



MAGIC

The Gathering®

PLANE SHIFT: ZENDIKAR

COMPATIBLE WITH

DUNGEONS & DRAGONS®

TABLETOP ROLE PLAYING GAME

PLANE SHIFT: ZENDIKAR

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INTRODUCTION

Dungeons & Dragons and *Magic: The Gathering* are two different games, but that doesn't mean their multiverses can't meet.

From the beginning, Magic's plane of Zendikar was conceived as an "adventure world" where parties of explorers delve into ancient ruins in search of wonders and treasures, fighting the monsters they encounter on the way. Many of the plane's creative roots lie in D&D, so it should be no surprise that *The Art of Magic: The Gathering—Zendikar* feels a lot like a D&D campaign setting book. It's littered with adventure hooks and story seeds, and lacks only the specific rules references you'd need to adapt Zendikar's races, monsters, and adventures to a tabletop D&D campaign. And it's all surrounded by amazing fantasy art that holds boundless inspiration in itself.

You can think of *Plane Shift: Zendikar* as a sort of supplement to *The Art of Magic: The Gathering—Zendikar*, designed to help you take the world detail and story seeds contained in that book and turn them into an exciting D&D campaign. The easiest way to approach a D&D campaign set on Zendikar is to use the rules that D&D provides mostly as written: A druid on Zendikar might call on green mana and cast spells like *giant growth*, but she's still just a druid in the D&D rules (perhaps casting *giant insect*).

Plane Shift: Zendikar was made using the fifth edition of the D&D rules that you can find here. D&D is a flexible rules system designed to model any kind of fantasy world. The D&D magic system doesn't involve five colors of mana or a ramping-up to your most powerful spells, but the goal isn't to mirror the experience of *playing* Magic in your roleplaying game. The point is to experience the *worlds* of Magic in a new way, through the lens of the D&D rules. All you really need is races for the characters, monsters for them to face, and some ideas to build a campaign.

Finally, *The Art of Magic: The Gathering—Zendikar* will help you create a D&D campaign in Zendikar, but you don't actually need the book to make use of this material—you can also refer to the abundance of lore about Zendikar found on magicthegathering.com.

—James Wyatt

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



◆ THE WORLD

Zendikar is a dangerous world of lethal risks and priceless rewards. From the perspective of its inhabitants, it is a hostile place that seems to be actively trying to kill any creature that has the audacity to live there. The danger is unrelenting. Precarious terrain, cunning predators, and natural disasters on a massive scale all present a constant challenge to survival—as do the unpredictable ripples of change that wash through the plane, known to its people as the Roil. Even the mana that suffuses the land is wild and hard to tame. It feels almost alive to those who wield it, and sometimes causes the land to manifest magical effects much like spells. Zendikar is a plane of deadly peril, but the denizens of that plane grow up strong and resilient, prepared for the dangers of the only world they know.

Planeswalkers—powerful mages with the ability to travel from world to world in the vast multiverse—have a larger perspective. To them, the dangers of Zendikar take on a different meaning. Ages ago, three alien beings of tremendous power were imprisoned on Zendikar in an effort to prevent them from consuming the entire multiverse, plane by plane. But the presence of these Eldrazi within the plane is like a festering infection within a living body. Zendikar isn't trying to exterminate all the creatures that inhabit the plane—it's been trying in vain to destroy the Eldrazi. Its inhabitants just happen to get in the way.

After centuries of being trapped in their magical prison, the Eldrazi are once again free. The other dangers of Zendikar pale in comparison to the rampaging of the three titans and the numberless broods they spawn. Civilization on Zendikar, always fragile and tentative, now teeters on the brink of destruction, and the plane itself seems threatened with extinction.

Adventures on Zendikar

Zendikar is a world rife with adventure opportunities. Bold heroes, covetous treasure hunters, and sages seeking long-forgotten lore can all find numerous ruins to explore, mysteries to uncover, and villains and monsters to slay. Expeditionary houses, academic institutions, wealthy merchants, and retired adventurers all sponsor missions of exploration and discovery. Caravans need guards to protect them from bandits, predators, and the Roil. At the same time, the schemes of villains—from the underhanded vampire sage Anowon to the monstrous demon Planeswalker Ob Nixilis—draw would-be heroes in like moths to the flame.



Ruins of Zendikar

Zendikar is littered with ancient sites ripe for exploration. Before the rise of the Eldrazi, expeditions to such sites were largely motivated by curiosity, the hunt for wealth or fame, or quests for magical power. Since the Eldrazi broke free of their prison, though, brave explorers have delved into these ruins in hopes of learning more about the threat they face—and how to stop it.

Player characters in a Zendikar campaign might find ruins dating from any era of that plane's history: before the arrival of the Eldrazi, the period when the Eldrazi first arrived (while the Planeswalkers worked to trap them), or the relatively peaceful time afterward.

Pre-Eldrazi Ruins. Before the Eldrazi ever came to Zendikar, it was not an especially remarkable world. It had powerful mana and boasted mighty civilizations of humans (on all seven continents), kor (primarily in Ondu and Akoum), elves (primarily in Murasa and Bala Ged), and merfolk (primarily in Tazeem, Guul Draz, and Sejiri). Ruins from this era naturally suggest no knowledge of the Eldrazi or the three gods inspired by the Eldrazi titans. These civilizations had their own gods, unrecognizable to contemporary eyes. In modern times, before the rise of the Eldrazi, these civilizations were often mistakenly identified as “Eldrazi,” giving rise to a number of misconceptions about the nature of those alien creatures.

The time before the Eldrazi was an age of powerful magic. Ruins from this era are often warded by magical

traps, but they offer commensurate rewards in the form of magic items and other magical effects (such as healing fountains). They are often haunted by spirits, shades, and wraiths, and lingering magical effects make them attractive homes for demons. Magical constructs and golems can also be found in such ruins (though not constructs made from hedrons), often standing guard over treasure vaults. Of course, some ruins have been exposed to the elements and claimed as lairs by natural animals or goblins. Monetary treasure in the ruins of Zendikar is often in the form of gems or precious art objects, but they also hold ancient coins of strange provenance, including electrum and platinum.

It is possible that living descendants of these ancient civilizations still inhabit particularly remote ruins. Such inhabitants might be monstrously degenerated from their original forms—kuo-toa with only the vaguest resemblance to their merfolk ancestors, or tieflings or yuan-ti descended from human cultures that polluted their bloodlines with dark magic.

Sites from this era include the following:

- Ior Ruin (Akoum)
- Singing City (Murasa)
- The Cipher in Flames (Murasa)
- Faduun (Jwar Isle in Ondu)
- The Sunspring (Tazeem)
- Benthidrix (Sejiri)

Ior Ruin Expedition ©Chris Rahm





Post-Eldrazi Ruins. Once the Eldrazi vanished from Zendikar and Nahiri entered her stasis in the Eye of Ugin, the face of the plane changed forever. The Roil destroyed many settlements, and the kor began their nomadic lifestyle. Over time, the true nature of the Eldrazi horror was forgotten, and artistic representations of the titans as the gods of the merfolk and kor appeared in temples. Among the kor, these images were sometimes accompanied by statues of Nahiri, the “prophet of Talib” who taught her people the stone-forge arts.

