

THE MAD MAGE OF XEN'DRIK

A WIZARD'S TOWER FOR USE WITH EBERRON

A RESOURCE SUITABLE FOR CAMPAIGNS
FEATURING TIER II CHARACTERS



XEN'DRIK



KAPAERIAN
ISLAND

STORMREACH

SKYFALL
PENINSULA

THRONES
GATE RUINS

OBSIDIAN
CITY

MARSHES
DESOLATE

PHOENIX
BASIN

TITAN'S
TEETH

WASTING PLAIN

SUN
PILLARS

MEL-AQAT

THARKGUN
DHAK

PRA

YRAKER
CLAWS

MENECHTARUN

FANGS OF
ARGARAK

875

MILES

THE MAD MAGE OF XEN'DRIK

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Introduction: Deep in the jungles of Xen'drik, embedded in the side of a mountain stands the tower of the Mad Mage Xeffon. Though his various servants can be found flowing in and out of the tower on a daily basis, the elusive wizard has not been seen in many years. Some say he no longer lives, while others postulate that he is locked up in his laboratory, tinkering with magics that could alter the face of Eberron! Learn the truth in this supplement for the World's Greatest Roleplaying Game!

A RESOURCE SUITABLE FOR CAMPAIGNS FEATURING TIER II CHARACTERS

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THE MAD MAGE OF XEN'DRIK

I'm an important person you see. I have a tower, a wonderful tower it was, tall and grand.

—Neil Gaiman, *MirrorsMask*

A powerful wizard, possibly the most powerful wizard living on Eberron, hides away in an isolated tower on Xen'drik. He has a small army of kobolds and ogres working to farm rare components from the fields and jungles surrounding his tower. These components are consumed in bizarre experiments of a mysterious nature. Herein, you shall find the secrets of the Mad Mage of Xen'drik!

HOW TO USE THIS BOOK

The Mad Mage of Xen'drik and his tower fortress were introduced in the Twitch stream [Calculated Risks: An Eberron Adventure](#). In the plot of that show, the wizard Xeffon turned out to be instrumental to finding an herb the party needed in order to cure a mystical death curse laid upon **Anu** ([Alina Popescu](#)). Through the events of the story, the party uncovered additional details about Xeffon, including his connection to **Kressemar's** (Mike Suteu) mysterious past.

However, you need not use the Mad Mage for such world-shattering consequence. Rather, I have presented his tower here for you to plug into your campaign to serve whatever purpose you need. Perhaps your players are looking for a solid challenge as they make their way to the end of Tier II play. Perhaps you wish to introduce a bizarre mentor, or a long-term antagonist to your plot. Maybe you want to get rid of the old wizard entirely (**Kressemar** and **Gurius** ([R P Davis](#)) sure seemed to like that plan) and replace him with an NPC of your own choosing who serves as the master of the tower! This is not an adventure. It's barely a supplement. Really, it is a toolkit which I built to use on my stream and I am sharing now with you. Feel free to tweak it, mess around, toss pieces on to the floor and step on them and replace what you don't like. It's all in good fun.

This book draws heavily on **Mordenkainen's Tome of Foes**, **Volo's Guide to Monsters**, **Wayfinder's Guide to Eberron** and the **Monster Manual**. Monster stat blocks from these sources are not repeated here, and **Wayfinder's Guide to Eberron** is an indispensable resource for information regarding the Eberron setting. These resources are all available



digitally via www.dndbeyond.com and **Wayfinder's Guide to Eberron** is also available in .pdf at **DMsGuild**.

XEFFON'S TOWER

The Mad Mage's tower is embedded in the side of a mountain on a jungle coastline in Xen'drik, about two days travel south of Stormreach.

FLOOR 1 - LATRINE

This floor is used as the latrine for every inhabitant of the tower, including the ogres. The sewage covers the entire floor, roughly four feet deep. There is a potpourri odor thanks to a *minor illusion* on the area, but it barely penetrates the sewage stench. The room is dimly lit due to several *dancing lights* throughout the area. Any character entering the waters must make a successful **Constitution saving throw** or be infected with sewer plague as described in the **Dungeon Masters Guide**, Chapter 8. The DC of this saving throw begins at 11 and increases by 1 for every five minutes the character spends in the sewage, reaching the maximum DC of 20 at 45 minutes. For each minute the characters spend investigating the contents of the four nearly identical offal-filled rooms on this floor, they may roll once on the table below, finding the items indicated.

Table: Latrine Trinkets

d100	Item
1	A small casket and a bouquet of funerary flowers that always looks and smells fresh
2	A mirror and a small, worn book of children's nursery rhymes
3	Mold (common) and a black pirate flag adorned with a dragon's skull and crossbones
4	A beaker and 1d6 humanoid skulls
5	A decanter and a spyglass that always shows the world suffering a terrible storm
6	A small packet filled with pink dust and 25 lb. stack of flail snail shell fragments
7	A brass ring that never tarnishes and a black executioner's hood
8	A gold monocle frame without the lens and a 6-foot-long wooden fence post
9	A broken pole (5 ft. long) and a glass jar containing lard with a label that reads, "Griffon Grease"
10	A dish and a wooden toboggan
11	A pair of old socks and a small golden pyramid inscribed with elven symbols and about the size of a walnut

