

TROSTANI DISCORDANT

SECRETS OF THE TRISKELION: PART FIVE



A 2-HOUR RAVNICA ADVENTURE
FOR 5TH - 6TH LEVEL CHARACTERS

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Introduction: After being informed of a terrible vision regarding the felicity triskelion, the party must travel to Precinct Three in order to seek the wisdom of the Selesnya Conclave. As they head to the verdant Guildhall Vitu-Ghazi, will they find truth, treachery, or both?

A 2-HOUR RAVNICA ADVENTURE FOR 5TH-6TH LEVEL CHARACTERS

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INTRODUCTION

Welcome to *Trostani Discordant*, an adventure for the *Guildmasters' Guide to Ravnica*. This adventure is designed to follow the events of the adventure [Assault on Precinct Four](#), allowing the characters from that adventure to continue their pursuit of the truth behind the strange artifact known as [the Felicity Triskelion](#).

This adventure takes place in three distinct areas. At the beginning of the story, the adventurers must traverse the Transguild Promenade, a massive thoroughfare that runs through the eastern end of the Tenth District. The Dungeon Master may use as much or as little as time as they like exploring the promenade, highlighting areas of the Tenth District that have not yet been touched on in the campaign and granting the party an opportunity to interact with the inhabitants of the city.

This journey eventually takes the party to the Selesnya Guildhall in Precinct Three. At Vitu-Ghazi the adventurers meet with a Loxodon Sagittar who can help connect them with Trostani, the Guildmaster of the Selesnya. Through the dryad triad, the party learns the truth behind the vile artifact that circumstance has placed in their care. A number of options are presented for addressing the danger presented by the felicity triskelion, but Trostani leaves its fate to the party to determine.

The third area of this adventure occurs as the Loxodon Vasool escorts the adventurers back to the Transguild Promenade. No longer able to afford the luxury of shadowy movement and subtle surveillance, agents of House Dimir strike the unwary party in the hopes of stealing the felicity triskelion for their own ends. These assassin thieves fight to the death in their bid to claim the artifact. If the adventurers lose, one of the most dangerous relics in all of Ravnica falls into the hands of the House of Secrets. If they succeed in protecting the triskelion, they remain vexed by the pressing question: where do we go from here?

The majority of the following content is devoted to describing the encounters and opposition found in the aforementioned areas as well as forwarding the plots and subplots introduced in [Off to a Weird Start](#), [The Palace of Pain's Pleasures](#), and the rest of the *Secrets of the Triskelion* campaign. While this adventure is designed for a party of three to five characters of 5th or 6th Level, the Dungeon Master can easily scale the adventure up by adding additional enemies or increasing the hit points and damage output of the listed antagonists.

ADVENTURE BACKGROUND

After facing **Rogad Nar**, who had been mutated into a lesser Horror, the adventurers hopefully defeated the creature, recovered the artifact, and made their way out of Brobourg just in time to be arrested by a large force of Azorius law enforcement officers. The adventurers were then taken to Arrester Station 13 in Precinct Four to await a hearing regarding their involvement in the violence and chaos that tore up a portion of Tin Street, an Undercity neighborhood, and perhaps the property of a Rakdos carnival, depending on how the previous sessions played out.

When the party arrived at the Arrester House, they soon discovered that another inmate, the Gruul shaman **Nyrvolas Sid**, was about to stage a jailbreak. Rather than allowing their shaman to stand trial Nyrvolas' war band laid siege to the Arrester Station to free their leader. In the confusion of the siege, another mysterious party tried to sneak into the Arrester Station and steal the *felicity triskelion* for their own ends. Depending on how these events played out, the adventurers may have formed an uneasy alliance with the Azorius to repel the invaders and protect the triskelion. Or, they may have seized the opportunity to escape.

If the adventurers took the more heroic route, their altruism was rewarded when **Komni**, the vedalken **precognitive mage** shared a vision about the triskelion wreaking havoc and destruction across Ravnica. Fearing what the prophesy might mean, the Azorius **lawmage Caipei Nidaal** orders the device to be taken to a friend among the Selesnya Conclave. With that, the party is sent to Precinct Three.

UH...ABOUT THAT TRISKELION...

It is entirely possible that in the events of the previous adventure, the party failed to protect the felicity triskelion from falling into the hands of House Dimir. If this is the case, Komni will still experience their precognitive vision, and Caipei will still send the party to the Selesnya in order to get information. The final battle with Dimir agents depicted in this adventure will also occur, though the Dimir will have a different goal: that of eliminating the party as a threat to House Dimir's interests.

