such as bound Overlords help protect cities built above them. Or, perhaps, doom them faster.

PLOT TOOL. Ultimately, the Madness of Crowds exists to justify the tribal nature of many canon giants and drow, while underlining the thorough brutality of the dragons. It also helps to explain why no giants have historically risen to their former glory and built lasting empires. Despite this, it should not limit the possibility of advanced civilisations existing in Xen'drik, and can be ignored entirely if it results in a more interesting campaign. Similarly, the strength and speed of the curse can be tuned depending on the true cause behind it.

CAUSES FOR THE MADNESS OF CROWDS

The following options provide different plot hooks and reasons behind the Du'rashka Tul, which can alter the impact of the curse, or even end it for good!

- **Continental Curse**
- **The Scar that Abides**
- **Watcher of the End**

CONTINENTAL CURSE

In this scenario, the Madness of Crowds is a magical effect that lies over the continent and activates autonomously. Much like the feat of epic magic that locks in the fiends of the Demon Wastes, this effect is immensely strong, and could only be undone by the united powers of Argonnessen.

MECHANICAL MADNESS. For a more interactive Du'rashka Tul, the dragons may have anchored the effect on one or more eldritch machines hidden throughout Xen'drik. A villain might have discovered one, and begun plans to use it to destroy a city - such as Bazek Mohl - or use it to force the city to acknowledge them as its ruler to avoid destruction. The players may also be able to disable or destroy the machines before it is too late, freeing Xen'drik from the Du'rashka Tul for good.

THE SCAR THAT ABIDES

The Overlord Sakinnirot, known as the Scar that Abides, is the embodiment of cold vengeance and patient murder. Its bound form beneath Stormreach may have incited so much of the Emperor Cul'sir's treachery and vile deeds. During

the Age of Demons, it is said that Sakinnirot was one of the most powerful Overlords, and claimed nearly the entirety of Xen'drik as its domain. Now, its fury smolders beneath the city, causing minor slights to bloom over time into violent hatred. In this scenario, Sakinnirot's power is great enough to influence all of its former domains, creating a building societal unease that cascades into violent riots. Such an effect may have first driven the civilisations of the giants to splinter into so many competing groups.

FIENDISH FURY. The implications of this are dire, for the modern strength of the Du'rashka Tul may be a result of the binding on Sakinnirot weakening over the ages. The release of Sakinnirot, empowered by the deceit and treachery of Stormreach, would drive the entire city into a frenzy of violence, and spell disaster for the entire continent. As such, an Overlord-focused campaign centered on preventing the Scar's release could have the effect of weakening the curse again, preventing Stormreach from (further) chaos.

WATCHER OF THE END

In this scenario, the Madness of Crowds is not a continental effect, but the result of a specific ritual enacted by one of the Ten Watchers that guard Xen'drik. The roaming dragon is entrusted with this dark task, and travels in search of lesser mortals working to uncover dangerous secrets. This would explain why certain civilisations such as the Súlatar are left untouched, while giants building cities are more likely to be destroyed. Similarly, the fall of Stormreach's thri-kreen may have been enacted due to Sakinnirot corrupting them, while the current city is fine due to the carelessness of the Green Watcher, who only recently noticed its existence. When the risk is deemed too high, this special Watcher infiltrates the city and incites its people to murder using vast magic. When the last of its people fall, it has already moved on to the next.

TRAVELER'S KIN. It is possible that this role is given to the Copper or Brass Watcher due to their penchant for illusion, or to a special 11th Watcher emulating the Traveler - the perfect embodiment of chaos. It may also be that the oldest of the Watchers at any one time takes on the mantle, ensuring that the most powerful and experienced dragon is the one to pull the trigger. If so, any parties trying to stop them face an awful challenge, for saving Stormreach might require bringing down a greatwyrms of terrifying wrath.

KILL THE CURSE. Using this scenario provides a dynamic cause of the Du'rashka Tul, as well as various ways of stopping it. Slaying the dragon might stave off the Madness in the short term - but a dragon that truly resents the role might be convinced to spare a city - at least, for now. Further information on using such a dragon as an antagonist can be found in the Legendary Villains chapter on p.151.



THE TRAVELER'S CURSE

The Traveler's Curse is one of Xen'drik's most famous anomalies. Explorers may find their journey accelerated to a fraction of the time needed, or slowed down by months, but perceive the journey as completely normal. Two groups traveling the same path can arrive at the same destination at different times - or even different destinations altogether. This 'Curse' covers the entirety of Xen'drik, and defies all modern magical explanation. As long as the Curse persists, making maps of the continent is all but impossible.

It is important to note that the existence of the Curse is entirely optional and down to GM discretion. It serves as a clear but useful plot device, allowing you to justify travel across the length of Xen'drik in days. This can accelerate the plot and skip lengthy travel segments. It also allows players to visit locations untouched by other parties due to being 'bypassed' by the directions of the Curse. The Curse can also act as a hindrance. Running a hex-crawl adventure with the Curse becomes extremely difficult, and it can hinder player wishes to revisit a location. As a result, it is entirely reasonable to remove it from a campaign.

The Curse is unpredictable, but there are some aspects to it that are consistent. These can be changed without any impact on canon to suit personal taste and the campaign scenario:

- People from Xen'drik ('tau'Xen') are affected far less by the Curse; thri-kreen are immune.
- Those following set roads or paths are affected far less by the Curse.
- Those with a clear idea or information about their destination are affected far less. It is theorized that those with strong will might even resist or control the effects.