12	A 1-inch cube, each side painted a different color and an empty wooden chest (unlocked)
13	A dead sprite inside a clear glass bottle and 1 lb. bushel of red blood hawk feathers
14	Bones and half of a floorplan for a temple, castle, or some other structure
15	A corroded chain and a wagon wheel
16	A cauldron and a bottle of invisible ink that can only be read at sunset
17	A basket and a wooden oar
18	Rags and a wooden box with a ceramic bottom that holds a living worm with a head on each end of its body
19	The shell of an egg painted with scenes of human misery in disturbing detail and a wooden door with twisted iron hinges
20	A dagger hilt and an empty silver snuffbox bearing an inscription on the surface that says "dreams"
21	A knife and a small mirror that shows a much older version of the viewer
22	A horn and a teacup from a child's tea set, stained with blood
23	A book and a tattered winter coat
24	An hourglass and a little black book that records your dreams, and yours alone, when you sleep
25	A scrap of cloth from an old banner and a small silver spinning top that, when spun, endlessly spins until interrupted
26	A torn sack and a pair of old sandals
27	A bronze pentacle with an etching of a rat's head in its center and a giant-sized skinning knife
28	A whetstone and an inkwell that makes one a little nauseous when staring at it
29	A dead scarab beetle the size of your hand and 2 lb. basket of ornamental shells or coral
30	A tiny sketch portrait of a goblin and a golden compass that points toward the nearest portal to the Feywild within 10 miles
31	A piece of crystal that faintly glows in the moonlight and an old little doll made from a dark, dense wood and missing a hand and a foot
32	A bag containing forty-seven humanoid teeth, one of which is rotten and a crystal lens made of ivory and gold that causes anything observed through it to appear to be surrounded by motes of multicolored light
33	A broken arrow and a purple handkerchief embroidered with the name of a powerful archmage
34	A cracked flask and 1d6 dead trout
35	A broken sword blade and clothing stolen from a scarecrow
36	A brass orb etched with strange runes and a bag of dried mushrooms

- 37 A metal can that has no opening but sounds as if it is filled with liquid, sand, spiders, or broken glass (your choice) and 2 lb. covered basket containing 4 poisonous snakes or scorpions
- 38 A blunt javelin head and 1d6 moldy loaves of bread
- 39 A fragment of a beautiful song, written as musical notes on two pieces of parchment and Pouch containing ten 100 gp pearls
- 40 A torch stub and a wig from the scalp of someone executed by beheading
- 41 A pot and a jar of pickled ghouls' tongues
- 42 A rusted spike and a lock that opens when blood is dripped in its keyhole
- 43 A sheet of parchment upon which is drawn a complex mechanical contraption and a mangy fur pelt
- 44 A four-leaf clover pressed inside a book discussing manners and etiquette and a giant-sized shabby cloak (wool or hide)
- 45 An ornate scabbard that fits no blade you have found so far and an iron cooking pot
- 46 A set of bone pipes and a moldy and stinky wheel of cheese
- 47 A quill and a rocking chair
- 48 An invitation to a party and a wooden drum
- 49 A smoking pipe and a lepidopterist's box filled dead moths with skull-like patterns on their wings
- 50 A tooth from an unknown beast and a tiny spool of black thread that never runs out
- 51 Balance and weights and a cask of sherry (half empty)
- 52 A crystal knob from a door and a 500 gp diamond
- 53 A jug and an uprooted shrub or berry bush
- 54 A tiny silver bell without a clapper and a small enamel flower that, when put in one's hair, animates, tying back the wearer's hair with a living vine with flowers; plucking a single flower from this vine returns it to its inanimate form
- 55 A flask or jar and a lantern with a black candle that never runs out and that burns with green flame
- 56 A fork and a giant-sized bone comb
- 57 A razor and a mummified raven claw
- 58 A single caltrop made from bone and a dimetrodon egg or pteranodon egg
- 59 A glass jar containing a weird bit of flesh floating in pickling fluid and a vial of perfume, the scent of which only certain creatures can detect
- 60 A leather boot and a petrified mouse
- 61 A comb and a walking cane with an iron ferule that strikes sparks on stone
- 62 A rank insignia from a lost legionnaire and a small songbird made of enamel, gold wire, and precious stone; uttering the songbird's name in Elvish causes the trinket to emit that bird's birdsong
- 63 Teeth or fangs, scattered and a spinning top carved with four faces: happy, sad, wrathful, and dead
- 64 An old divination card bearing your likeness and a black wooden pipe that creates puffs of smoke that look like skulls
- 65 A cracked hammer head and a small bag of salt
- 66 A crystal ball and a riding saddle
- 67 A bright green feather and a tiny clockwork figurine of a dancer that's missing a gear and doesn't work
- 68 A rotten rope and a metal urn containing the ashes of a humanoid
- 69 A key and a wolf's head wrought in silver that is also a whistle
- 70 Cologne or perfume and a music box that plays by itself whenever someone holding it dances
- 71 Food scraps and a book that tells the story of a legendary hero's rise and fall, with the last chapter missing
- 72 A statuette or figurine and a small locked box that quietly hums a lovely melody at night but you always forget it in the morning
- 73 A pick handle and a tiny mechanical crab or spider that moves about when it's not being observed
- 74 A fan that, when unfolded, shows a sleeping cat and a dented metal helm
- 75 Fungi (common) and a vial of dragon blood
- 76 Hair or fur and an ancient arrow of elven design
- 77 A prism and a wooden hand
- 78 A splintered club and a handaxe blade
- 79 A tripod and a ring of keys for forgotten locks
- 80 A silver teardrop earring made from a real teardrop and 250 lb. flail snail shell (intact)
- 81 A ladle and a hangman's noose that feels heavier than it should
- 82 A skull and pallid leather gloves crafted with ivory fingernails
- 83 An indecipherable treasure map and a 70 lb. barrel containing 80 lb. of coconuts
- 84 An awl and nails from a coffin
- 85 A broken bottle and a bit of folded cloth that, when unfolded, turns into a stylish cap
- 86 Chalk and a wineskin that refills when interred with a dead person for a night
- 87 A coffer and a switch used to discipline you as a child
- 88 A hilt from a broken sword and an empty wooden barrel
- 89 A pair of knucklebone dice, each with a skull symbol on the side that would normally show six pips and a pouch made of flesh, with a sinew drawstring
- 90 An alabaster mask and a dented steel shield
- 91 Tongs and a bronze gong