Post-Eldrazi sites include the following:

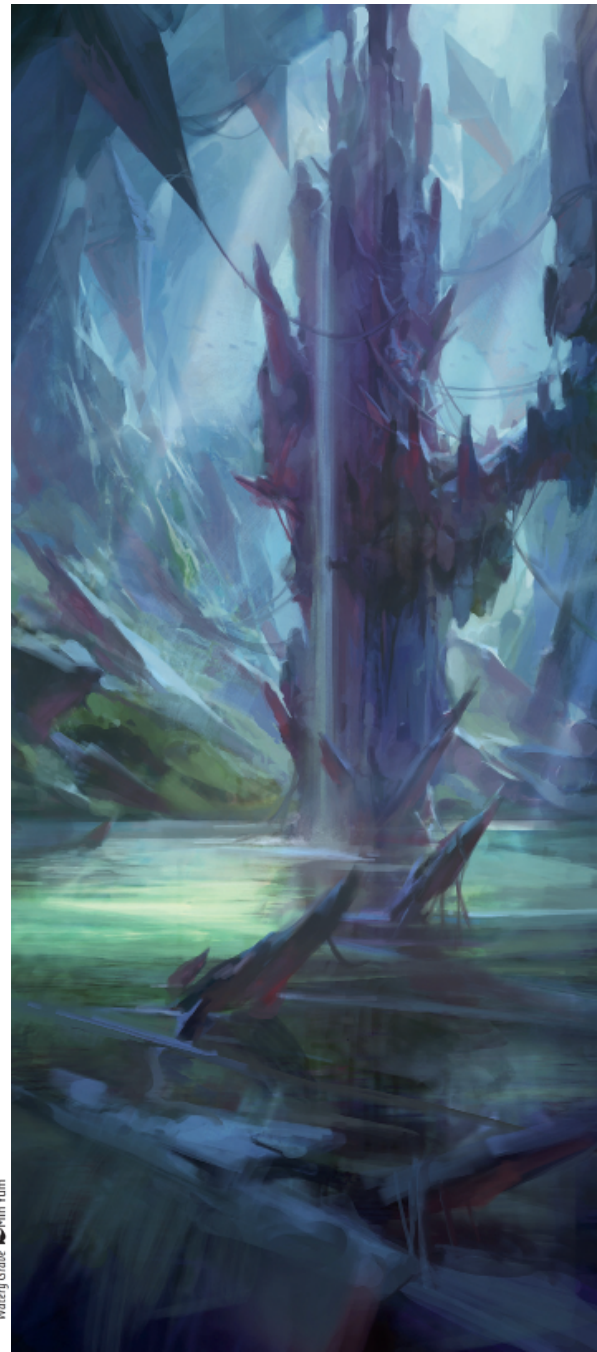
- The Living Spire (Murasa)
- Ula Temple (Tazeem)
- Hagra Cistern (Guul Draz)
- Helix of Zof (Guul Draz)

Ruins of the Eldrazi Era. When Ugin, Sorin, and Nahiri trapped the Eldrazi on Zendikar, the resulting chaos and devastation ultimately led to the downfall of the plane’s ancient civilizations. Before that fall, though, powerful nations mustered mighty armies and great magic to fight the Eldrazi spawn that swarmed over the world. They harnessed existing magic as well as the power of Nahiri’s hedrons to aid their efforts, and magical technology from this era is now highly sought after with the threat of the Eldrazi renewed. Magical weapons, often incorporating patterns that resemble the engravings on the hedrons, are often found in the ruins of this age. Likewise, scrolls and tomes containing knowledge of the Eldrazi and spells useful for binding or destroying them can still be found in ancient libraries of the Eldrazi era.

Temples from this era depict some of the old gods, but the worship of angels also began in this period. Some churches were raised around godlike images of Ugin (and, to a lesser extent, Sorin and Nahiri).

This era boasted the creation of sites such as these:

- Eye of Ugin (Akoum)
- Tal Terig (Akoum)
- Crypt of Agadeem (Ondu)
- Emeria, the Sky Ruin (Tazeem)



RACES OF ZENDIKAR



HUMANS

Humans are the most numerous, diverse, and adaptable folk of Zendikar, and they form the core of most exploratory and adventurous expeditions across the plane. Though many humans huddle behind stone walls and wooden ramparts, at least somewhat protected from the perils of Zendikar, a significant number venture out from the safety of those walls to explore and defend their world. As the Eldrazi spread, more and more humans are driven out of their refuges and forced to confront the harsh reality of that alien threat.

Life on the Frontiers

Most human communities on Zendikar are tiny villages, remote outposts, or temporary encampments. These settlements are found on every continent, from the coastal villages of Guul Draz to the giant caravan of Goma Fada on Akoum. Without the safety of walls and ramparts, frontier life is all about the struggle for survival, leaving little time or energy for scholarly pursuits. The people of most of these communities rely on hunting, gathering, herding, and trading for the food and other goods they need. Some, however,

survive by preying on the people of other communities and caravans.

Civilized Humanity

Despite the harshness of life on Zendikar, human civilization flourishes in a few scattered towns. Sea Gate (on the continent of Tazeem), Affa Town (on Akoum), and the so-called Free City of Nimana (in Guul Draz) are the most notable of these, boasting organized military forces, institutions of learning, established traditions of magic, houses of worship, and dark underbellies of crime and



Kazandu Blademaster Michael Komarck

corruption. With populations measured in the thousands, these settlements would barely qualify as towns on other planes, but they have no rivals on Zendikar except the vampire city of Malakir—which has been in ruins since the emergence of the Eldrazi.

The Expeditionary Houses. In Sea Gate, five so-called expeditionary houses launch regular excursions into the wilds for various purposes. Named for the destinations of their first expeditions, they are the Valakut House, the Pelakka Foundation, and the Akoum, Murasa, and Bala Ged Expeditionary Houses. The rivalries among the houses are legendary, and they are known to sabotage each other's expeditions. Each

maintains hostels in various settlements, which serve as resources for adventurers and explorers who need to hire guides or purchase supplies.

Human Traits

A human character has the traits described for humans in the *Player's Handbook*.

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

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

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

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

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: vampire curses, Elvish musical expressions, merfolk scholarly jargon, and so on.





KOR

Deeply reverent of the land and its sacred sites, the nomadic kor live a spare existence defined by their constant travels. Masters of ropes and hooks, they scale sheer cliffs and cross yawning chasms with such skill and agility that they sometimes seem almost to take flight.

Kor are associated with white mana, and their wizards and clerics employ spells of healing, of banishing the dark, and of protection. Their personalities and ideals also mesh with the characteristics of white mana in their emphasis on an ordered, harmonious community with strong traditions binding its members together.

Slender and Silent

Kor are tall, slender humanoids with light hair and gray, blue-gray, or ivory skin. All kor have slightly pointed ears, and males have short, fleshy barbels on their chins. They paint softly glowing geometric patterns on their faces and bodies, suggestive of the shapes and design of the hedrons that appear across Zendikar. Their clothing tends to leave their arms and shoulders free to facilitate climbing, and they



keep most of their gear in pouches and slings at their waists.

The kor have a nonverbal language of hand signs and gestures that allows communication despite significant distance (particularly when augmented with whirling ropes) or howling winds. They also use this sign language among themselves when they wish to avoid being overheard, giving rise to misguided rumors that they are incapable of speech. When they do speak, they typically use as few words as possible to convey their meaning.

Kor Traits

Kor are athletic climbers, known for their use of rope to swing and climb through the dizzying vertical terrain of Zendikar. Your kor character has these traits.

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

Age. Kor mature at the same rate as humans and live about as long.

Alignment. Most kor are lawful good, with a strong dedication to community and the traditions of their ancestors.

Size. Kor average nearly 6 feet tall, but are much lighter and more slender than humans. Your size is Medium.

Speed. Your base walking speed is 30 feet. You also have a climbing speed of 30 feet as long as you are not encumbered or wearing heavy armor.

Kor Climbing. You have proficiency in the Athletics and Acrobatics skills.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave. You have advantage on saving throws against being frightened.

Languages. You can speak, read, and write Common, and communicate in the silent speech of the kor.

Kor Entanglers by Jason Rainville



MERFOLK

Curious, thoughtful, and analytical, the merfolk of Zendikar are natural scholars and explorers. In the past, merfolk society was organized around their belief in three deities. But in the wake of the reappearance of the Eldrazi, the merfolk have realized that their faith was a web of lies, built on a corrupted memory of the Eldrazi titans handed down from generation to generation. In peaceful times, the merfolk might have fought over the ultimate meaning of this revelation. But faced with the danger presented by the Eldrazi broods, the merfolk have largely set aside their differences and joined together in a united force. Old grudges still linger, but the well-being of the merfolk race—and the world—far outweigh any ancient conflicts between creeds.