The full ramifications of this possibility will be explored in *Triskelion Trinity*, the next adventure in the *Secrets of the Triskelion* campaign.

ADVENTURE HOOKS

This adventure is truly a point of no return in the *Secrets of the Triskelion* campaign. Parties who are following the events of *Assault on Precinct Four* should have all the hooks they need to begin this adventure. However, this story also affords the opportunity for new characters to join the party. Perhaps a party member died or one of the players wishes to switch characters. The table below offers potential hooks for members of each Guild to join the story. The DM may choose to use multiple hooks, especially if the party introduces members of different Guilds. Alternatively, the DM may choose to create their own hooks using this table as inspiration.

Guild	Hook
Azorius	I don't know how Nidaal pulled enough rank to get me assigned to follow this bunch of brigands but orders are orders.
Boros	I wanted to be where the action is, and the action is obviously following this bunch around Ravnica.
Dimir	Everything I am seeing indicates that nothing good can come from the <i>felicity triskelion</i> . Perhaps I need to save my house from itself?
Golgari	If the Azorius witch is to be believed, this device endangers the swarm. It must be dealt with.
Gruul	They say this trinket can bring about the destruction of Ravnica. Destruction belongs to the Gruul, not some knick-knack from ages past.
Izzet	Imagine if we could get the <i>felicity triskelion</i> into a lab!
Orzhov	The investment of resources into researching these events demands a resolution. I am tasked to see this through to its end and ensure dividends for the Orzhov.
Rakdos	This thing sounds like it belongs to Rakdos, and if it doesn't, it should. He will shower me with favor if I bring it to him.
Selesnya	The voda spoke of a terrible threat to the worldsoul, here, in this area. I am to find it and learn more.
Simic	The <i>felicity triskelion</i> clearly threatens the Holdfast principle. This must end now.

PART ONE: GETTING THERE

As the party takes the Transguild Promenade in order to meet with Caipei's contact: the Loxodon Sagittar, **Vasool (NG Archer)**. As they cross the Transguild Promenade, the party may encounter some people in the street. Have each player roll a d12 and consult the table below for encounter information. Unless specified, all NPC's use the **Commoner** stat block.

PEOPLE IN THE STREET

D12	Description	Attitude
1	A group of 3 angry axe beaks got loose from their reins.	Hostile
2	A quietman (using the indentured spirit stat block) follows the party for a while	Neutral
3	1d8 twig blights are carrying a wooden box down the street	Neutral
4	4 goblin anarchists are trying to trash a merchant's stall	Hostile
5	An old lady is having trouble getting her groceries home	Friendly
6	A Rakdos cult fanatic is trying to murder a priest	Hostile
7	A horncaller lost 3 dire wolf puppies and is looking for them	Neutral
8	While crossing the street an earth elemental accidentally knocks down a wagon, trapping someone under it.	Neutral
9	Recognizing the party, a civilian will offer them a meal at the nearby inn	Friendly
10	A Loxodon apple picker, had a good day and is giving apples to people on the street	Friendly
11	A merchant clearing out her stock is selling health potions at 50% the original price	Neutral
12	A playful Sagittar will ask the party for a shooting game, winner takes 20 GP	Friendly

As the party travels to their destination they will be followed by a Dimir agent. A successful DC 17 Wisdom (Perception) check allows a character to spot the tail. As soon as the Dimir agent realizes that they are spotted the agent runs away, easily losing themselves in the crowd of the Transguild Promenade.

PART TWO: MEETING THE SAGITTAR

Upon exiting the Transguild Promenade into the Northeastern Neighborhood the party finds **Vasool** waiting for them. He is curious about what brings the party to the Conclave and asks about their travels so far. This is the perfect opportunity for the players to catch up on everything that has transpired so far, revisiting events from earlier in the campaign, and discussing any plot elements that they may find confusing or challenging. To prompt this conversation, have Vasool ask the adventurers about the following points:

- How did the party get involved in this situation?
- What is the *felicity triskelion* capable of, and where is it?
- Who is after it?

The party does not need to have the answers to all the questions. Vasool is interested and not particularly disturbed regardless of the party's answers. Vasool is curious and will ask some probing questions, which gives the Dungeon Master the opportunity to probe and direct the party down certain lines of reasoning, should such manipulations be desired.