- 92 A sifter or strainer and a broken pendent of a silver dragon that's always cold to the touch
- 93 A sextant and a hand mirror backed with a bronze depiction of a medusa
- 94 An iron bar, bent and rusted and an empty wine bottle bearing a pretty label that says, "The Wizard of Wines Winery, Red Dragon Crush, 331422-W"
- 95 A lens (concave or convex) and a birdcage into which small birds fly but once inside never eat or leave
- 96 Bellows and a pocket watch that runs backward for an hour every midnight
- 97 A glass vial filled with nail clippings and a cloak pin made from enamel in the shape of a butterfly; when you take the pin off, it turns into a real butterfly, and returns when you are ready to put your cloak back on again
- 98 A 5-foot length of chain and a haunch of meat
- 99 A helmet, badly dented and an ornate brooch of dwarven design
- 100 A cup and a flag from a ship lost at sea

FLOOR 2 - MESS HALL

This entire floor is lit via lanterns on the walls holding *continual flame* spells.

ROOM 5 - OGRE DINING

This room is for meal preparation, eating, and socializing for the ogres. It looks and smells like it. There is rotting, wasted food scattered across the floor and tables, many of the chairs are broken, and the place is in general disarray. Unless an alarm has been sounded, this room holds six **ogres**, two **ogre chain brutes**, and one **ogre howdah** whose fort is currently empty.

ROOM 6 - KOBOLD DINING

This room is for meal preparation, eating, and socializing for the kobolds. In stark contrast to the ogre dining hall, this room is actually fairly clean, though this appears to be due to several Rube Goldberg machines of kobold design which clean the tables and floors as well as the occasional fire due to an alchemist's fire mishap. Unless an alarm has been sounded, this room holds eight **kobolds**, four **winged kobolds**, four **kobold inventors**, and four **kobold dragonshields**.

SOUNDING THE ALARM

If a fight breaks out on any floor, the inhabitants of that floor will hoot, holler, scream, and cause a significant ruckus to call the attention of the inhabitants of adjacent floors who will rush to their aid, with the exception of floors 7 and 8.

FLOOR 3 - ENTRANCE

During the day, light from the entrance pours into this floor casting bright light 15 feet into the area and dim light 15 feet beyond that. Even the light of the full moon does little to illuminate the area at night. The rest of the floor is illuminated as described in each room.

ROOM 7 - MAIN HALL

This room is illuminated by four *dancing lights* in purple, red, blue, and green, which dance in a pentacle pattern throughout the room. As soon as a creature who is not a kobold, ogre, or **ogrillon** enters through the opening in the southeast wall, a *magic mouth* manifests on the wall to the south of the door and says, "If you are an invited guest, please wait here. If not, please wander. Touch things willy-nilly! Ignore the traps! They are just for show."



To the northeast of the entrance is a circle of six fist-sized stones, each set one foot from the center of the circle. Each stone is carved with a potent arcane rune. A successful **DC 22 Intelligence (Arcana) check** will reveal that this arrangement of stones is an eldritch machine known as a *temporal marker* (see page 13). Characters who cast an *identify* spell on the machine or who spend a short rest studying the device (unlikely given all the foot traffic through the area) can determine its nature and function. There are currently no creatures attuned to the device.

There are three **stone defenders** in the room, who will animate and attack anyone who attacks a kobold, ogre or ogrillon in this room. Roll 1d6. On a 1, the room boasts an ogre howdah, loaded with three kobolds who are leaving to go harvest. On a result of 2-5 there is no encounter. On a result of 6 4 kobolds and one ogrillon come in from outside 2 rounds after the party.

ROOM 8 – QUARANTINED MISHAP

The doors to this room are sealed with an Arcane Lock requiring a **DC 30 Strength check** to force open, or a **DC 20 Dexterity check** to pick with thieves' tools. There is no light in this room. The floor is covered with **spawn of kyuss burrowing worms**. 18 to be precise.



FLOOR 4 – ABANDONED WORKSHOP

This entire floor is lit via lanterns on the walls holding *continual flame* spells.

ROOM 9 - DISUSED BRIG

This room is empty. It was once a jail/brig but has stood empty for many years. The door to this room is ajar and is constructed of iron bars with a simple lock (**DC 20 Strength check** to force open, or a **DC 10 Dexterity check** to pick with thieves' tools).

ROOM 10 - WORKSHOP

This room is a crafting workshop. Anyone making an ability check using tools in this room gains the benefit of a *magecraft* spell (see page 14). The workbench contains the following toolkits: alchemist's supplies, calligrapher's supplies, cobbler's tools, jeweler's tools, tinker's tools, woodcarver's tools, and an herbalism kit.

