

IXALAN

THE GOLDEN CITY

Deep in the heart of Ixalan's verdant jungle lies a treasure beyond imagining. Secure in the ancient golden city of Orazca lies the Immortal Sun, an artifact of mythic power that promises boundless wealth, the strength of empire, command over nature, and eternal life. For centuries it was veiled in legend and only dimly remembered. Now legend has become reality, and all the peoples of Ixalan and beyond seek the Immortal Sun and the power it promises. They will stop at nothing to claim it for their own.

WHO ARE YOU?

You are a band of adventurers who have sailed the seas towards the distant Ixalan. You might seek adventure, treasure, rare goods, fame or you did not choose to travel by your own volition. You might have been hired for your skills, hidden in cargo as a stowaway or hypnotized by vampires to scrub the decks. Chances are you have not met before the campaign starts. You have no experience with Ixalan, but that will soon change.

YOUR CHARACTER

You have teamed up with your companions to save yourselves from a supernatural ailment by finding the Immortal Sun.

You begin at 1st level. You can choose character backgrounds, classes and other features from the *Player's Handbook*, *Xanathar's Guide To Everything*, *Tasha's Cauldron of Everything*, *Fizban's Treasury of Dragons* and *Mordenkainen Presents: Monsters of the Multiverse*.

Build well-rounded characters able to sail the rivers of Ixalan, interact with its inhabitants and the newcomers, survive the primordial wilderness, explore ancient ruins and uncover mystical secrets.

TRUTHS OF IXALAN

- The land of Ixalan was inaccessible, protected by ancient magic for centuries, until two years ago.
- The land is infused with supernatural life; dinosaurs, elementals, forest spirits and primordial horrors.
- The land is inhabited by many different native peoples, most of whom see the new arrivals as invaders.
- Tales of the Immortal Sun have attracted many interested parties. One such is the Legion of Dusk, zealous vampires inspired with religious zeal to make their queen immortal.
- Survival in Ixalan is not a given. Only by learning to understand its flora and fauna can one expect to last more than a day.

IT BEGINS...

You are on your way to Ixalan when your ships find themselves in battle at sea. The conquerors from the Legion of Dusk and privateers of the Brazen Coalition fight for a prize. Before you realize what they are fighting over, a supernatural blast destroys all but you and the smallest ship. A dying native gives you a most peculiar map that marks you with a supernatural ailment. You are running low on supplies, and have too few hands to handle the ship well. In sight is the mysterious land of Ixalan.