Accordingly, there are simple narrative ways to retain the Curse, but allow the party to control its effects:

- Travel with a native guide.
- Establish 'checkpoints' or 'markers' to a location, forming a navigable road. This might involve the use of special magic items supplied by House Orien or Na'qalla drow. Providing the players with a limited supply can allow them to choose which locations they want to reliably return to in a sandbox campaign.
- Obtain ancient records or information about the location through loot, research or other means.

MECHANICS FOR THE TRAVELER'S CURSE

The following system is a simple mechanical solution for running the Traveler's Curse during an exploration-heavy campaign. Whenever the players set out to travel from one location to another, one player rolls 2d4 'Travel Dice'. If the numbers rolled are different, they arrive as normal. If the numbers rolled are the same, they instead have their journey warped by the Curse. This could involve a change in travel time, or arriving at a completely different location. Factors that ward off the curse, such as using a native guide, increase the size of the Travel Dice and reduce the chances of suffering the effects. If they have their journey affected by the curse, roll on the d10 table below, or choose an effect.

For each of the following factors that the party has, increase the size of the Travel Dice by one stage (e.g d4 to d6, or d8 to d10):

FACTORS:

- The party has a native guide. Having a thri-kreen guide, or an Orien guide with a *Siberys Compass**, means that if the Curse takes effect, you can roll the effects die twice and choose the more favorable result.
- The party has detailed information about the location they seek, or have been there before.
- The route has an established road or trail.

EFFECTS:

- 1-2 The journey takes a number of weeks equal to the total rolled on the Travel Dice.
- 3-4 The party arrives at a completely different location in Xen'drik within a radius of 200 miles.
- 5-6 The journey takes a number of days equal to the total rolled on the Travel Dice.
- 7-8 The party arrives at a completely different location in Xen'drik within a radius of 50 miles.
- 9-10 The journey takes a number of hours equal to the total rolled on the Travel Dice.

CAUSES FOR THE TRAVELER'S CURSE

Understanding the Traveler's Curse is an epic achievement, with repercussions for the entirety of Xen'drik - and beyond. Adventurers who can learn the secret behind it, or even undo the Curse's effects, would be guaranteed a place in history. Doing so is a campaign hook, with very different objectives depending on the narrative cause of the Curse. Some potential options for this are detailed below.

- **The Will of Rushemé**
- **Giant Pathways**
- **Draconic Magic**
- **Waking Dreams**

THE WILL OF RUSHEMÉ

In this scenario, the Curse is the will of Rushemé - the ancient spirit of the land said to be the soul of Xen'drik. The Curse is there to defy those wishing to plunder the continent for its secrets, preventing the ignorant from exploring the dangers left behind by the titans - the same dangers that destroyed the land so long ago. In this way, Rushemé defies the will of anyone seeking to map out Xen'drik in their own terms, leaving the native people unaffected. If you are using this as a basis for the Curse, you may wish to alter it so that foreign parties exploring Xen'drik are never hastened to their destination, but are only slowed or unaffected.

HEALING THE LAND. In this case, undoing the Curse may be impossible without a major change in the spirit's viewpoint. This might involve healing Xen'drik of its long-lasting wounds, by 'curing' the land of its shifting zones. Alternatively, the Curse might be in effect to hide a particularly dangerous place linked to the Titans. Neutralizing the threat might negate the Curse, causing Rushemé to unstitch its ancient magic. Options for this location include the jail of the mad Prince Adaxus, or the heart of the Moonbreaker.

GIANT PATHWAYS

In this scenario, the Curse is the result of ancient Giant infrastructure that has gone haywire due to the Shattering. The spatial manipulation that defines the Curse was originally

a method of rapid travel, forming trade routes between the Group of Eleven. This network, known as the Transcend, is likely to originate in the city of Zja Aqat (p.229) - the masters of Xoriat, who specialized in dimensional travel. The damage to the city may have caused malfunctions in the system, which now activates on any foreigners who seem to have lost their way from safe roads - especially if they have no clear idea of where they are going. Those native to Xen'drik know the lay of the land, and as such are unaffected. In this case, the reason why the Curse defies magical explanation is simple; it's psionic, and was never magical to begin with.

DEFENSIVE SCRAMBLE. One possibility is that the Transcend affects foreigners as a defense mechanism against the dragons. The Zjai giants attempted to use it to slow down and disrupt the incoming flights of Argonnessen, buying them time to mount a defense. When the Free City fell, the system remained, and has affected 'foreign entities' ever since.

MIND WARP. It is also possible that the Transcend is maintained by Zja Aqat's Titan - the godmind of the Concateny. The Titan may be drawing adventurers to certain locations, with the intent of baiting them to Zja Aqat itself. In this case, it may be slowing down travelers on journeys to prevent them from being caught in unstable shifting zones, and protecting them from danger. It's just as likely that the Concateny is damaged or insane, and that it continues to maintain the Transcend in a delusional state.

THE FREE CITY. In any of these scenarios, the key to controlling or undoing the curse lies in the city of Zja Aqat, deep in the Menechtarun. If this reality-warping 'Curse' is psionic, it may explain why the psionic thri-kreen are unaffected, and provide the Riedrans of Dar Qat with an easier basis for how to defy it. Stealing or uncovering their methods of doing so would allow the party to bypass the Curse - although, if the Riedrans are aiming for Zja Aqat, the Curse may just be on the players' side instead.

DRACONIC MAGIC

In this scenario, the Curse is a work of epic magic laid on Xen'drik by the dragons. This would serve the purpose of hampering efforts to rediscover the lost magic of the Titans by rogue entities such as the Lords of Dust, corrupted dragons, or ignorant lesser mortals. At the same time, the people of Xen'drik are left relatively unaffected, for many shun the legacy of the Giants and actively oppose foreign agents attempting to exploit their secrets. If you are using this explanation for the Curse, it is recommended to have parties led by native guides be unaffected entirely by its effects.