ROOM 11 - ORRERY OF THE PLANES

This room is filled with a massive orrery depicting Eberron, the Ring of Siberys, and the orbit of the twelve moons. Constructed of adamantine and dragonshards, this massive model of the universe fills the room and functions as an *orrery of the planes* (see page 11).

FLOOR 5 – BARRACKS

The stairway leading up beyond the unlocked wooden door to this floor is filled with webbing (*web* effect from *guards and wards*. Strength DC 20 to break). From this point three humanoid skeletons are visible in the webbing. They wear armor and carry weapons consistent with a sorcerer, a rogue, and a ranger.

Next to the stairs, just above the doorway a *magic mouth* appears. If any creature steps on the stairs past the doorway, the magic mouth speaks: “Oh great and powerful adventurers! Your might and cunning are far superior to my paltry defenses. You may now disable my traps. The password is.”

ROOM 12 – BARRACKS 1

ROOM 13 – BARRACKS 2

These identical rooms are both barracks for the kobold workers. Each room is surprisingly well kept with beds made and personal items in foot lockers.

Unless an alarm has been sounded, each room holds three **kobolds**, one **winged kobold**, one **kobold inventor**, and one **kobold dragonshield**.

Treasure: each room contains various art objects, personal items and coinage valuing a total of 200 gp.

FLOOR 6 – ABANDONED BEDCHAMBER

This entire floor is a single room.

ROOM 14 – THE FORMER SANCTUARY

This floor was once Xeffon’s chamber, before he began sleeping in the lab. He has not been in here in hundreds of years, and it shows. The staircase is filled with webbing (*web* effect from *Guards and Wards*. Strength DC 20 to break) and the room is unlit and covered in dust.

Treasure: There is a spare copy of Xeffon’s spellbook, inscribed into a *spellshard*, sits next to the bed. The *spellshard* is marked with a *symbol of death*. (Constitution save DC 20). In addition, searching the room with a successful **DC 15 Intelligence (Investigation) check** discovers a *bead of force*, a set of *horseshoes of speed*, and a vial of *oil of etherealness*.

FLOOR 7 – THE DOGHOUSE

This floor is sealed behind a heavy iron door. The iron door is locked. It can be opened with a successful **DC 15 Dexterity check** using thieves’ tools or forced open with a successful **DC 25 Strength check**. All areas of this floor are lit with *continual flame* lanterns, bathing the rooms in bright light.

ROOM 15 - SCOOTER’S ROOM

Scooter, Xeffon’s pet **gray render** lives here. He has treats and toys (read: treasure) and he is aggressively territorial, attacking anyone who enters the chamber who is not Xeffon. There is a secret door in the room, concealed by Xeffon’s *guards and wards* spell. The door can be located with a successful **DC 20 Intelligence (Investigation) check**.

Treasure: This room contains a *decanter of endless water*, *potion of healing* (superior), *potion of mind reading*, and a *potion of clairvoyance*. There are several suits of armor with residual magic that have been thoroughly chewed up and wrecked beyond the point of function as well as dozens of shattered potion bottles lying around the floor.





FLOOR 8 – XEFFON’S CHAMBER

This floor is sealed behind a heavy iron door. The iron door is locked. It can be opened with a successful **DC 15 Dexterity check** using thieves’ tools or forced open with a successful **DC 25 Strength check**. All areas of this floor are lit with *continual flame* lanterns, bathing the room in bright light.

ROOM 17 – THE MASTER’S WORKSHOP

This floor is now where Xeffon conducts all of his magical experimentation. He hasn’t left in decades, using magic to bring food in and get rid of his waste. The floor is cluttered with notes, detritus, and damaged items from previous experiments. Aside from the general mess and clutter there are two areas of interest in the room.

Xeffon’s sarcophagus/sleep chamber. This sarcophagus is crafted from the same material as the sarcophagi in room 16, though it is not generally sealed and can therefore be opened with a successful **DC 10 Strength check**. The lid of the sarcophagus is hinged for ease of opening and bears a *symbol of hopelessness*, keyed so only Xeffon can open it (**DC 20 Charisma save** to resist).

On the southern end of the room is Xeffon’s experiment table. The table is littered with plants, salves, potions & scrolls.

Treasure: Components for all of Xeffon’s prepared spells are in this room, as well as a *potion of superior healing*, a *scroll of protection against undead*, a *bead of force*, and *Heward’s handy haversack*. Xeffon, if defeated, is wearing several magic items (see **The Mad Mage** page 15) The DM may also choose to roll on the **Treasure Hoard: Challenge 17+** table in the **Dungeon Master’s Guide** to add additional treasure and items to the room.

ROOM 16 - CLONE CHAMBER

This room holds 3 sarcophagi crafted from massive *kyber dragonshards* that have been hollowed out. Within each dragonshard sarcophagus is an inert clone of Xeffon at various ages (counterclockwise from the southernmost sarcophagus the clones are aged 22, 35, and 57). Opening these sarcophagi requires a crowbar or similar tool and a successful DC 30 Strength check. The sarcophagi each have AC 21, 27 hit points, resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren’t adamantine, and immunity to poison and psychic damage. If a sarcophagus is opened roll 1d6. On a result of 5-6 the clone inside is immediately killed. Otherwise the clone wakes up and attacks all creatures in the room, acting on initiative count 20. The clones each have all of Xeffon’s spells prepared and will fight until they can escape. If escape is prevented, they will fight to the death.