Merfolk are associated with blue mana, though the traditional merfolk creeds express this connection in different ways.

Born of the Sea

Merfolk are an amphibious race, born and at home in the water but comfortable on dry land. Humanoid in form, they have skin of ivory, silver, russet, blue, or deep purple. Long fins extend from the backs of their forearms and calves, and their fingers and toes are webbed. The hairlike growths on their heads are either thick and bristly like the needles of a sea urchin, or long and wavy, resembling fine seaweed. In either case, these growths typically range in color from red to warm brown to black. Male merfolk have similar growths extending down from their cheekbones.

Enclave Elite ▶ Igor Kieryuk





Merfolk wear little clothing unless they are armored for battle. Even then, they drape themselves with nets and a minimum of cloth, wearing armor crafted of large, bleached seashells and augmented with leather.

Merfolk Traits

Your merfolk character has a number of traits in common with other members of this race.

Ability Score Increase. Your Charisma score increases by 1.

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

Alignment. Most merfolk are neutral, though merfolk of the Emeria and Cosi creeds have chaotic leanings.

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

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

Amphibious. You can breathe air and water.

Languages. You can speak, read, and write Common, Merfolk, and one extra language of your choice.

Creeds. The merfolk race is divided into three creeds, founded on the principles of Emeria (wind), Ula

(water), and Cosi (the trickster). A merfolk isn't born into a creed but chooses it upon reaching adulthood, and it is rare for a merfolk not to choose a creed. Merfolk of the wind and water creeds aren't hostile to each other, but members of each creed regard the other creed with a vague disdain. Members of both those creeds regard the Cosi creed with suspicion and some degree of fear, and Cosi-creed adherents tend to keep their affiliation secret. Choose one of these creeds for your character.

Emeria (Wind) Creed

Merfolk who followed Emeria's creed seek wisdom and truth in the Wind Realm, exploring the mystical forces—rather than natural causes—behind historical events. They are evasive and intentionally enigmatic in their interactions with others, and are often described as manipulative and deceptive.

Ability Score Increase. Your Wisdom score increases by 2.

Wind Creed Manipulation. You have proficiency in the Deception and Persuasion skills.

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

Ula (Water) Creed

Ula-creed merfolk emphasize intellectual pursuits, stressing hard evidence and reason over passion. They are analytical scholars, chroniclers, explorers, and navigators who pride themselves on being blunt and straightforward.

Ability Score Increase. Your Intelligence score increases by 2.

Water Creed Navigation. You have proficiency with navigator's tools and in the Survival skill.

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

Cosi Creed

No merfolk will openly admit to following the creed of the trickster, but those who do view Cosi as an ally who can grant them control over the chaotic forces of the world.

Ability Score Increase. Your Charisma score increases by an additional 1 (for a total of 2), and your Intelligence score increases by 1.

Creed of the Trickster. You have proficiency in the Sleight of Hand and Stealth skills.

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

VAMPIRES

Born into ancient servitude and bred to a life of decadent corruption, the vampires of Zendikar feed on the energy in the blood of living creatures—an energy that is particularly strong in times of terror and pain. To members of the other races, vampires are a fearsome mystery and the stuff of nightmares, hunting their prey like beasts or reclining on thrones made of skulls in their moss-draped cities. But few understand how the vampires are locked in a brutal civil war. On one side are those who hold to their traditional ways, desperately battling to remain free. On the other side are those vampires whose legacy reaches back into the deepest recesses of history. Bound once more to the Eldrazi who were their ancient masters, those vampires hunt their kin in an effort to extinguish any dreams of freedom and rebellion.

Vampires are associated with black mana. Their existence is predicated on draining the life from others to fuel their own existence, and on putting their own

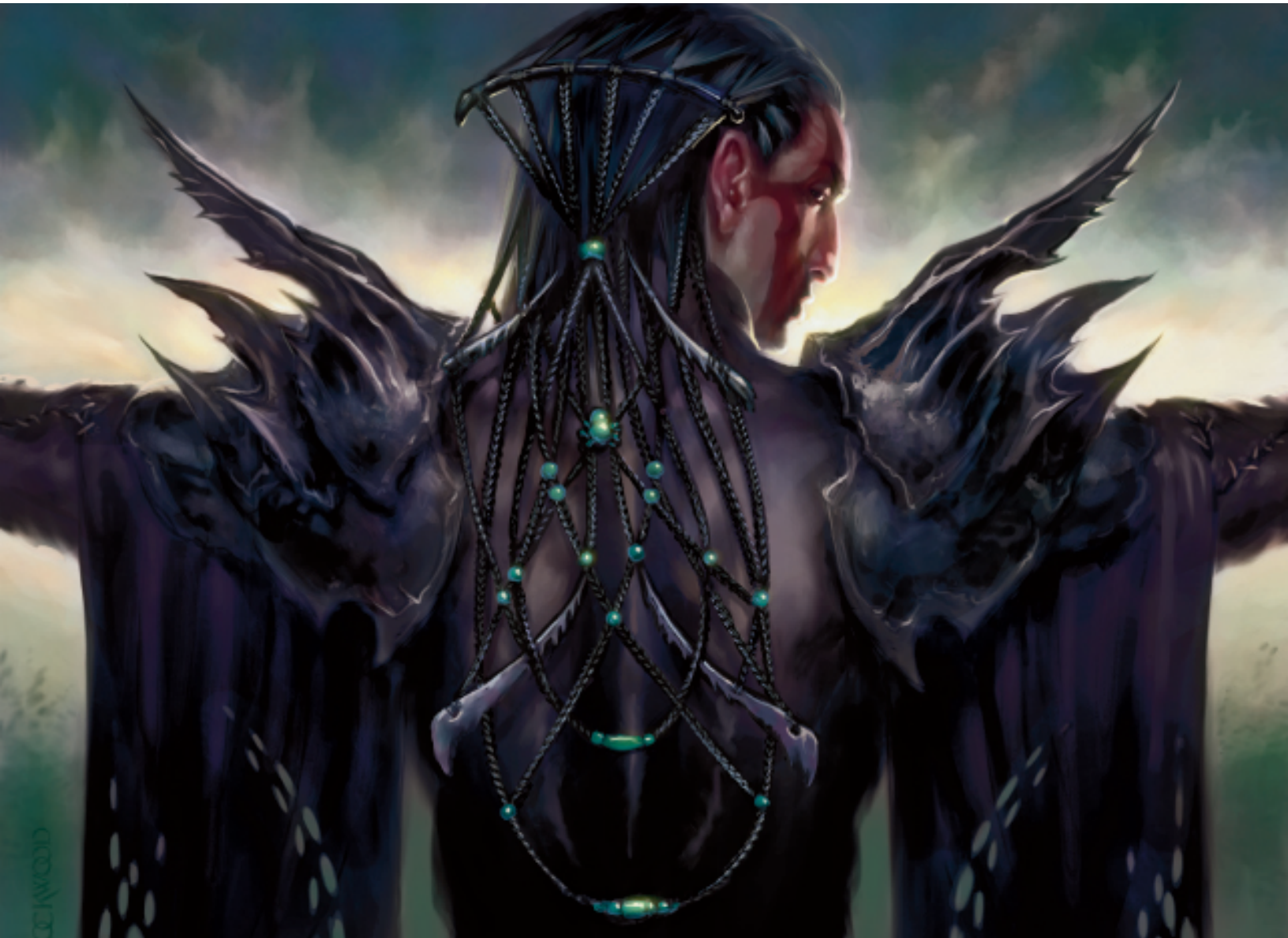
lives ahead of all other concerns. Philosophically, they do not constrain themselves with artificial rules of morality, but believe that the strong can and should take what they need from the weak.