ROLEPLAYING VASOOL

The Loxodon has lived many years serving the conclave, though he prefers to talk things through first, the sagittar will not hesitate to use his longbow to stop any danger that comes to the Conclave. As a curious person since childhood, Vasool is very talkative and is always asking a variety of questions ranging from the meaningless to the profound.

Ideal. I wish for peace to everyone. I'll fight to keep it, and I'll gladly put down my weapons when it's possible.

Bond. Every living thing has value in the world.

Flaw. I'm more curious than cautious, and that often lands me in trouble.

Once the conversation is finished read or paraphrase the following:



Satisfied with the conversation Vasool turns to the nearby foliage and gently caresses its leaves. For a second it seems as the leaves hum back to the Loxodon. He smiles and turns back to you saying:

“It seems you have claimed the attention of my Guildmaster, please follow me, she would like to speak to you.”

PART THREE: OF THREE MINDS

Vasool will guide the party to the inside of Vitu-Ghazi, towards Trostani's chamber. There, in the presence of a massive, beautiful tree, the party will meet the Selesnya Conclave Guildmaster, the three dryads joined as one. Trostani will share the tale of the Triskelion. As Trostani speaks the following, each of her aspects speaks but one sentence, in turn:

That artifact that's been the cause of so much chaos recently is a peculiar thing.

It is a door, a lock, and a key all at once.

In ancient times a group of demons became blinded by their own ambitions.

They grasped at the far realms, hoping to bring powerful horrors into their control. But all the demons found were creatures that exceeded their own depravity.

Regretful of their actions the four demons tried to return the horrors back to their own plane.

They even asked angels to help.

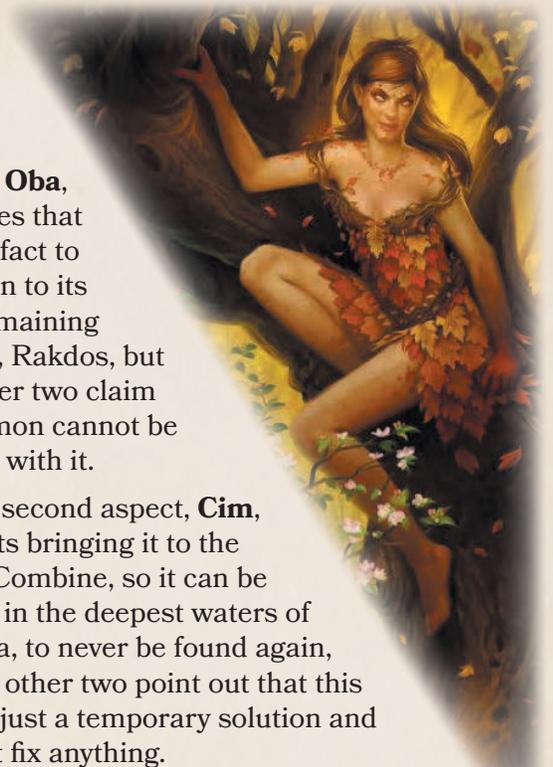
And after the sacrifice of many, two of the demons included, they succeed in forcing the horrors back, through the Triskelion.

The horrors that remain in Ravnica are but miniature aftershocks of this event and represent a small example of what could happen to Ravnica if someone were to use the Triskelion.

After explaining what she knows Trostani offers suggestions on what to do with the artifact, but the three aspects each have a different idea on how to proceed.

- The first aspect, **Oba**, proposes that the artifact to be taken to its sole remaining creator, Rakdos, but the other two claim the demon cannot be trusted with it.
- The second aspect, **Cim**, suggests bringing it to the Simic Combine, so it can be hidden in the deepest waters of Ravnica, to never be found again, but the other two point out that this plan is just a temporary solution and will not fix anything.
- The final aspect, **Ses**, recommends that the Triskelion to be brought to Niv-Mizzet. The brightest mind in Ravnica is bound to comprehend the artifact, and with luck, be able to contain it.

After all three ideas are spoken Trostani orders the party ushered away from Vitu-Ghazi. Vasool escorts the party out of the tree with haste.



PART FOUR: AMBUSH

As the party is making their way back toward the Transguild Promenade, they suffer an ambush by some Dimir agents. These Dimir want the *felicity triskelion* (if the party still has it) and the information that Trostani gave them.