If Xeffon is killed, the southernmost sarcophagus opens, activating the clone. This repeats until all clones are killed. If any of the clones are activated while Xeffon is alive, they become incredibly hostile to Xeffon, seeking to bring about his undoing by any means at their disposal.

NEW MAGIC ITEMS

The following magic items can be found in Xeffon's Tower. These are considered *eldritch machines* as described in **Wayfinder's Guide to Eberron**, Chapter 5.

ORRERY OF THE PLANES

Eldritch machine, legendary

This object is a model of Eberron and the Ring of Siberys, designed to track the motion of the moons around the planet and through the ring but also sharing a mystic connection to the planes, allowing for the temporary creation of a manifest zone. A typical *orrery of the planes* is just over 1 foot in diameter, designed from adamantine and tiny dragonshards (the one in Xeffon's tower is unusually large). Once per day, an *orrery of the planes* can create a localized manifest zone 60 feet in diameter linked to one of the outer planes. The zone persists for 24 hours and has one of the following effects, depending on the plane it is linked to.

Daanvi: Upon entering the impacted area any creature that isn't lawful neutral must make a **DC 10 Wisdom saving throw**. On a failed save, the creature's alignment changes to lawful neutral. The creature's alignment reverts to normal after completing a long rest outside of the manifest zone. Casting the *dispel evil and good* spell on the creature also restores its original alignment. While within this manifest zone creatures always use the average damage result for attacks and spells. For example, an attack that normally deals 1d10 + 5 damage always deals 10 damage in the Daanvi manifest zone.

Dal Quor: Upon entering the impacted area any creature with an Intelligence score of 3 or higher make a **DC 10 Wisdom saving throw**. On a failed save, the creature suffers 1d6 psychic damage and develops an indefinite madness (see the **Dungeon Masters Guide**, Chapter 8). While within the manifest zone, a creature can use an action and make an Intelligence check to mentally move an object that it can see within 30 feet of it. The DC depends on the object's size: DC 5 for Tiny, DC 10 for Small, DC 15 for Medium, DC 20 for Large, and DC 25 for Huge or larger. On a successful check, the creature moves the object 5 feet plus 1 foot for every point by which it beat the DC. Objects moved outside of the area of the manifest zone crash to the ground, suffering damage as if dropped or knocked over.

A creature can also use an action to make an Intelligence check to alter a nonmagical object



that isn't being worn or carried. The same rules for distance apply, and the DC is based on the object's size: DC 10 for Tiny, DC 15 for Small, DC 20 for Medium, and DC 25 for Large or larger. On a success, the creature changes the object into another nonliving form of the same size, such as turning a boulder into a ball of fire. Objects altered in such a fashion persist even after the manifest zone ends.

Dolurrrh: Upon entering the impacted area any living creature must make a DC 10 Wisdom saving throw. On a failure, the character is affected by despair. Roll a d6 to determine the effects, using the Dolurrrh Despair table. You can substitute different despair effects of your own creation.

Dolurrrh Despair

d6	Effect
1-3	Apathy. The character has disadvantage on Dexterity checks for initiative and gains the following flaw: "I don't believe I can make a difference to anyone or anything."
4-5	Dread. The character has disadvantage on all saving throws and gains the following flaw: "I am convinced that this place is going to kill me."
6	Oblivion. The character loses all connection to their personality traits, bond, and ideal, and gains the following flaw: "I cannot recall anything that matters to me."

After finishing a long rest, a character can attempt to overcome the despair with a DC 15 Wisdom saving throw. (The DC is higher because it's harder to shake off despair once it has taken hold.) On a successful save, the despair effect ends for that creature.

A *calm emotions* spell removes despair, as does any spell or other magical effect that removes a curse.

Any corpse within the area of this manifest zone gains the benefit of a *gentle repose* spell while within the affected area. Any creature brought back to life with a *raise dead* or *resurrection* spell within the manifest zone does not suffer the -4 penalty to all attack rolls, saving throws, and ability checks normally associated with returning from the dead.

Fernia: Upon entering the impacted area all creatures must make a DC 10 Constitution saving throw. Creatures who are resistant to fire damage have advantage on this saving throw. On a failure, the creature suffers a level of exhaustion from the heat. This saving throw must be repeated each hour while within the affected area.

Within the manifest zone, all spells that deal fire damage receive a +4 bonus to damage.

Irian: The manifest zone is considered to be under the effects of a *hallow* spell (Save DC 20) with the following secondary effects attached: courage, daylight, energy protection (resistant to necrotic damage), everlasting rest, and tongues. Celestials, elementals, and fey are not denied entry to the area.

Kythri: Upon entering the impacted area all creatures must make a DC 10 Wisdom saving

throw. On a failed save, the creature gains one level of exhaustion. This saving throw must be repeated each hour the creature is within the manifest zone. A creature that reaches six levels of exhaustion while in this manifest zone doesn't die. Instead, the creature gains a random form of indefinite madness (see the **Dungeon Masters Guide**, Chapter 8). Finishing a long rest doesn't reduce a creature's exhaustion level unless the creature leaves the manifest zone.

While within the manifest zone, any spell cast calls for the caster to make a check on the Wild Magic Surge table in the **Players Handbook**. This includes cantrips.