Between the Living and the Dead

The vampires of Zendikar are not undead. Rather, their unique nature comes from an eldritch disease that turns their flesh cold, makes their gray or purple skin feel dead to the touch, and enables them to drain concentrated magical energy from the blood of other living creatures. They are tall and slender, with long, elegant necks and broad shoulders. Bony horns protrude from their shoulders and elbows, often augmented by the layered plates of their armor and clothing. Their canine teeth are slightly elongated, but not enough to protrude between their closed lips.

Vampires dress in leather and the chitin carapaces of the gigantic insects that dwell in the swamps and jungles of their native Guul Draz, augmented with

Kalitas, Bloodchief of Ghet — Todd Lockwood





fine silk and gauzy fabric. They decorate their skin in elaborate, symmetrical patterns of red paint made from blood and mineral pigments. Their clothing is an odd mixture of complex layers and elaborate patterns combined with plenty of exposed skin, since their cold bodies are unaffected by the temperature around them.

Vampire Traits

Your vampire character has the following traits as a result of the unique origins of your kind.

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

Age. Vampires don't mature and age in the same way that other races do. Every living vampire is either a bloodchief, infected by Ulamog's influence in the distant reaches of history, or was spawned by a bloodchief from a living human. Most vampires are thus very old, but few have any memory of their earliest years.

Alignment. Vampires have no innate tendency toward evil, but consuming the life energy of other creatures often pushes them to that end. Regardless of their moral bent, the strict hierarchies of their bloodchiefs inclines them toward a lawful alignment.

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

Speed. Your base walking speed is 30 feet.

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

Vampiric Resistance. You have resistance to necrotic damage.

Blood Thirst. You can drain blood and life energy from a willing creature, or one that is grappled by you, incapacitated, or restrained. Make a melee attack against the target. If you hit, you deal 1 piercing damage and 1d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid killed in this way becomes a null (see "A Zendikar Bestiary").

Languages. You can speak, read, and write Common and Vampire.

GOBLINS

Goblins are an inquisitive and adaptable race hampered by their small size, their natural cowardice, and a severe shortage of common sense. They eagerly explore areas that others hesitate to enter, and obsessively fiddle with magic that more sensible folk would take careful precautions with. They prize ancient artifacts not for their inherent value, but primarily as a mark of status—for a precious trophy proves that its owner survived a delve into a deep and dangerous ruin.

Goblins are associated with red mana. Their shamans are fond of spells that create or control fire and lightning to smite their foes, and they are quick to follow their impulses and passions into action without much forethought. Life to a goblin is an adventure full of new things to explore and experience.

Long Arms and Stony Skin

A typical goblin stands between three-and-a-half and five feet tall, with a slender, elongated build. Goblins' arms are unusually long and spindly, making them adept at climbing cliffs and trees. Their skin has a stony texture, ranging in color from red-brown to moss green or gray. Their ears are large and swept back, their eyes are intensely red, and many sport heavy bone protrusions on their spines or elbows. Males have similar growths jutting from their chins, while females have heavier growths on their foreheads.

This distinctive appearance is a direct result of the goblins' unusual diet. Before the Eldrazi's rise, goblins supplemented their normal diet with a kind of rock they pounded into bits and called "grit." The presence of the Eldrazi in Zendikar has poisoned this rock, so the goblins have taken to eating powdered hedrons instead. Eating this magic-infused stone has given the goblins

resistance to the maddening psychic emanations of the Eldrazi. As an added benefit, it toughens their skin, protecting them from the elements and from physical dangers.

Goblin Traits

Your goblin character has the following traits in common with all other goblins.

Ability Score Increase. Your Constitution score increases by 2.

Age. Goblins mature faster than humans, reaching adulthood at around age 12. They also age noticeably faster than humans, and even the most cautious goblins rarely live longer than 50 years.

Alignment. Most goblins are wildly chaotic, though they have no particular inclination toward good or evil.

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

Speed. Your base walking speed is 25 feet.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were





Slab Hammer Joseph Meehan

bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

Languages. You can speak, read, and write Common and Goblin.

Tribe. Most goblins on Zendikar belong to one of three tribes: the Grotag, the Lavastep, and the Tuktuk. Choose one of these tribes.

Grotag Tribe

Smaller and weaker than their cousins, and with larger hands and feet, goblins of the Grotag tribe attempt to live by their wits—though seldom with much success. When a Grotag goblin has the bright idea of trying to tame fleshpiercer mites, at least a few others will be willing to follow that goblin into a nest—usually to predictably horrible results. But though the Grotag seem to have a never-ending supply of bad ideas, and a horrible ratio of bad ideas to good, the Grotag likewise seem to have a never-ending supply of Grotag. As such, by trial and error (and more error), these goblins have stumbled across a great deal of knowledge useful for surviving the deep places of Zendikar, and for dealing with the creatures that live there. The Gro-

tag imagine themselves to have a sort of empathy with beasts, and they lose hundreds of goblins each year to ill-advised attempts at monster taming. But, every now and again, one of these efforts is successful.

Grotag Tamer. You have proficiency in the Animal Handling skill.

Lavastep Tribe

The Lavastep tribe is the most industrious of the goblin tribes, and possesses much hard-won knowledge of the geothermal activity in Akoum. More so than members of the other tribes, the Lavastep goblins build surprisingly effective equipment out of the crystal shards and veins of strange metals that occasionally boil up to the surface. The most warlike of their kind, Lavastep goblins frequently harass the kor, elves, and humans of Akoum.

Lavastep Grit. You have advantage on Dexterity (Stealth) checks made to hide in rocky or subterranean environments.

Tuktuk Tribe

Among the goblins, the Tuktuk are most likely to hire themselves out as ruin guides to other races. Of course, their usual plan is to help find something of value, steal it, trigger a trap intentionally, and then run.

Tuktuk Cunning. You have proficiency with thieves' tools.

ELVES

Elves are a fearless and adaptable people. They have fared better than most in the tumultuous environment of Zendikar, and many have reacted to the reappearance of the Eldrazi with resilience and courage. They remain the most prevalent race on Murasa, and have a strong presence in other regions as well. Their treetop villages seem to regrow almost as soon as they are destroyed—much like the Murasan jungles where they are found.

Elves are strongly associated with green mana, the magic that flows through their forest homes. Their shamans and druids channel this magic of life and growth, communing with the land or the spirits of the departed. Striving to live in harmony with nature, they celebrate the ties between their communities and their connection with the broader world around them.

Wildly Elegant

Elves are about as tall as humans, but are more slender. Their legs are long, and their pointed ears sweep back from their heads. They move gracefully and hold themselves with elegant poise, but they are a people of the woodlands, and their life in the wilds is manifested in the practical simplicity of their clothes and equipment. Never ones to waste anything that can be reused, elves stitch torn garments together into new ones, and transform broken sword blades into useful gear. They prefer leather for protection rather than metal, which they use to craft swords, spears, arrowheads, and climbing hooks.

Elf Traits

The elves of Zendikar have much in common with the elves of other worlds. Your elf character has the following traits.

Ability Score Increase. Your Wisdom score increases by 2.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Alignment. Elves love freedom, variety, and self-expression,

so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not.

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Keen Senses. You have proficiency in the Perception skill.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Languages. You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Subrace. Ancient divides that arose as the elven people migrated across Zendikar resulted in three main elf nations: the Tajuru, the Mul Daya, and the Joraga. Choose one of these subraces.

Tajuru Nation

The Tajuru nation is the largest of the three main elven nations, concentrated in Murasa and spread across





Lifespring Druid © William Murai

other parts of Zendikar as hundreds of far-flung clans. Tajuru elves are the most open to people of other races, seeing their skills and perspectives as valuable new tools for survival. The Tajuru are also more open to new lifestyles, be it living in a mountaintop citadel or roaming grassy plains.

Ability Score Increase. Your Charisma score increases by 1.

Skill Versatility. You gain proficiency in any combination of two skills or tools of your choice.