This is a residential neighborhood and is populated by some families that try to run back to their houses as soon as a fight starts. As Vasool is still with the party, he helps fight off the Dimir, focusing on the flying horrors with ranged attacks.

The ambush consists of **3 mind mages** each riding a **flying horror**.

If the Dimir lose two of their mounts or if two or more of the mind mages are reduced to half their hit points, they will retreat.

AFTERMATH

Once the Dimir are run off, the party is able to make their way to the Transguild Promenade with no further challenge or difficulty.

If the characters still possess the *felicity triskelion*, they will need to decide what their next steps should be. Though they have been presented with three options for dealing with the artifact by Trostani, no option is likely to be seen by the entire party as a perfect solution. The adventurers must decide whether they will follow the advice of the Selesnya Guildmaster, and if so, which plan?

It is also possible that the adventurers will try to concoct their own plan for dealing with the item. This could involve contacting members of other guilds, performing research on their own, or retracing their steps from the campaign so far. By visiting with those they have interacted with in the past, they may find some new insight into the problem before them.

Of course, it is possible that the Dimir have the *felicity triskelion*, in which case the adventurers will need to act fast to try and track the device down. Who knows what sort of harm the Dimir might do with such a horrific artifact.

Whatever choices the party makes, the Dungeon Master should work with them to create a compelling story as they seek to end the influence of this horrific artifact on the world of Ravnica. It should be noted that most scholars are not even aware of this item, let alone its capabilities. Allow the adventurers as much time as they need to pursue any avenues they choose in search of an alternate solution. Ultimately, if they wish to deal with the *felicity triskelion* once and for all, all signs will point them back to the advice given by Trostani. This sets the party up for the events in **Triskelion Trinity**, the next adventure in the **Secrets of the Triskelion** campaign, coming soon to DMsGuild.

DMs using milestone advancement should allow the adventurers to increase their level at the end of this adventure. Those using experience points should grant appropriate awards for the enemies defeated or overcome.



APPENDIX: NPCs

The following stat blocks are used in this adventure.

FLYING HORROR

Medium aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft., fly 60 ft.

STR 9 (-1) **DEX** 20 (+5) **CON** 12 (+1) **INT** 2 (-4) **WIS** 15 (+2) **CHA** 16 (+3)

Skills Perception +4, Stealth +7

Damage Resistances Necrotic, Psychic

Damage Vulnerabilities Radiant

Condition Immunities Frightened

Senses Darkvision 120 ft., Passive Perception 14

Languages --

Challenge 3 (700 XP)

Fear Frenzy. The horror has advantage on attack rolls against frightened creatures.

Keen Smell. The horror has advantage on Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) checks that involve smell.

Sunlight Sensitivity. While in sunlight, the horror has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

ACTIONS

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage plus 14 (4d6) psychic damage.

Frightening Screech (Recharge 5–6). The horror screeches. Each creature within 30 feet of it that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened of it for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the horror's Frightening Screech for the next 24 hours.

MIND MAGE

Medium humanoid (any race), neutral evil

Armor Class 12 (15 With Mage Armor)

Hit Points 49 (11d8)

Speed 30 ft.

STR 10 (+0) **DEX** 14 (+2) **CON** 10 (+0) **INT** 20 (+5) **WIS** 15 (+2) **CHA** 13 (+3)

Saving Throws INT +8, WIS +5

Skills Arcana +8, Deception +6, Insight +5, Persuasion +6

Senses passive Perception 12

Languages Common, Draconic, Sylvan, Vedalken, Elvish

Challenge 5 (1,800 XP)

Innate Spellcasting (Psionics). The mage's spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: *encode thoughts, friends*

3/day each: *charm person, detect thoughts, mage armor, sleep, suggestion*

1/day each: *dominate person, mass suggestion, modify memory*

Special Equipment. The mage wears a spies' murmur (see *Guildmasters' Guide to Ravnica* chapter 5).

ACTIONS

Dagger (x5). Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

VASOOL

Male loxodon, **archer**, neutral good

The Loxodon has lived many years serving the conclave, though he prefers to talk things through first, the sagittar will not hesitate to use his longbow to stop any danger that comes to the Conclave. As a curious person since childhood, Vasool is very talkative and is always asking a variety of questions ranging from the meaningless to the profound.

Bond. Every living thing has value in the world.

Flaw. I'm more curious than cautious, and that often lands me in trouble.

Ideal. I wish for peace to everyone. I'll fight to keep it, and I'll gladly put down my weapons when it's possible.