DRACONIC MACHINATIONS. In this case, undoing the Curse may be impossible without epic magic of immense power to match the strength of the original enchantment. Alternatively, it is possible that the Curse is anchored on a singular eldritch machine hidden somewhere in Xen'drik. In the wake of the Shattering, ten draconic Watchers were left behind to prevent any further catastrophes from the reeling giants. It is possible that one Watcher has the duty of guarding this ancient machine, and that a group of adventurers might be able to destroy it for good - and undo the cruelty of Argonnessen laid upon the land.

WAKING DREAMS

In this scenario, the Curse is part of the magical backlash from the destruction of Crya by the Cul'sir. Much like Xen'drik's shifting zones, the impact of severing the link to Dal Quor irradiated the land with areas of dream-like unreality. As a result, the concepts of distance and time can follow dream logic, with the mind never quite grasping the pace at which travel is happening.

LEARNED OBSERVANCE. The resistance of native people to the Curse is a result of experience and an upbringing in a land where such phenomena are normal. Drow, giants, and other tau'Xen develop the skills to recognize the signs of the dream shifting, and can path around the changing tides. This may involve recognizing common surreal patterns in the environment, or developing cultural touchstones for what is stable and what is 'cursed'. There may also be Xen'drik items or spells that allow one to sense the movements of the Curse. Roads and large settlements are relatively more 'grounded', and are thus stable compared to other regions.

MOON MAKER. In this case, undoing the Curse may require something both simple and impossible - the restoration of Crya. Realigning Dal Quor with Eberon is an epic achievement with ramifications the world over. For Xen'drik, it may 'cure' the continent of its shifting zones and the Traveler's Curse - and also open the many artificial gateways to Dal Quor created by the ancient quori. Options for the causes of Crya's disappearance can be found in the Cul'sir Empire section on p.178.



MAGICAL WILDLIFE

The latent magic saturating Xen'drik has created a rainbow of unique and fascinating wildlife. The point at which the 'natural' meets the 'mutated' has long since faded into obscurity. This is further complicated by magebred animals created by the Sul'at League and Esht Primacy, which escaped into the wilds due to the Shattering. As such, adventurers might encounter everything from hyper-fast hummingbirds to massive mutant dinosaurs. As Xen'drik has a variety of environments, there are thousands of animals undiscovered by the people of Khorvaire. Many are intrinsically beautiful, valuable, and deadly. The following tables are meant to provide examples and inspiration for the kind of creatures that a party might encounter.

RAINFOREST

1 Tilxin Bird* - The small iridescent **tilxin*** hummingbirds are fiercely hunted around Stormreach, and are becoming increasingly rare. The birds are permanently under the effects of the spell *haste*, and their blood can be used as a powerful (and expensive) component for the spell and related enchantments.

2 Rocwing Butterfly - The pride of the ir'Tain's collection in Sharn is a pinned butterfly with a wingspan the size of a person. Rocwing butterflies are thought to be a remnant of the Cul'sir Empire, who bred them for their beauty and as a mark of prestige. Their pastel colors change into shockingly bright hues when threatened.

3 Chwingen - These monkeys - named for the stark white fur on their faces and charcoal bodies - are common in the jungles of the Hydra Basin. Their shenanigans are the bane of many villages, especially due to their innate primal ability to create random noises and sensory effects as per *druidcraft*.

4 Hantar'sul - The 'flame hunters' of the Skyfall Peninsula are large arboreal wolverines with russet fur. They have evolved within the autumn forests of the Sul'asa, and possess an innate ability to produce sparks and small flames. They use these to set fire to trees, smoking out prey to eat.

DESERT

1 Sunscapes - Small lizards touched by Irian manifest zones can be found across western Xen'drik. Their scales are like small crystalline mirrors, keeping them cool by reflecting the sun's light. When threatened, they can focus the direction of their scales to blind predators. Explorers in the desert are often fooled by sunscapes, which can appear as glittering points of interest on the horizon.

I miss polar bears. So perfectly sized for hugs, with the SOFTEST fur. Simulacra just aren't the same.

2 Seheta - 'Sandfish' swim through the dunes of the Menecharun, keeping cool below the surface. The creatures range from shoals of minnows to larger barracuda and **seheta snapjaws***. Some are tamed or farmed by the asherati of the desert as food or hunting companions.

3 Crysmals - Large elemental scorpions known as crysmals live in the crystal wastes of the Menecharun. Their bodies are themselves crystalline, with a penchant for innate psionics as a result of their environment. Different wastes produce different colors of crysmal.

4 Castle Mites - The Wasting Plains are dotted with great spires of earth - communal bastions made by the insects known as castle mites. The termite-esque creatures farm fungus within the massive mounds, forming colonies that spread across the plains. To build their castles, the mites gather together in the thousands and cast *move earth*, with the effects gradually continuing over the course of days. As such, the termite mounds can have everything from outer walls to deep moats and shells of stone.