Lamannia: If a creature slays a beast while within the manifest zone, the slayer must succeed on a DC 10 Charisma saving throw or become transformed (as the *polymorph* spell) into the type of beast that was slain. In this form, the creature retains its intelligence and ability to speak. At the end of each long rest, the polymorphed creature can repeat the saving throw. On a successful saving throw, the creature returns to its true form. After three failed saving throws, the transformation can be undone only by a *remove curse* spell or similar magic.

Mabar: The manifest zone is considered to be under the effects of a *hallow* spell (Save DC 20) with the following secondary effects attached: darkness, energy protection (resistant to radiant damage), fear, and tongues. Elementals, fiends, and undead are not denied entry to the area.

Risia: Upon entering the impacted area all creatures must make a DC 10 Constitution saving throw. Creatures who are resistant to cold damage have advantage on this saving throw. On a failure, the creature suffers a level of exhaustion from the cold. This saving throw must be repeated each hour while within the affected area.

Within the manifest zone, all spells that deal cold damage receive a +4 bonus to damage.

Shavarath: Upon entering the impacted area all creatures must make a DC 10 Wisdom saving throw. On a failed save, the creature gains the flaw, "I hunger for the deaths of others, and am constantly starting fights in the hope of seeing bloodshed." Which persists until the creature leaves the manifest zone.

A *calm emotions* spell removes this flaw, as does any spell or other magical effect that removes a curse.

Also, while in this manifest zone, a creature gains temporary hit points equal to half its hit point maximum whenever it reduces a living creature to 0 hit points.



Syrania: Upon entering this manifest zone a visitor that is neither lawful good nor neutral good must make a DC 10 Wisdom saving throw. On a failed save, the creature's alignment changes to lawful good or neutral good (whichever is closer to the creature's current alignment). The creature's alignment reverts to normal after one day spent outside the manifest zone. Casting the *dispel evil and good spell* on the creature also restores its original alignment. Also, while within the manifest zone all flight speeds are doubled, and the weights of creatures and objects are halved.

Thelanis: Upon entering this manifest zone, creatures can't be frightened or poisoned, and they are immune to disease and poison. Creatures with the *fey ancestry* trait also receive the effects of a *bless spell* while in the manifest zone.

Xoriat: Upon entering this manifest zone a creature must make a DC 10 Charisma saving throw. On a failure, the creature becomes corrupted and their alignment becomes chaotic neutral. Refer to the Xoriat Corruption table to determine the additional effects of this corruption. You can substitute different corruption effects of your own creation.

Xoriat Corruption

d10	Result
1-4	Mutation. The character sprouts 2d4 tentacles. These are incapable of fine manipulation or use in combat and can lift no more than five pounds each.
5-7	Bloodlust. The character gains the following flaw: "I enjoy killing for its own sake, and once I start, it's hard to stop."
8-9	Mad Ambition. The character gains the following flaw: "I am destined to rule Eberron, and my companions are tools to that end."
10	Demonic Possession. The character is possessed by a demonic entity until freed by <i>dispel evil and good</i> or similar magic. Whenever the possessed character rolls a 1 on an attack roll, ability check, or saving throw, the demon takes control of the character and determines the character's behavior. At the end of each of the possessed character's turns, they can make a DC 15 Charisma saving throw. On a success, the character regains control until they roll another 1.

A *calm emotions* spell removes this corruption, as does any spell or other magical effect that removes a curse.

The effect of the manifest zone ends if the *orrery of the planes* is moved.



TEMPORAL MARKER

Eldritch machine, legendary

Generally installed in a wall or on a floor, the temporal marker is a circle of six fist-sized stones, each set one foot from the center of the circle. Each stone is carved with a potent arcane rune. When touched by a creature and activated with a command word, the temporal marker takes a complete stock of the character's present inventory, physical and mental state, abilities, conditions, available spell slots, ki points, rest state, etc. From that point forward, if the character fails its third death saving throw or is instantly killed, they are resurrected at the temporal marker in the exact state they were when they activated it. The creature retains all memories of the time between activating the temporal marker and their death but does not retain any items gained in the interim. Items lost or destroyed of very rare rarity or lower are replaced when the creature is resurrected, and their activation of the temporal marker ends.

Up to six creatures may maintain activation on a temporal marker at a time. Any attempt by a seventh creature to activate the temporal marker fails.

If a creature travels further than one mile from the temporal marker by any means or leaves the plane of existence on which the temporal marker is located, the temporal marker is no longer considered to be activated by that creature.

Once a creature has been returned to life by a temporal marker, they may not benefit from the use of that temporal marker again.

NEW SPELLS

The following spells were originally printed in [Calculated Casting](#) and are reprinted here for ease of reference.

MAGECRAFT

1st-level divination (ritual) (Sorcerer, Wizard)

Casting Time: 1 action

Range: Self

Components: S, M (a set of Artisan's tools)

Duration: Concentration, up to 1 hour

This spell is frequently used to assist magewrights in creating and maintaining their work. To cast this spell, the magewright speaks a brief incantation while touching a set of Artisan's tools. For the duration of the spell the caster has advantage on all checks made with that set of Artisan's tools.

If this spell is used during each day of work on a downtime activity, the costs of materials consumed, and number of days required for the work are halved.

TOTAL REPAIR

7th-level transmutation (Cleric, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A wave of restorative energy washes over the construct you touch. The target regains all its hit points. If the construct is charmed, frightened, paralyzed, or stunned, the condition ends. If the construct is prone, it can use its reaction to stand up.