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

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

Skills Acrobatics +6, Perception +6

Senses passive Perception 16

Languages Common, Loxodon

Challenge 3 (700 XP)

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Keen Smell. Vasool has advantage on Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) checks that involve smell.

Loxodon Serenity. Vasool has advantage on saving throws against being charmed or frightened.

Trunk. Vasool can grasp things with his trunk, and you can use it as a snorkel. It has a reach of 5 feet, and it can lift 55 pounds. Vasool's trunk can be used for the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike.

Vasool's trunk can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.

ACTIONS

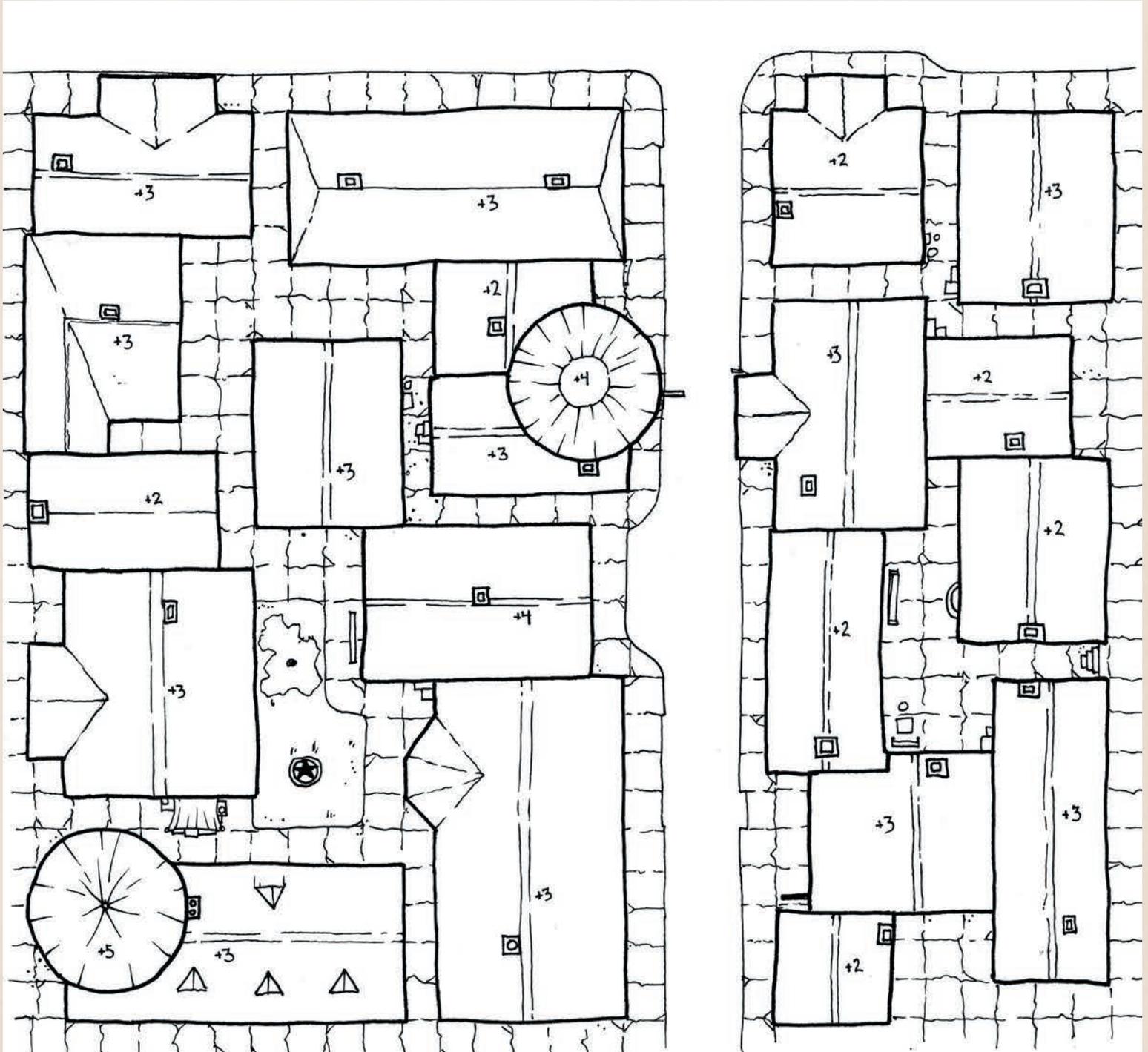
Multiattack. The archer makes two attacks with its longbow.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

APPENDIX: AMBUSH MAP

This map represents the Precinct Three neighborhood where the Dimir agents stage their ambush after the meeting with Trostani. Each square = 5 feet, and the number listed after the plus sign (+) on each rooftop indicates the stories of elevation of that roof. Each story is 10 ft. This map is designed to allow the PCs to take full advantage of the uneven heights of the rooftops while combating the flying horrors used by the Dimir.