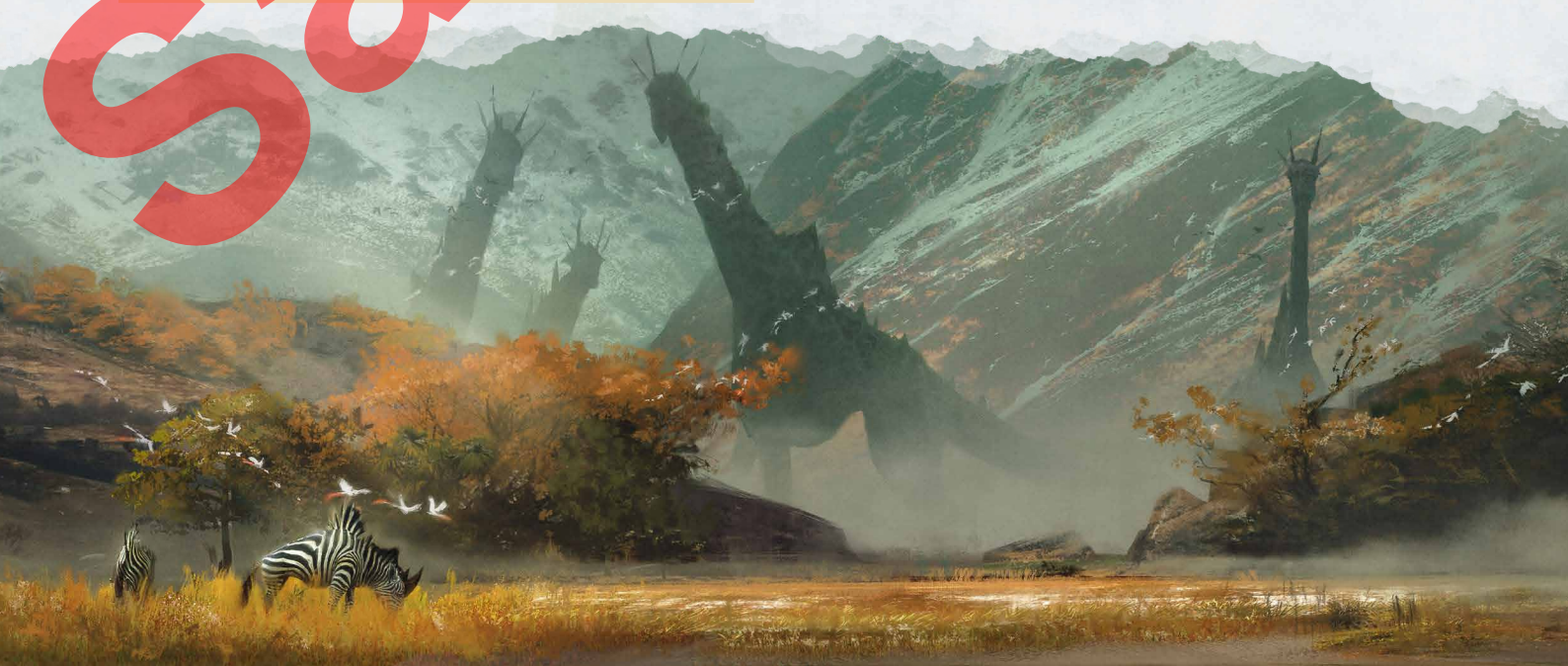
ARCTIC

1 Iceberg Shark - The sharks of the Iceflow Sea possess stumpy legs and the ability to breathe for several minutes on land. They use this to crawl onto icebergs, surprising seals and other prey seeking refuge on land. After feeding, they go into states of lethargy that can last for years. Local warning tales tell of ice-fishers who don't keep an eye out, and catch more than they ask for...

2 A'drik - To a giant, most whales are not that big. The a'drik of the Iceflow sea, in comparison, are so big that even the giants named them giants. Hundreds of feet long, with lifespans so long they might actually be immortal, the a'drik are truly vast. They return to the Iceflow to rear their young around the island of Raiarin. The Rimewalker druids consider the whales sacred, and favored by the polar land spirit.

3 Giant Albatross - The flying city of Kul Lerek has a long tradition of **giant albatross*** nesting in the city, with traders and sky knights forming bonds with the beautiful birds. In the wild, they nest across the islands of the Iceflow, mating for life over decades.

4 Snowworms - The tundra below the Bluespine Peaks is home to large translucent grubs that endlessly eat the snow and ice. The people of southern Xen'drik treat them with utmost care, for they are said to be the larval forms of **remorhaz**. Disturbing a snowworm will cause it to create a high-pitched keening sound that most people can't hear - an alarm call that draws massive remorhaz from miles around...



TEMPERATE FOREST

Skittermists - The presence of the Spinner of Shadows causes all manner of spiders to live in the forests around Dread Lake. Skittermists, as they are known to the people of central Xen'drik, are spiders that weave webs straight out of water vapor, appearing as intricate patterns of floating fog and mist. These snap-freeze upon contact with living creatures, with the large spiders feasting on trapped birds and insects. Elsewhere, they are a nuisance. In Dread Lake, they often work together in packs...

Ghost Pandas - The adorable critters of the forests of Dread Lake are a silvery blue in color, helping them to hide in the region's mists. They eat fruit, leaves, and berries, and are often kept as pets by local Súlatar drow. They survive in the wild by innately casting *fog cloud* up to once a week when threatened, before vanishing at speed.

Kwingi - Said to be the favored children of the land spirit Kwinharin, kwingi are lithe deer with branching wooden antlers that sprout flowers in spring. The floral scent carries for miles, drawing them together in vast herds.

Chaos Bears - The Kythri zones of the Tempest's Spine have given rise to bears that change with the local seasons. Their pelts shift color to adapt, ensuring they are always dangerously camouflaged. Some cultures prize the creatures highly, and hunt them to create magical cloaks such as *Nature's Mantles*^{TCOE}.

MOUNTAIN

Ravar Goats - The mountain goats of the Scimitar Spires have curving metal horns that resemble scimitars themselves. Their unnatural (and surprisingly dangerous) weaponry is a result of the many Shavarath manifest zones found in the mountain range. The goats can often be seen high up cliff-faces, licking exposed iron ore.