THE MAD MAGE

Xeffon is arguably one of the most powerful living creatures on Eberron. He is utterly insane, and his motivations are left entirely to the Dungeon Master to decide. As an ally, a foe, or a wild card, Xeffon can be a game changer. Use him wisely.

XEFFON

Chaotic neutral human

Armor Class 17 (robe of the archmagi)

Hit Points 122 (20d6+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	19 (+4)	11 (+0)	13 (+1)

Saving Throws INT +10, WIS +6

Skills Arcana +16, History +10, Investigation +10, Perception +6

Senses passive Perception 16

Languages Common, Draconic, Dwarvish, Giant, Infernal

Challenge 17 (18,000)

Durable Magic. While Xeffon maintains concentration on a spell, he has a +2 bonus to AC and all saving throws.

Power Surge. Xeffon can store magical power surges within himself up to a maximum of +4. Whenever he finishes a long rest, his number of power surges resets to one. Whenever he successfully ends a spell with dispel magic or counterspell, he gains one power surge. If he ends a short rest with no power surges, Xeffon gains one power surge.

Once per turn when Xeffon deals damage to a creature or object with a wizard spell, he can spend one power surge to deal an extra 10 force damage.

Robe of the Archmagi. Xeffon wears a gray robe of the archmagi conferring the following benefits, which have been figured into his relevant stats:

- If you aren't wearing armor, your base Armor Class is 15 + your Dexterity modifier.
- You have advantage on saving throws against spells and other magical effects.
- Your spell save DC and spell attack bonus each increase by 2.

Signature Spells. Xeffon can cast counterspell and dispel magic each one time without expending a spell slot. Once he has done so he may not do so again until he finishes a short rest.

Spellcasting. Xeffon is a 20-th level spellcaster. His spellcasting modifier is Intelligence (spell save DC 20, spell attack +12). He can cast *aganazzar's scorcher** and *magic missile* at will and has the following spells prepared:

Cantrips (at will): *blade ward, mage hand, prestidigitation, true strike, toll the dead**

1st-level (4 slots): *detect magic, protection from evil and good, Tasha's hideous laughter, unseen servant, witch bolt*

2nd-level (3 slots): *arcane lock, magic mouth*

3rd-level (3 slots): *counterspell, dispel magic, sending*

4th-level (3 slots): *banishment, wall of fire*

5th-level (3 slots): *Bigby's hand, teleportation circle, planar binding, scrying*

6th-level (2 slots): *globe of invulnerability, guards and wards, true seeing*

7th-level (2 slots): *Mordenkainen's sword, symbol, total repair**, *teleport*

8th-level (1 slot): *clone, mind blank*

9th-level (1 slot): *foresight, gate, wish*

*Xanathar's Guide to Everything

+The Mad Mage of Xen'drik

Spell Sniper. When Xeffon casts a spell that requires him to make an attack roll, the spell's range is doubled. Xeffon's ranged spell attacks also ignore half cover and three-quarters cover.

Staff of the Magi. This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While you hold it, you gain a +2 bonus to spell attack rolls.

The staff has 50 charges for the following properties. It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains 1d12 + 1 charges.

Spell Absorption. While holding the staff, Xeffon has advantage on saving throws against spells. In addition, he can use his reaction when another creature casts a spell that targets only him. If he does, the staff absorbs the magic of the spell, canceling its effect and gaining a number of charges equal to the absorbed spell's level. However, if doing so brings the staff's total number of charges above 50, the staff explodes as if he activated its retributive strike (see below).

Spells. While holding the staff, Xeffon can use an action to expend some of its charges to cast one of the following spells from it, using his spell save DC and spellcasting ability (see **spellcasting**): *conjure*

elemental (7 charges), *dispel magic* (3 charges), *fireball* (7th-level version, 7 charges), *flaming sphere* (2 charges), *ice storm* (4 charges), *invisibility* (2 charges), *knock* (2 charges), *lightning bolt* (7th-level version, 7 charges), *passwall* (5 charges), *plane shift* (7 charges), *telekinesis* (5 charges), *wall of fire* (4 charges), or *web* (2 charges).

Xeffon can also use an action to cast one of the following spells from the staff without using any charges: *arcane lock*, *detect magic*, *enlarge/reduce*, *light*, *mage hand*, or *protection from evil and good*.

Retributive Strike. Xeffon can use an action to break the staff over his knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it.

Xeffon has a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If he fails to avoid the effect, he takes force damage equal to $16 \times$ the number of charges in the staff. Every other creature in the area must make a **DC 17 Dexterity saving throw**. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

Distance from Origin	Damage
10 ft. away or closer	8 x the number of charges in the staff
11 to 20 ft. away	6 x the number of charges in the staff
21 to 30 ft. away	4 x the number of charges in the staff