Joraga Nation

The elves of the imperious Joraga nation of Bala Ged have little respect for any other race of Zendikar—or even for other elves. The survival of their nation and its traditions is the Joraga elves' only goal, and they view the influence of others as a weakness. The Joraga eschew the goods and habits of others, even avoiding the pathways blazed by the Tajuru when possible. Many view the nomadic Joraga clans as little more than bands of roving murderers, but a complex culture hides behind those clans' aggressive exterior.

Ability Score Increase. Your Dexterity score increases by 1.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fleet of Foot. Your base walking speed increases to 35 feet.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Mul Daya Nation

Elves of the Mul Daya nation of Bala Ged are set apart from other elves by their relationship with the spirits of their elven ancestors. To the Mul Daya, the spirit world and the mortal realm are different only in terms of their tangibility. Death and the spirits of the dead are as much a part of the lives of the Mul Daya as is the natural world. This is not a macabre sentiment to the elves; they simply view it as the truest sense of the natural order.

Mul Daya elves can often be recognized by their face painting and tattooing. Many Mul Daya decorate their skins with an enwrapping vine motif, and make use of poisons and acids collected at great cost from strange creatures and plants in the depths of Kazandu.

Ability Score Increase. Your Strength score increases by 1.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Mul Daya Magic. You know the *chill touch* cantrip. When you reach 3rd level, you can cast the *hex* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *darkness* spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

A ZENDIKAR BESTIARY





iel of Renewal ► Todd Lockwood

◆ A ZENDIKAR BESTIARY

For the most part, there's no need to craft new monsters out of whole cloth to reflect the creatures of Zendikar. The *D&D Monster Manual* is full of creatures that have obvious equivalents on Zendikar. That plane's loam lion is just a kind of lion, for example. There are also plenty of close equivalents. An ankheg from the *Monster Manual* is a fine way to represent a caustic crawler, and similar examples abound. The goal of this section is to guide your choices of such equivalents. The Eldrazi are an exception—they're such an important part of the story of Zendikar that they deserve a little more attention.

ANGELS

The angels of Zendikar are living manifestations of white mana, and they embody its inherent tendencies toward morality and order. Peace and harmony

are their goals, though they are more concerned with reestablishing the natural order of the plane than with interfering in disputes between the lowly mortal races. Angels appear similar to female humans possessing two, four, or six feathered wings. Their eyes glow with inner light, and glowing golden rings surround their heads—usually positioned to cover their eyes.

Zendikar's people consider the angels to be aloof but benevolent. Their resistance to the Eldrazi broods in the ancient past is vaguely remembered in the myths of the humans, kor, and merfolk. Humans in particular venerate angels as divine protectors because of those myths.

You can represent most angels in Zendikar using the **deva** in the *Monster Manual*. For unique or more powerful angels, you can use the **planetar** or **solar** instead. Perhaps Linvala is a planetar and Iona is a solar.



Archon of Redemption © Steven Belledin

GRIFFINS

Less intelligent and less magical than felidars, griffins share those great cats' noble nature and alignment with the principles of white mana. Larger griffin species are about the size of horses and can be ridden. Indeed, such griffins are often the only reliable means of reaching certain remote locations, particularly in Akoum. Smaller griffins range from the size of donkeys to large dogs, and are trained to carry messages or supplies without a rider.

Zendikar's griffins are much like D&D's griffons (aside from the spelling) and hip-griffons.

Courier Griffin © Kieran Yanner



ARCHONS

Like angels, archons are incarnations of white mana. They serve the archangels as embodiments of white mana's harsher aspects: a rigid sense of justice and a ruthless execution of punishment for those who defy the law. The appearance of the archons is deceptive: they look like hooded humans riding winged lions, but they are single creatures with just one mind and will.

An archon's game statistics are nearly identical to those of a **deva**.

ARCHON OF REDEMPTION

Large celestial, lawful neutral

Armor Class 17 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Wis +9, Cha +9

Skills Insight +9, Perception +9

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP)

Angelic Weapons. The archon's weapon attacks are magical. When the archon hits with any weapon, the weapon deals an extra 3d8 radiant damage (included in the attack).

Axiomatic Mind. The archon can't be compelled to act in a manner contrary to its nature or its understanding of justice.

Innate Spellcasting. The archon's innate spellcasting ability is Charisma (spell save DC 17). The archon can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*

1/day each: *destructive wave*, *geas*

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

One Being. Though it appears as a humanoid creature riding a mount, an archon is a single being. The "rider" can't be dismounted, and no other means can separate the two portions of the archon's being short of its death.

ACTIONS

Multiattack. The archon makes two attacks: one with its sword and one with its claws.

Sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 13 (3d8) radiant damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 13 (3d8) radiant damage.

FELIDARS

Standing fully ten feet high at the shoulder, the great cats called felidars are noble, fierce beasts charged with white mana. Felidars consent to be ridden only by knights they consider virtuous. The crystalline horns rising from a hard plate on their foreheads glow with white or golden light when they spring into battle, sometimes brightly enough to blind their foes.

In game terms, a felidar is similar to a unicorn, with changes that reflect its feline nature.



Hero of Goma Fado ▶ Willian Murai

FELIDAR

Large celestial, lawful good

Armor Class 12

Hit Points 67 (9d10 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, telepathy 60 ft.

Challenge 5 (1,800 XP)

Pounce. If the felidar moves at least 20 feet straight toward a creature and then hits it with a claws attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the felidar can make one bite attack against it as a bonus action.

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

At will: *detect evil and good*, *light*, *thaumaturgy*
1/day each: *calm emotions*, *daylight*, *dispel evil and good*

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

Magic Weapons. The felidar's weapon attacks are magical.

ACTIONS

Multiattack. The felidar makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Healing Touch (3/Day). The felidar touches another creature with its horns. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). The felidar magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the felidar is familiar with, up to 1 mile away.

LEGENDARY ACTIONS

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

Claws. The felidar makes one attack with its claws.

Shimmering Shield (Costs 2 Actions). The felidar creates a shimmering magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the felidar's next turn.

Heal Self (Costs 3 Actions). The felidar magically regains 11 (2d8 + 2) hit points.



SPHINXES

Utterly inscrutable, sphinxes are mysterious creatures known for their wisdom and knowledge. Closely aligned with blue mana, they are utterly devoted to gaining and possessing knowledge—but not to sharing or acting upon it. Sphinxes are content to search out the mysteries of Zendikar, then sit in quiet contemplation of what they have learned. To them, everything is an intellectual exercise, including conversation. They are famously oblique, answering questions with questions and posing riddles to test the acuity of others.

Sphinxes choose remote locations for their lairs, preferring sites of great natural beauty such as waterfalls, high promontories, and small islands. They jealously protect their lairs from other sphinxes and large predators, such as dragons, but they pay little attention to smaller visitors. A sphinx's lair is often difficult to reach, and typically involves treacherous climbing for creatures without the ability to fly. A visitor who can reach the spot is often rewarded with an audience—but those who come in search of answers are likely to leave disappointed.

Either **sphinx** in the *Monster Manual* can represent the various sphinxes of Zendikar.

DRAKES

Drakes are superficially similar to dragons, with reptilian bodies and large, leathery wings. They have only two legs, though. They are strongly associated with blue mana, the air, and the sea, rather than the dragons' mountains and fire. Many drakes are found in Akoum, but they typically live at higher altitudes and farther north than the dragons there.

A **pteranodon** can represent a smaller drake, while a larger one is more like a **giant eagle**.





KRAKENS

Lurking in the deepest reaches of Zendikar’s seas, krakens are mysterious monsters of unpredictable wrath and terrible destruction. Though they take the form of rampaging brutes when they appear on the surface, the truth of their existence is more complex. Krakens embody force of will and the drive for self-determination shared by all thinking beings. When their will is turned to destruction, they are capable of wreaking terrible havoc upon ships at sea or coastal settlements. But they live most of their adult lives in utter isolation in the deeps, focused on their own probing of the seas’ mysteries.