Storm Condors - Massive Lamannian birds nest in the Bluespine Peaks, their feathers charged with crackling lightning. Storm condors fly within storm clouds, storing the electric charge within themselves. They use this to cast *call lightning* on prey, charring it to cinders before it can run.

Suluvé - The Sulatar of the Fangs of Argarak keep alpacas adapted to the volcanic conditions. Suluvé have dense fluffy fur despite the intense heat. The drow believe them to be blessed by Fernia's angels of comfort, and clothes woven from their wool are always the perfect temperature no matter the conditions.

Kinkillas - The chinchillas of the Scimitar Spires, touched by their many manifest zones to Shavarath, are obscenely aggressive. The creatures appear entirely normal until approached, at which point they fly into adorable rages and attempt to rip and tear. While humorous, the creatures have razor teeth, and can cause considerable damage. The northern chinchillas of the Fangs of Argarak are instead resistant to fire, and take baths in volcanic ash.

WETLANDS

Sapleech - These massive green leeches attach to mangrove trees to suck their sap, and are completely harmless to animals. Nevertheless, their size and fearsome appearance have created many myths among Khorvairian explorers, and may have contributed to the interesting name they gave to the 'Marsh of Desolation'.

Giant Piracu - Massive arapaima fish the size of boats swim through the tributaries of the Hydra. They are highly opportunistic, and any large creatures that fit in their mouths are at risk. Many communities in the Hydra Basin hunt the fish for food - a single adult can feed a community for weeks. Blackgrove Refuge maintains a record for length.

Marsh Tiger - The frogfolk of the Marsh of Desolation have a healthy fear of marsh tigers. While normal tigers don't fear water, these ones take it a step further, with webbed paws and green fur that blends in perfectly with floating water plants. Marsh tigers see creatures on boats as easy prey, and lurk underwater before pouncing to drag them away.

Wari Temn - Much to the disbelief of explorers, the waterways of the Hydra have a population of purely aquatic elephants, with a large fish tail replacing their back legs. Theorized to be the result of mutation due to Shifting Zones, the wari temn can breathe underwater, and use their tusks to dig up aquatic plants. The peaceful creatures live in herds, and often migrate past Blackgrove Refuge (where they are regularly given snacks).

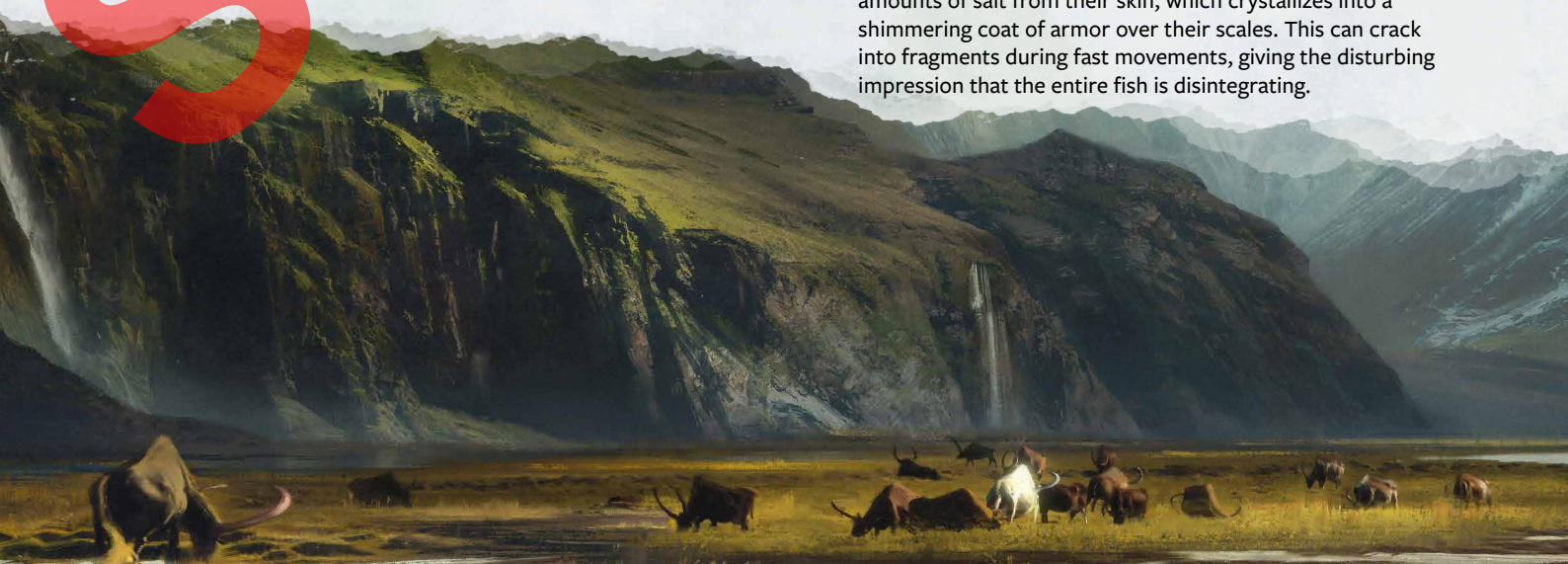
OCEAN

Ghost Tuna - The larger fish of the Sea of Lost Souls include Dolurrah-touched tuna, with partially ethereal scales and flesh for camouflage. As a result, they appear to be massive fish skeletons swimming at speed through the waves. Ghost tuna are near mythical to sailors, and fetch exorbitant prices in the restaurants of Skyway. Eating a ghost tuna steak causes one's skin to take on a shimmering ghostly pallor at night.