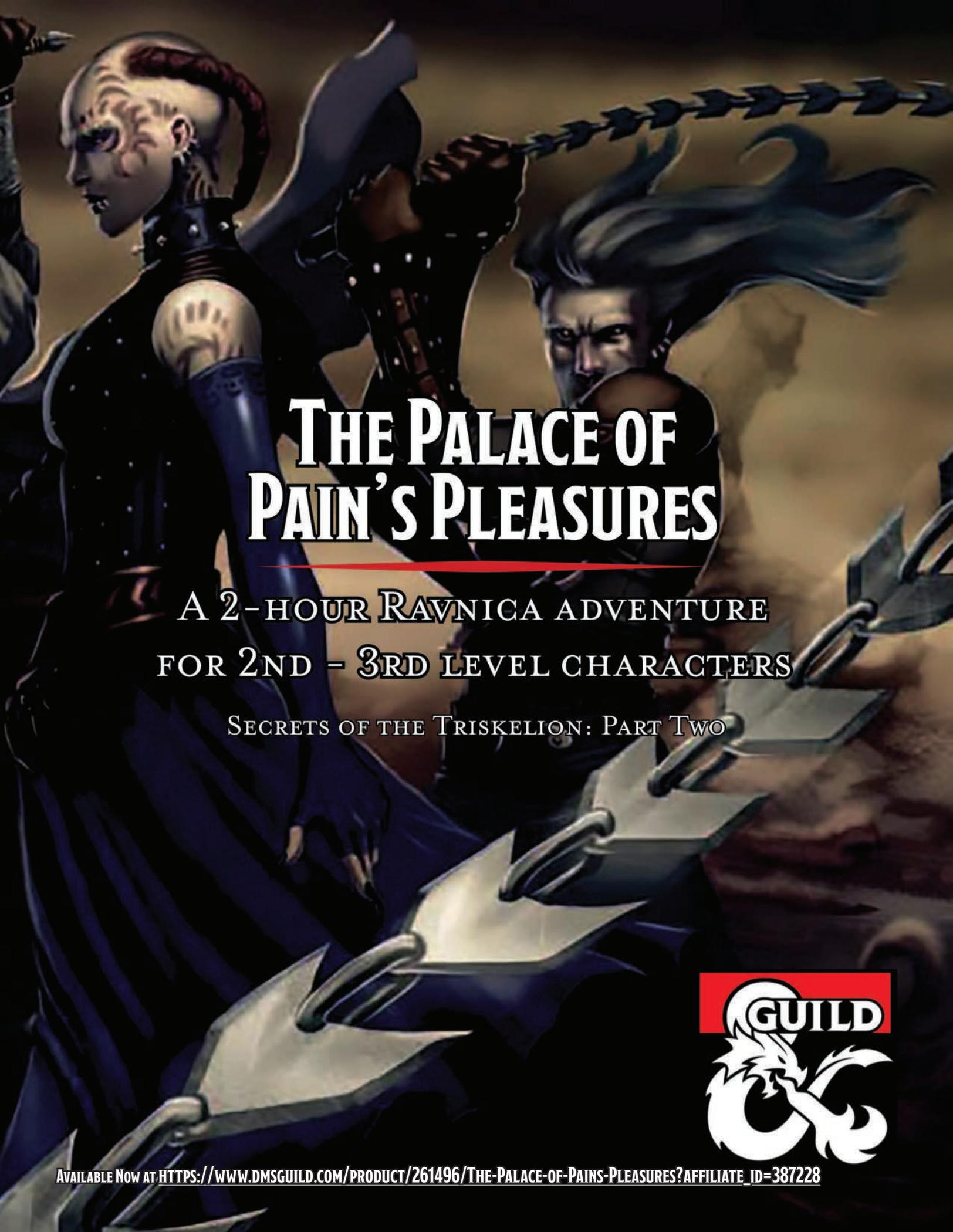
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FOR 1ST-2ND LEVEL CHARACTERS

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THE FELICITY TRISKELION

SECRETS OF THE TRISKELION: PART THREE

Long and thin tongue

for tearing marrow from
cracked bones.
mouth full of razor sharp
teeth for tearing flesh.