A kraken has a roughly humanoid shape, with two strong arms and a broad chest. Its head is encased in a rough shell that sprouts two large horns, and one of its hands is a bony claw. It has dozens of tentacles—a writhing mass below its toothy mouth, another mass at the end of one arm, and several long tentacles in place of legs. On its back is a huge conch-like shell.

Though the *Monster Manual* has its own version of the kraken, Zendikar’s krakens are actually more similar to storm giants.

KRAKEN

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Skills Athletics +14, Perception +9

Damage Resistances cold

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 19

Languages Common

Challenge 13 (10,000 XP)

Amphibious. The kraken can breathe air and water.

Innate Spellcasting. The kraken’s innate spellcasting ability is Charisma (spell save DC 17). The kraken can innately cast the following spells, requiring no components:

3/day each: *control weather*, *water breathing*

ACTIONS

Multiattack. The kraken makes two attacks: one with its claw and one with its tentacles.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage.

Tentacles. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 30 (6d6 + 9) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained.

Lightning Strike (Recharge 5–6). The kraken hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

SURRAKAR

The surrakar are a race of hulking amphibian humanoids native to Bala Ged. They have broad shoulders and long arms that drag on the ground when they walk. Their splayed feet and hands are webbed, and long tusks protrude from their large mouths. They have little culture and no written language, and some members of other races believe they are merely animals with no true language at all.

Surrakar are similar to D&D's **lizardfolk**.

GOMAZOA

Zendikar's seas and skies tend to blur together, and creatures typically found in the sea often find their way to the clouds, gliding through the plane's gravitational currents by consuming the mana infused in the wind. The windrider eels hunted by the kor and the cloud mantas sometimes ridden by Emeria-creed merfolk are two examples. The gomazoas found in Murasa and the Makindi Trenches are another.

Gomazoas are similar to aquatic jellyfish, but their bodies are encased in stony growths. A gomazoa drifts motionless among floating rocks or hedrons with its long, sticky tentacles dangling below. When they brush against another creature, those tentacles grab and constrict it, or might slam larger prey against a cliff face. Some species can withdraw their tentacles into their bodies, extending them only to grab their prey. Gomazoas almost never release prey once they've caught it.

A gomazoa might be represented by the **roper** statistics in the *Monster Manual*, with a flying speed of 10 feet in place of its walking and climbing speeds.



Shoreline Salvager ▶ Igor Kieryluk

OTHER CREATURES OF THE SEAS

The oceans, bays, and swamps of Zendikar are home to a variety of aquatic creatures that are at least as deadly as those on land, including monstrosities that can face the largest Eldrazi on almost equal footing. Given the dangers of Zendikar, even mundane animals such as octopuses, frogs, turtles, crabs, and crocodiles can grow to tremendous size (using the appropriate statistics from appendix A of the *Monster Manual*). The crabs of Ondu, the crocodiles of Guul Draz, the tortoises of Tazeem, and the octopuses of the deep sea (of which Lorthos the Tidemaker is but one giant specimen) are examples of these aquatic monstrosities. Enormous shoal serpents—sometimes compared to “a reef that runs aground on ships”—are a persistent danger to vessels along the Onduan coast. The **plesiosaurus** in the *Monster Manual* can represent these serpents.

Guard Gomazoa ▶ Rob Alexander





Pestilence Demon by Justin Sweet

DEMONS

The dark reflections of angels, demons are the incarnation of black mana and all it represents—selfish desire and lust for power. Their forms are roughly humanoid, but distorted and bestial. Their grotesque heads feature elongated ears, spiky protrusions, and large horns. (The size and number of a demon's horns are an indication of its age and power.) Spikes protrude from their backs and arms, and their hands are warped into large, sharp claws. Most demons have large, leathery wings, and a few have long tails. Their skin has an inhuman texture—dry and leathery for some; stony and cold for others. Their eyes are small points of red or blue light that glow as if revealing an inner inferno.

Unlike angels, demons reject any form of society or alliance. They are utterly selfish and hoard power in many different forms, including wealth, magic, terri-

tory, and slaves. Drawn to places where black mana flows freely, they often dwell in ancient crypts or in ruins deep in swampy terrain. Their presence defiles any remaining scrap of purity or goodness in an area, and often extends the bounds of a swamp or stirs up the restless spirits of the dead.

Any **demon**, **devil**, or **yugoloth** in the *Monster Manual* can stand in for a demon of Zendikar. The vile green mist surrounding a pestilence demon suggests it might have poison like a **vrock**, for example.

VENOMOUS VERMIN

The black mana that brews and festers in Zendikar's swamps infuses a wide variety of natural animals, creating large, deadly vermin—rats, bats, insects, scorpions, and spiders that spread death and decay with their bites, stings, or caustic saliva. The swamps of Guul Draz are home to many such creatures, from the enormous heartstabber mosquitoes (best represented with **stirge** statistics) to giant scorpions large enough to hold a struggling vampire in one claw. The gigantic, ant-like caustic crawlers (similar to **ankhegs**) shape burrows from stone with their acidic saliva, creating strangely smooth walls easily mistaken for ancient construction. Gloomhunter bats the size of griffins have reservoirs of vaporous mana in their heads, causing their bite to tear at the spirit as well as the flesh. These and other creatures can be built from the offerings in appendix A of the *Monster Manual*.



Caustic Crawler by Raymond Swanland



Bog Tatters Daarken

THE RESTLESS UNDEAD

Magic fueled by black mana can alter the natural cycle of life and death. Whether wielded by mortal wizards or demons, or simply an environmental manifestation of black mana's flow through the land, such magic can trap spirits between the realm of the living and the mysterious fate of the dead. These ghostly undead are as destructive and hateful as the magic that calls them into being. Zendikar's shades and wraiths can be represented by the **shadows** and **wraiths** in the *Monster Manual*.

Not all spirits are created with black mana, however, and not all are malevolent. The spirits of the dead sometimes linger in the world to protect their kin or communities, or to stand guard over sacred or important sites. These spirits can be dangerous, but they are not usually malicious. Both the kor and the Mul Daya elves remain in communion with the spirits of their dead kindred, entreating them for wisdom and protection. Such spirits are best described as the **ghosts** in the *Monster Manual*.

Vampire Nulls

The various forms of undead ghosts are the incorporeal remnants of life and personality left after the death of a mortal body. But sometimes the reverse is true: a body retains its animation and hunger while losing any trace of its soul, becoming a **zombie**. When a vampire who is not a bloodchief drains the blood from a living humanoid, that creature undergoes a horrible transformation, becoming a stronger, faster version of a zombie called a null. Nulls' heads are featureless except for a gaping mouth filled with jagged teeth. Their bodies are shriveled and distorted, but preternaturally strong. They are mindlessly loyal servants to the vampire nobility, and the number of nulls under a vampire's control is a mark of status and power among the vampire houses of Guul Draz.

DRAGONS

Dragons are the ultimate representation of the chaos, ferocity, and reckless independence of red mana. They are found across Zendikar in mountainous regions where red mana is plentiful, particularly in Akoum, though never in great numbers.

A dragon is an enormous reptilian monster with thick, tough scales and leathery wings. Sharp spines or thick plates run down its back, and most dragons have large horns. A dragon's body has a vaguely feline shape, with a long neck supporting a large head, and a long, thick tail lashing behind it. Its four legs end in sharp claws that are deadly weapons, and its mouth is full of sharp teeth. Even a young dragon is larger than a powerful warhorse, and the largest are on par with some of the larger Eldrazi (though not as mighty as the towering Eldrazi titans).

The dragons of Zendikar are not particularly intelligent, especially in comparison to the genius dragon Planeswalker Nicol Bolas. They are more aware than the average beast and perhaps slightly smarter than an ogre, but dragons are still driven primarily by their

instincts—to hunt for prey and to guard their territories against any intruders. They are hot-tempered and ferocious, typically rending or incinerating anything they perceive as an enemy before even thinking to ask questions.