Firefish - The Phoenix Basin is home to massive shoals of tiny firefish, named for their auburn color and tolerance of the boiling waters that dot the region. When swimming together, their shoals spread out to the sides, forming sweeping wings of fish that dash beneath the surface - and help to give the Phoenix Basin its name.

Raazkev'ka - The biomancy of the Eternal Dominion is used in all aspects of their operations. Raazkev'ka help their border guards to keep track of ships entering Dominion territory. These remora fish instinctively seek out boats, stick to hulls with the suckers on their heads, then release distinctive sounds through the water. Wherever Raazkev'ka can be found, sahuagin squads are never far behind.

Kaloons - Named by Riedran sailors for the cursed islands of their home, kaloons are large slow-moving fish of the Barren Sea, characterized by their adaptation to the region's hypersaline waters. To survive, kaloons excrete massive amounts of salt from their skin, which crystallizes into a shimmering coat of armor over their scales. This can crack into fragments during fast movements, giving the disturbing impression that the entire fish is disintegrating.



NAVIGATING GIANT RUINS

The sheer scale of giant cities is a major factor in their exploration, and sets them apart from other dungeons and ruins. Adventurers may have to contend with buildings made for beings up to four times their size, with all the tactical and practical issues that entails. This can lead to interesting situations in battles. A fight might take place atop a kitchen table, with characters taking shelter behind massive pots and pans. A tide of monsters might surge at the party as they struggle to push open the giant doors between them and safety. The following are optional rules for giant ruins to accommodate their size and unique nature.

GIANT ARCHITECTURE

Ancient giants varied significantly in size, ranging from common giants at 12 feet, to storm giants over 20 feet tall. Some cultures had a grand variety of different planetouched giants, and thus built their monuments accordingly. As a result, a typical giant ruin has the following features:

- Corridors are typically 20 feet wide, increasing to up to 50 feet in public spaces.
- Ceilings are typically 25-30 feet high, increasing up to 80 feet in public spaces.
- Walls are built from massive stone blocks 5-10 feet thick.
- Doors are at least 20 feet tall and 15 feet wide. Rules for dealing with doors are detailed below.
- Ramps, where possible, are more common than stairs. Stairways themselves have steps that are 2 feet high and 5 feet wide. As a result, characters who are under 6'5" and either lack a climbing speed, or have less than 16 Strength, count giant stairways as difficult terrain when climbing up them.
- Arcane lighting was once the norm, with many ruins still lit by oversized *continual flames*. Naturally, many of these have been ruined by time, or draconic destruction.

Among these, the greatest enemy of adventurers are by far the doors. While normal doors can be dire foes at the best of times, giant doors can be up to 30 feet tall. Running away from hunting monsters, only to find an immense door in the way made of wood thicker than a man is tall, has doomed many a party to a quick end. Pushing open a giant door takes an action for a creature with 16 or greater Strength, or an

action from a creature with 8 or more Strength as long as another creature with 8 or more Strength takes the Help action to support them. Spells such as *thaumaturgy* and *knock* that magically open doors require a DC 13 spellcasting ability check to succeed, or otherwise have no effect. This ability check gains a bonus equal to the level of the spell cast (with cantrips counting as 0th-level spells). A mage casting such a spell can spend 1 minute to cast it and automatically succeed on the ability check while not under pressure.

GIANT FURNITURE

An average piece of giant furniture has dimensions 4 times greater than one sized for humanoids. For example, a chair might be 10 feet tall, with a seat that is 10 feet square. As a result, it will weigh roughly 16 times the standard version. If the piece of furniture is carved from stone (not uncommon due to the fiddly size of trees) that number may increase to a maximum of 50 times the normal weight. This means that shifting giant furniture around can be a truly herculean task, but one that Strength-based characters can excel at. This provides a perfect way for adventurers such as Barbarians to contribute to exploring giant ruins, as they can position furniture to provide easy ways to climb around. A character can attempt to climb a piece of furniture as normal, doing so at half speed, or attempt a DC 15 Strength (Athletics) check to do so in a burst of effort. The character climbs up to 15 feet up the piece of furniture without expending any movement, but then falls if the result of their ability check is 10 or below. If the result of the roll is between 10-15, they climb up to 15 feet, but expend 15 feet of movement in doing so.

GIANT LOCKS

The average giant lock - ignoring arcane additions - is so big that a thief can crawl inside the keyhole and push around the tumblers with their hands. Normal thieves's tools aren't going to cut it. Picking such a lock is an entire challenge in itself. Firstly, one must reach the lock, which may well be 10 feet off the ground in the case of doors. Next, the adventurer must squeeze inside the lock and perform a Strength or Intelligence (Thieves's Tools) ability check to open the tumblers. On a failure, the large tumblers briefly crush the hapless thief, dealing bludgeoning damage equal to half the DC of the ability check. During the Elven Rebellion, the Cul'sir and Sul'at giants took precautions against nimble infiltrators. As such, their locks may have brutal countermeasures in wait for anyone attempting to pick them from the inside...