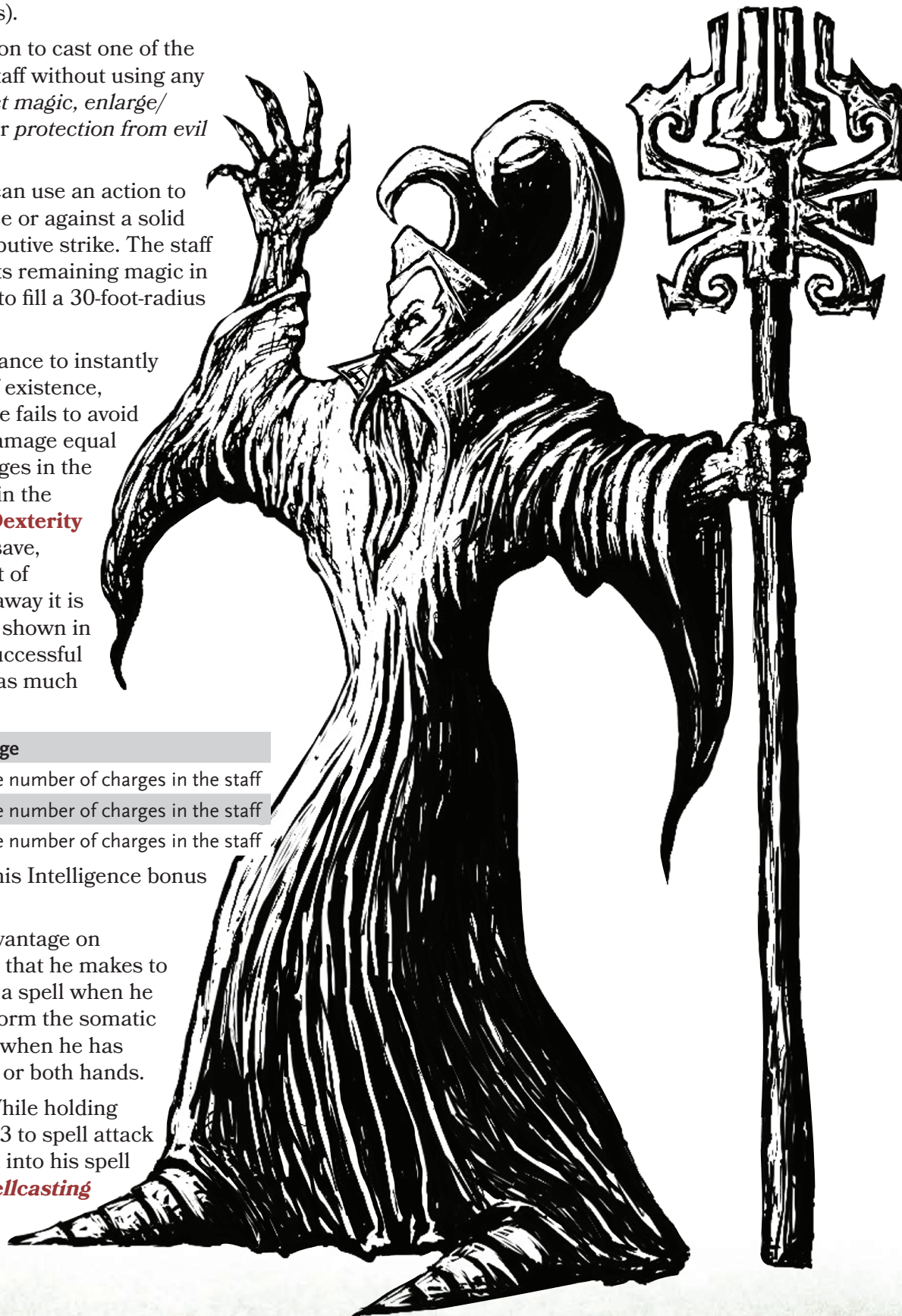
Tactical Wit. Xeffon adds his Intelligence bonus (+4) to all Initiative checks.

War Caster. Xeffon has advantage on Constitution saving throws that he makes to maintain concentration on a spell when he takes damage. He can perform the somatic components of spells even when he has weapons or a shield in one or both hands.

Wand of the War Mage. While holding this wand, Xeffon gains a +3 to spell attack rolls. This is not calculated into his spell attack bonus under the **spellcasting** feature.

ACTIONS

Quarterstaff. Melee Weapon Attack. +7 to hit 5 (1d6 +1) bludgeoning damage, or 6 (1d8+1) bludgeoning damage if wielded two-handed.



REACTIONS

Arcane Deflection. When Xeffon is hit by an attack or fails a saving throw, he can use his reaction to gain a +2 bonus to his AC against that attack or a +4 bonus to that saving throw. When he uses this feature, he can't cast spells other than cantrips until the end of his next turn. When Xeffon uses this feature, he can cause magical energy to arc from him. Up to three creatures of Xeffon's choice that he can see within 60 ft. of him each take 10 force damage.

Arcane Opportunity. Xeffon can use his reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only the provoking creature.

Spell Absorption. Xeffon can use his reaction when another creature casts a spell that targets only him. If he does, the staff absorbs the magic of the spell, canceling its effect and gaining a number of charges equal to the absorbed spell's level. However, if doing so brings the staff's total number of charges above 50, the staff explodes as if he activated its retributive strike (see **Staff of the Magi**).

INDEX OF MONSTERS

As mentioned earlier, this book draws heavily on **Mordenkainen's Tome of Foes**, **Volo's Guide to Monsters**, **Wayfinder's Guide to Eberron** and the **Monster Manual**. This index is designed to help you quickly locate the monsters included in The **Mad Mage of Xen'drik**.

Monsters	Source
Half-Ogre (Ogrillon) Kobold Ogre Winged Kobold	Monster Manual
Gray Render Ogre Chain Brutes Ogre Howdah Stone Defender	Mordenkainen's Tome of Foes
Kobold Inventor Kobold Dragonshield Spawn of Kyuss Burrowing Worms	Volo's Guide to Monsters



XEFFON'S TOWER