A dragon's most fearsome aspect is its ability to exhale a blast of fire from its mouth. As it draws breath, a red glow like that of molten metal forms around its mouth, and is sometimes visible in its neck and chest as well. The fire then erupts in a long stream or a broad cone, shaped by the dragon as it chooses. A dragon might strafe the ground with fire as it flies overhead, covering as much ground—and incinerating as many foes—as possible. A grounded dragon turns its head back and forth as it breathes, blanketing its foes in flame or creating a barrier of burning earth to cover its retreat.

The **young red dragon** in the *Monster Manual* can represent the dragons of Zendikar, but its Intelligence score is only 8 (–1). This change has no effect on its other statistics.

Tyrant of Valakut ▶ Steven Belledin





GIANTS

Zendikar's giants are enormous humanoids that live in tight-knit tribes as far as possible from the settlements of other races. Compared to ogres and minotaurs, they are civilized and intelligent, though they are wilder than the smaller humanoid races.

Three major groupings of giants inhabit three of Zendikar's continents. In the mountains of Akoum, the giants of the Boulderfoot tribe have a well-earned reputation for trampling their enemies underfoot (hence their name). In the Skyfang Mountains of Murasa, the giants of the Shatterskull tribe are rough brigands who often extort "tolls" from travelers trying to navigate the treacherous pass that shares the tribe's name. The Boulderfoot and Shatterskull giants are **stone giants** in D&D terms.

In Ondu, the giants of the Turntimber tribe live in the forest of the same name. They hunt baloths and other large game, living in close harmony with the woodland. Their druids are the only giants of Zendikar that are inclined toward magic. Some legends hold that the Turntimber giants are unrelated to the other giant tribes, but were originally druids who became giants only after years of living among the twisted trees. Elsewhere on Ondu, in the Makindi Trenches, a handful of deformed giants called trench giants scale the canyon walls looking for prey. They are solitary and

do not think of themselves as members of a tribe. In fact, they are outcasts of the Turntimber tribe, banished because the mana of the forest warped their bodies and their hearts. The giants of the Turntimber tribe are similar to **cloud giants**, and the trench giants can be considered **fomorians**.

Hurdas

Hurdas are huge, semihumanoid creatures thought to be distantly related to giants. They are primarily employed as heavy labor—hauling stone, shifting earth, and drawing the huge carts of the Goma Fada caravan, for example. They are essentially beasts of burden, no more intelligent than a

baloth or terastodon—but significantly more pliable. Murasan hurdas are more aggressive than their calmer Onduan kin, serving as protection for the caravans instead of drawing its carts.

Hurdas are bipedal, but they walk on their hugely developed arms while their tiny, vestigial legs dangle beneath them. Thick tails keep them balanced. Their massive bulk allows them to carry tremendous loads in addition to pulling carts and wagons behind them.

Use **hill giant** statistics to represent hurdas, replacing the greatclub attack with an unarmed smash attack.





OGRES

The ogres of Zendikar are towering brutes driven by cruelty, greed, and savage ferocity. They favor the jagged mountains of Akoum but can be found on every continent. Their size and strength help protect them from the dangers of Zendikar, so they have little need of walls or roofs—which is good, since they have little skill at building. Ogre society, such as it is, revolves around leaders who gather small gangs (usually six to ten other ogres) to join them in pillaging, extorting, or slaving. The *Monster Manual*'s **ogre** statistics work fine for Zendikar ogres.

Despite their low intelligence, some more clever ogres—perhaps represented as **oni**—master the use of certain kinds of magic. The use of red mana complements an ogre's fierce and angry tendencies, and some ogres can produce fiery spells and manipulate the volcanic forces of Akoum. Other ogres channel black mana to immerse themselves in necromancy and diabolism, accentuating their amoral nature and their willingness to enslave others for their own benefit.

MINOTAURS

Minotaurs are often savage and cruel. But they are also capable of fighting with discipline, cooperating with members of other races against a common foe, and carefully following orders—if the pay is good enough. Minotaurs are strongly associated with red mana. Their fierce tempers, passionate emotions, and lust for battle align with the characteristics of red mana, and their shamans (though they are rare) favor the mountain magic of earth and stone. They are often reckless and unpredictable, throwing their opponents off balance and then pressing their advantage. The **minotaur** statistics in the *Monster Manual* need no adjustment for the minotaurs of Zendikar.





Oran-Rief Hydra © Chris Rahn

HYDRAS

Hydras are dragon-like reptiles with no wings and multiple heads. Relatively small hydras, such as those found in Tazeem's Vastwood, have only five heads, but the largest hydras in Ora Ondar have eight. A hydra's heads come together on long, thin necks, connecting to a four-legged body with wide shoulders and narrow hips. Frilled crests adorn its heads and upper necks, and run down the creature's long tail. For all their great bulk, hydras can move quickly and with surprising agility through their forest homes. Use the **hydra** statistics in the *Monster Manual*.

WURMS

The wurms of Zendikar are gigantic creatures with features akin to both snakes and insects. A worm's serpentine body is covered in heavy bands of scales, giving it a segmented appearance. Its misshapen head is crowned with at least eight eyes, and is dominated by a ring of four or five enormous, hook-like fangs surrounding the mouth. The creature's jaws extend like a tube out from its mouth when it is ready to feed, accompanied by a horrendous carrion stench and a nauseating squelching sound.

The **purple worm** in the *Monster Manual* is a fine representation of Zendikar's wurms.

HELLIONS

Similar to wurms, hellions are enormous serpentine creatures that dwell in the lava deep beneath the surface of Akoum. When an eruption brings lava to the surface, hellions occasionally emerge as well. Thrust into what seems to them like freezing air, the hellions begin a rampage of devastation resembling an extension of the lava flow.

A hellion bears a certain resemblance to both a millipede and a crustacean. Small legs tucked close to its body help propel it through its tunnels. Six long, jointed limbs protrude from its head, allowing it to drag prey into its mouth. Its body exudes infernal heat and its movements shake the earth like a tremor.

The **remorhaz** statistics in the *Monster Manual* work well for hellions of different sizes.



Hellion Eruption © Anthony Francisco



Harvester Troll Greg Staples

TROLLS

The trolls of Zendikar are rare, reclusive giant-like creatures that live in remote forests and marshes. Savage and ill-tempered, they are made particularly dangerous by their regenerative abilities, which let them quickly heal even apparently mortal wounds. They are fiercely territorial, often demanding bribes from people who pass through their lands—and slaughtering those who refuse to pay. The **troll** statistics in the *Monster Manual* can depict Zendikar's trolls.

BEASTS

Green mana is the magic of natural growth and hunting prowess, and so it is the color most commonly associated with the wide variety of natural animals that inhabit Zendikar's wilds. Many of these animals have some rudimentary ability to draw on the mana of the forests, while others are simply infused with it—and have grown to incredibly large size because of it.

Baloths

Baloths are perhaps the most distinctive of Zendikar's beasts. They are muscular, omnivo-

rous hunters covered in horns, spines, and plates of various shapes. The woodcrasher baloths of the Turntimber forest are surprisingly agile, leaping from tree to tree by using their great claws to clutch each spiraling trunk. The leatherback baloths of Ora Ondar are heavier and keep to the ground, where their thick, plated hide protects them from danger. Baloth herds occasionally stampede across the Onduan plains—and do so more frequently since the rise of the Eldrazi, as

if sharing in Zendikar's anger. Use the **triceratops** statistics for baloths, but woodcrasher baloths have a climbing speed of 30 feet in addition to their normal walking speed.

Basilisks

Basilisks are six-legged lizard-like reptiles with large horns and long tails. A creature that meets the gaze of a basilisk turns instantly to stone. They are common in the wooded regions of Guul Draz as well as the Turntimber forest of Ondu. Use the **basilisk** statistics in the *Monster Manual* for Zendikar's basilisks.