RANDOM ENCOUNTER TABLES

THE THUNDER SEA

- 1 A shipwreck is impaled on a spire of demonglass. Its stern and cargo hold are sunken beneath the waves, and are being used as a lair by a **giant octopus**.
- 1 Characters that can navigate the unstable ship and drive off the octopus underwater can loot a chest with 50 gold pieces and a soggy *Hat of Disguise*.
- 2 A squad of sahuagin hails the ship to check its *Beacon of Passage** - a magic item granting it permission to cross through Dominion territory. If the ship does not, the squad of 6 **sahuagin**, led by a **sahuagin baron**, will do their best to sink it as an example.
- 3 A **merfolk stormcaller**^{EXE} heralds the ship the party is on, warning of a powerful incoming storm; he asks to take refuge on board in order to cast a ritual to quell the storm. The merfolk - Lualaki - sets up shop on the prow, and begins casting *control weather* as black clouds build unnaturally fast on the horizon. Towards the end of their 10-minute ritual, an **air elemental** and 3 **ice mephits** swoop down from the storm at a height of 100 feet, and zone in on Lualaki. Treat the merfolk as concentrating on the ritual; every time he takes damage, he must make a concentration saving throw to maintain it. If the elementals are slain, the ritual is completed, and the storm is quieted. If the ritual fails, the intense storm waylays the ship, and all characters on board suffer 2 levels of exhaustion as they struggle and toil to prevent it sinking beneath the waves.
- 4 A pirate ship begins chasing the one the party is on. If it draws close without player intervention, 8 **bandits** and 2 **swashbucklers** leap aboard, indiscriminately attacking the crew under directions from the **master thief** captain. The captain is guarded by her pet **rust monster**. If only 3 invaders remain, or the captain is killed or reduced to below 20 hit points, they call off the attack. If the party is defeated, they are captured and taken prisoner, then forced to do something dangerous in search of treasure for the pirates - or sold as gladiators to Stormreach's Red Ring.
- 5 A **doppelganger** (a servant of the Lurker in Shadows) climbs aboard the ship and does its best to hide until nightfall. If able, it sneaks into the cargo hold. Once night falls, the doppelganger attempts to murder a member of the crew, then takes their place. From there, it tries to discreetly kill one member of the crew each day, aiming to drive them into a paroxysm of fear. A massive **young dragon turtle**^{FTD} surfaces only 50 feet away from the ship; it roars - in pain, as a party of 6 **sahuagin** and a **reef shark** are hunting it. The turtle is on 100 hit points, and injury prevents it from using its Steam Breath. If the party drives off the sahuagin, the turtle accompanies them to their location, helping to fend off any threats after a period to rest. If the party help the sahuagin slay it (or do nothing), they begin feasting on the turtle, and grant the party two vials of its blood that act as *Potions of Fire Breath*.
- 7 4 **sea spawn** and a **deep scion** attack the ship at night, seeking to indiscriminately slaughter, and bring a few captives back to their aboleth master.

When the party ventures underwater, they see a bizarre sight - a sunken ship is drifting through the water. This is the domain of the venerable **sea hag** Sora Leyza - a source of many fables among the merfolk. The inside of the ship has a bound bubble of air in which the party can find safe refuge, but the wizened hag (who appears as an ancient merfolk) may ask for all kinds of odd things in return...

FITTING CREATURES:

Levels 1-4: Chuul, Deep Scion, Giant Octopus, Merfolk, Merrow, Reef Shark, Sahuagin, Swashbuckler

Levels 5-9: Giant Shark, Kraken Priest, Merfolk Stormcaller^{EXE}, Sahuagin Baron

Levels 10-13: Aboleth, Claw of Sha'argon^{EXE}, Marid, Storm Giant*

SKYFALL PENINSULA

- 1 A beautiful grove of vibrant flowers in which many stunning (and valuable) **tilxin birds*** are flitting around in courtship rituals. A fitting offer of friendship or food might tempt one of the birds into becoming a player's pet or familiar. Capturing a few of the birds is possible (requiring a DC 20 Dexterity (Sleight of Hand) check, or a check using a skill that a player can justify), but will earn the enmity of local people.
- 2 A broken quori *Dreamgate** (p.61) still guarded by a squad of 4 ancient Quorforged soldiers (**warforged soldiers**^{ERLW} with the Quorcraft template).
- 3 A group of Qaltiar drow traders, with a selection of goods that might act as *Spell Scrolls*, or help the party to deal with dangers in the jungle.
- 4 A hunting **displacer beast** stalks the party, waiting for a good time to strike. It will flee if bloodied, and is raising twin cubs in a nearby hollow.
- 5 Two Súlatar **drow** on a *Firesled** acting as a scout patrol on the border of the Sul'asa Forest. They are aggressive, and have no wish to let thieves approach the Obsidian City of Gundrak'úl (p.257)
- 6 A Cul'sir *Dream Prison** with a quori imprisoned inside it, standing in the jungle and wrapped in vines. The quori telepathically talks to nearby creatures, begging to be freed with their help. Time will tell if it's truly an ancient quori from the previous Age, or a modern quori pretending in order to be freed.
- 7 An expedition from Cannith South, hoping to recover ancient technology from a quori outpost, such as the Blank Grove (p.253)
- 8 The party hear the sound of thunderous footsteps and splintering trees - the sign of the approaching mutant **tyrannosaurus rex** known as **Lurking Two-Maws***.

FITTING CREATURES:

Levels 1-4: Bullywug, Constrictor Snake, Displacer Beast, Flying Snake, Grung, Owlbear, Stegosaurus, Stirge, Tiger, Vegepygmy,

Levels 5-9: Brontosaurus, Common Giant*, Corpse Flower, Giant Ape, Giant Crocodile, Hydra, Lord of the Hunt*, Pyrohydra*, Young Black Dragon

Levels 10-13: Battalion Fire Giant*, Froghemoth, Lurking Two-Maws*, Kraa'ark Lors*

THE RING OF STORMS & TEMPEST'S SPINE

1 A region of jungle is unnaturally blighted and rotted with Mabaran spores - an ancient warning from the Qabalrin. At its center is an unnaturally preserved Giant skull on an obsidian post that screams warnings in ancient Elvish to not intrude on Qabalrin territory. Naturally, the screaming has a tendency to attract predators. The skull is powered by a gem that acts as a *Spell Scroll of speak with dead* if shattered.