SOUL DEVOURER

Soul of unfortunate victim
trapped within skull cavity
of the devourer

VAMPIRE TRAIT?

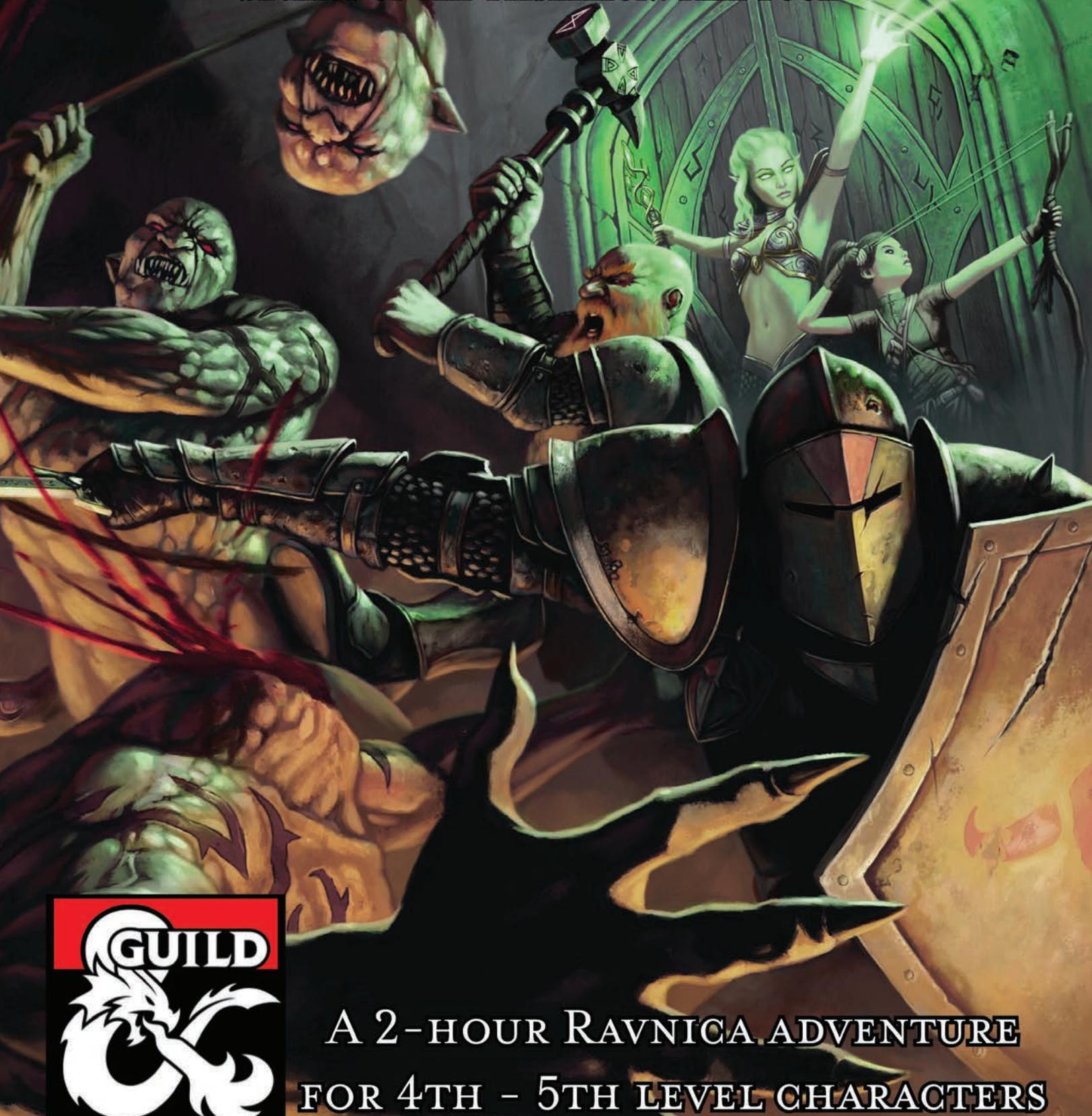
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