Rampaging Baloths Eric Deschamps





Terastodon ▶ Lars Grant-West

Gnarlids

Gnarlids are about the size of a large dog and resemble a cross between a bear and a wolverine. They have horns with distinctive shapes that vary by species, and some varieties have similar spikes elsewhere on their bodies. They have an innate ability to grow larger by drawing on green mana in the environment, nearly doubling in size as well as ferocity. In this enlarged state, a gnarlid can be represented with the **brown bear** statistics in the *Monster Manual*. If some magic reduces its size, cut both its hit point maximum and its attack damage in half.

Other Beasts

The oxen (use the **giant goat** statistics) of Murasa's Pillar Plains are renowned for their stubbornness, but are still used as pack animals thanks to their tremendous strength. A terastodon is an enormous elephant (use the **mammoth** statistics) with four tusks and armored hide. A bony plate on its head, sharply pointed on the edges, extends back to protect its neck. Terra stompers are six-legged behemoths that can grow as large as the trees in the Vastwood of Tazeem. (Use the **tyrannosaurus rex** statistics for these fierce beasts.)

Timbermaws dwell in the hollow trunks of strange floating trees, emerging with deadly speed when prey wanders near. (The **grick** statistics can represent a timbermaw, adjusting its stone camouflage trait to hide it in the woodlands.) And at least two varieties of great cat (similar to the **saber-toothed tiger**) sport enormous blades jutting back from the forelegs, which help them cut through heavy undergrowth and take down much larger prey.

Scythe Leopard ▶ Winona Nelson





Living Tsunami ▶ Matt Cavotta

ELEMENTALS

Elementals are physical manifestations of the primal natural forces that make up the plane of Zendikar. Some are living creatures infused with elemental energy, maintaining natural life cycles of birth and death. Others are animate plants that embody the vital force of growth. Still others are pieces of the plane—plateaus, islands, or expanses of water—that have

awakened to fight the Eldrazi. The longer the Eldrazi rampage across Zendikar, the more active and violent these elementals become.

Any of the various elemental and plant creatures in the *Monster Manual* can represent the elementals of Zendikar. Awakened lands are similar to the basic **elementals**—air, earth, fire, and water. Fiery beasts such as geyser gliders, fireboars, and hellfire mongrels can be represented as **hell hounds**, **magmins**, **fire elementals**, **magma mephits**, or **salamanders**. Animate plants could be **treants**, **blights**, **shambling mounds**, or **awakened trees** and **awakened shrubs**.

Avatars

Avatars are rare beings similar to elementals. They are aspects or projections of a larger, abstract power, which might be anything from the looming shadow of death to the soul of Zendikar itself. These powerful beings can be represented by some of the most powerful monsters in the *Monster Manual*—a **demilich**, perhaps, or an **empyrean**, or even the **tarrasque**.



Hellfire Mongrel ▶ Dan Scott

ARTIFICIAL CREATURES

With the power of magic at their disposal, mages of the ancient past and of Zendikar's present have been able to create objects bearing the semblance of life, capable of carrying out orders and even acting independently.

In a number of ancient sites associated with the Eldrazi, stone creatures have been found standing eternal guard. Created from fragments of hedrons or carved to resemble them, these constructs were intended to help the people of Zendikar eliminate the brood lineages after the titans were imprisoned, and were implanted with a fragment of the power that bound and imprisoned the Eldrazi. They have served as useful allies in battling the Eldrazi broods, and some mages have had limited success in prying the secrets of their magic

from their artificial minds. Other hedron constructs are of more recent make, fashioned in imitation of the originals. These have no power over the Eldrazi beyond what their physical strength gives them, and their creators used them for menial tasks. They are most often found in the ancient ruins of the kor or in merfolk cities. The various **modrons** can be used to represent these dedicated constructs.

The golems of Zendikar are effectively artificial elementals, and can be represented by **stone golems**. Mages fashion bodies from special stone and infuse them with the power of movement and limited understanding. Golems are rare and powerful, especially when shaped from stone that already possesses magical power.

Hedron Crawler © Daniel Ljunggren



ELDRAZI

The Eldrazi are a race of interplanar beings that once traveled from plane to plane through the Æther. They fed on the mana and life energy of the planes, leaving lifeless husks in their wake as they moved from one world to the next. Their origin is unknown and their nature is poorly understood, and if they have thoughts or goals beyond simply feeding, their minds are utterly inscrutable. Even their magic transcends the categories of spells and classifications of mana, recognizing no distinction between the mana of one land and that of another.

Three monstrous Eldrazi titans were bound on Zendikar in eons past: Ulamog, Kozilek, and Emrakul. No one can say whether more titans might exist somewhere in the vast multiverse, but these three have power enough between them to threaten countless planes. In their true forms, these titans are huge, alien leviathans made up of an immaterial substance akin to the Æther. The ancient Planeswalkers forced them

into material forms in order to bind them on Zendikar. Now that the titans are free, their first priority is amassing enough energy to leave Zendikar and return to their astral forms.

Multitudes of lesser creatures—drones, spawn, and more powerful servitors—seem to emanate from the titans when they are active, much as clouds of vapor emanate from boiling water. Each titan has its own brood lineage, which shares certain common features. The people of Zendikar have named the various kinds of lesser Eldrazi, but they appear in such multifarious variety that they are difficult to fully categorize.

Some speculate that the lineages of lesser Eldrazi are extensions of their titan sires, extending the titans' will and reach across the plane, and harvesting mana and life energy that is then channeled back to the titans. In effect, the great multitudes of lesser Eldrazi are organs of the titans, serving sensory and digestive functions for these alien beings.

Oracle of Dust Jason Rainville



These lesser Eldrazi come in a bewildering variety of forms, from weak spawn to towering behemoths nearly as large as the titans. The brood lineages of the three titans are markedly different from each other, and they have different effects on the land and its creatures as they spread across Zendikar.

The best way to represent Eldrazi in D&D terms is to adapt a variety of monster statistics to reflect the diversity of these creatures. Almost any demon



Eldrazi Mini © Craig J. Spearling

or aberration could represent an Eldrazi, and bizarre fungus monsters, oozes, or monstrosities can work as well. For example, the weakest Eldrazi spawn (under challenge rating 1) might use the statistics for the **cockatrice**, **dretch**, **violet fungus**, **gas spore**, **myconid adult**, **rust monster**, or **troglydte**. More powerful drones (challenge rating 1 to 5) could be based on the **barlgura**, **black pudding**, **carrion crawler**, **chuul**, **ettercap**, **gibbering moulder**, **gorgon**, **grell**, **hook horror**, **nothic**, **otyugh**, **phase spider**, **red slaad**, **umber hulk**, or **xorn**. The ranks of the true Eldrazi (above challenge rating 5) could be represented by such creatures as the **aboleth**, **beholder**, **cloak**, **drider**, **goristro**, **hezrou**, **mind flayer**, **spirit naga**, **blue slaad**, **gray slaad**, **death slaad**, or **yochlol**. The Eldrazi titans—Ulamog, Kozilek, and Emrakul—are unique beings akin to the titans of D&D: the **empyrean**, **kraken**, and **tarrasque**.

Some small modifications to existing monster statistics can make creatures feel more like the Eldrazi that are consuming Zendikar. Consider the following additions and changes:

- Eldrazi are immune to psychic damage and the charmed condition.
- Eldrazi of Ulamog's brood lineage have no eyes; they are immune to the blinded condition and have blindsight to a range of 30 feet.
- Some drones act as extensions of the Eldrazi titans' hunger. Change the damage type of such a monster's attacks to necrotic damage.
- Some Eldrazi have a Life Drain ability similar to that of a wight, forcing a target to succeed on a Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies and is utterly consumed by the Eldrazi if this effect reduces its hit point maximum to 0.
- Some Eldrazi are responsible for the creation of new spawn. Such a drone might have an ability akin to the red slaad's claw attack, implanting a nascent Eldrazi spawn in the host's body.
- More powerful Eldrazi can consume spawn and use them as fuel for their own abilities. The Eldrazi destroys an Eldrazi spawn within 5 feet of it and either regains 10 hit points or regains the use of a single ability as though it had finished a long rest.