2 The party is spotted by an aerial dragonborn scout riding a **dragonnel**^{FTD}. Soon, they are approached by a legion of Trothurkear dragonborn wearing organic scale armor. They warn the party not to head any closer to the Ring of Storms... in Draconic. They only become aggressive if the party attack, but communication issues might be a problem.

3 An elven **ghost** from the time of the Rebellion that still feels driven to attack giants. They don't know of what happened to the elves, and can be set free from their worries if told about their safe arrival in Aerenal. Otherwise, they might possess someone and find a giant to attack instead.

4 A **babau** and 2 **quasits** harass the party after managing to escape from Qabal Mordas. The fiends are taking out centuries of boredom by inflicting random misery, but have no desire to die; if two are slain, the remaining one can be pressed for basic information about the Ring of Storms - mainly, its dragonborn guardians, the permanent storm around it, and the ancient elves who the fiends dealt with.

5 An **arakocra** village high in the trees. The arakocra, known as the Medley, resemble birds-of-paradise; proximity to Kythri has given them unique and varied appearances, with innate talents as sorcerers. They are happy to trade Siberys dragonshards, but anyone posing a threat has to deal with explosive elemental magic. The village is currently **abuzz** after a scout saw a far-off metal titan now lying on the Ring of Storms - the **warforged colossus** 'Naphrad' (p.264)

6 A truly bizarre tropical **chimera** with the heads of a **tilxin bird***, llama, and gurk'ash (a bison-like creature with thick rhino hide). The massive creature is herbivorous, and arrived in Xen'drik out of the leaking portal of Anarch's Rift in the Kythrian city of Genesine.

7 A **fluxborn giant*** lost out of time. They emerged from the portal of Anarch's Rift in Genesine (p.202) yesterday, to find that their civilization - and continent - were destroyed 40,000 years ago. They intend to return to the ruins of Genesine and stabilize Anarch's Rift, allowing their people in Kythri to return to the city that was once theirs. They are a priceless source of information about the ancient city, but their actions might have dire consequences for the unstable ruins.

8 A lava flow from the Thundermount leads into a basalt valley between two peaks. A group of Tharashk miners are working to extract valuable Khyber dragonshards brought up from the earth by the volcano. They're honest folk, and will do their best to accommodate the players, giving them a safe place to rest. They also know a bit about the local area, including the way to the town of Zantashk, and Darkfire Crater (p.254).

FITTING MONSTERS:

Levels 1-4: Aarakocra, Dragonborn (Scouts/Soldiers), Dragonnel^{FTD}, Ghost, Ghast, Ghoul, Guard Drake, Hellhound, Peryton, Wight

Levels 5-9: Air Elemental, Barlgura, Bodak, Chimera, Howler, Roc, Vrock, Wraith

Levels 10-13: Boneclaw, Horned Devil, Narzugon, Qabalrin Titangheist*, Vampire, Skull Lord

THE HYDRA BASIN

3 Súlatar **drow** fighting against an aberrant plant-like **froghemoth** with vine tentacles, warped by the corruption of the daelkyr Avassh, Twister of Roots.

2 A **hydra** looking for a meal attacks the party, bursting out from a nearby river or marshland. If reduced to below half its total hit points, it will flee.

3 A group 1d4+1 **lizardfolk** who have just brought down a wild **hadrosaurus**. They are preparing to carry it back to the Sanctum of the Watcher (p.271) to feed the **green dragon** Zartaxis, and are debating fearfully if they can take any of the meat for themselves without risking the Watcher's wrath.

4 Two firbolg **druids** of the Verdant Path competing to restore a region of forest burnt by a wildfire. While healing the land, they are both attempting to create the most beautiful arrangements of wild flowers in a show of one-upmanship. At first glance, this is out of a long-standing rivalry. In truth, they are in love, and are trying to goad the other into making them the most beautiful display possible (but would never admit it).

5 A group of Kuriklaraess yuan-ti worshipping the Overlord Sakinniroto attempt to ambush the party from the treetops. The **yuan-ti mind whisperer** and 3 **yuan-ti purebloods** seek to knock the party unconscious and capture them alive, then bring them to their base of operations within the ruins of a giant temple. There, they will imprison them before sacrificing them in worship of their dark god.

6 The party are shocked as the forest around them gets up and begins walking - the massive banyan **treant** Wen-Damji (p.278). While at first the treant doesn't notice them, it will happily take them along for the ride if they're cordial - and potentially ask a favor first.

7 A region of oddly singed forest randomly transforms into a volcanic lava field - a shifting zone (p.55). If the party aren't careful, they could rest and wake up impossibly in the middle of dangerous lava flows, with cavorting elementals such as **magma mephits** seeking to help them burn.

8 A cloud goliath and Ko drow trading goods and information with some local Na'qalla drow in a jungle clearing. Their **giant albatross*** mount rests nearby. Both women hail from the cloud city of Kul Lerek, and have a random selection of items from across the length and breadth of Xen'drik.

FITTING MONSTERS:

Levels 1-4: Bullywug, Constrictor Snake, Displacer Beast, Flail Snail, Hadrosaurus, Stirge, Tiger, Vegepygmy

Levels 5-9: Corpse Flower, Giant Crocodile, Giant Shark, Hydra, Shambling Mound, Treant

Levels 10-13: The Cinder Sisters*, Yuan-ti Anathema, Lurking Two-Maws*