

THE FELICITY TRISKELION

SECRETS OF THE TRISKELION: PART THREE

Introduction: Peren, a guildless Devkarin collector of obscure relics has gone missing. The elf of shadow is in deep debt to the Orzhov as well as to the Rakdos performer, Ophyira. To discover Peren's fate the party must descend into the Undercity of District Four, within the territory of the Gulgari Swarm.

A 2-HOUR RAVNICA ADVENTURE FOR 3RD-4TH LEVEL CHARACTERS

BY [BEATRIZ T. DIAS](#) AND [TRAVIS LEGGE](#)

EDITED BY SAYLOR ASHMAN

CARTOGRAPHY BY DYSON LOGOS

WITH MODIFICATIONS BY TRAVIS LEGGE

COVER ART BY WOTC

SOME INTERIOR ART BY WOTC

ROGAD ART BY CARLAGN



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INTRODUCTION

Welcome to *The Felicity Triskelion*, an adventure for the *Guildmasters' Guide to Ravnica*. This adventure is designed to follow the events of the adventure *The Palace of Pain's Pleasures*, allowing the characters from that adventure to continue their efforts to solve a compelling mystery.

This adventure takes place in Brobourg, an Undercity neighborhood under the control of the Golgari Swarm. As described in the *Guildmasters' Guide to Ravnica*, the Golgari Swarm, "have sealed many of the passages leading into the undercity, making their territory seem like an impregnable subterranean fortress." The neighborhood of Brobourg is home to one such passage into the true Undercity. A group of **kraul warriors** live in Brobourg, controlling access to the sewer hatch in the neighborhood.

The majority of the following content is devoted to fleshing out the Brobourg neighborhood and its occupants as well as forwarding the plots and subplots introduced in [Off to a Weird Start](#) and [The Palace of Pain's Pleasures](#). While this adventure is designed for a party of three to five characters of 3rd or 4th 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

Chaos erupted in an Izzet laboratory. While that is not unusual, the vestiges of foul play are. A Dimir spy named Rogad Nar caused a **galvanice weird** to go berserk, trashing the laboratory of an Izzet Supervisor named Bellov. The compelled weird severely damaged the laboratory, endangering Bellov's life and escaping into the street. The galvanice weird then made its way to the traveling Rakdos circus known as the Palace of Pain's Pleasures. The Rakdos in charge of the palace, a Simic hybrid pain artist named Ophyira is known to deal in strange and exotic items. Using the weird's attack as cover, Rogad snuck aboard the palace and stole pages from Ophyira's journal. The spy's ultimate purpose was to track a guildless Devkarin named Peren, who according to Ophyira's journal had recently visited the palace to acquire an artifact known as the *Felicity Triskelion*.

After the chaos he caused in the streets and in the palace, Rogad managed to get his hands on the information he sought. Peren was holed up in Brobourg, an Undercity neighborhood. Rogad's

quest to track down Peren has been an unseen hand creating chaos across the Tenth District. In this adventure, the costs of Rogad Nar's quest are tallied.

ADVENTURE HOOKS

There are a number of ways that the characters might become involved in the action of this adventure. Those who are following the events of *The Palace of Pain's Pleasures* should have all the hooks they need, but characters beginning with this story may need additional hooks to get involved. The table below offers a number of potential hooks for members of each Guild. The DM may choose to use multiple hooks, especially if the party begins play as members of different Guilds. Alternatively, the DM may choose to create their own hooks using this table as inspiration.

Guild	Hook
Azorius	I have a report from an anonymous source that there's something illegal occurring in this neighborhood. I must investigate.
Boros	I have to answer reports of a deadly creature hiding here.
Dimir	The Golgari are hiding something of value in Brobourg, I need to find out what it is.
Golgari	The shaman whose help Kakerlake requested is busy right now so I was sent to do a preliminary evaluation of the situation.
Gruul	Kakerlake asked for the help of my tribe on securing a room where a strange creature was discovered.
Izzet	I was tasked to try and arrange a supply of fungus to my laboratory, I must make Kakerlake agree to fulfill my needs.
Orzhov	There's someone who owes the Orzhov hiding in this neighborhood. A Devkarin who has defaulted on his debts. I must collect him.
Rakdos	A fan of the cult said that there is something "horrifying" living in this neighborhood. I was tasked with finding out exactly what, and how to recruit or mimic that horror.
Selesnya	I need to knock on every door of this neighborhood and try to convince them that living with the Conclave would be much better.
Simic	A strange, harmful, detritus was found in the Undersea, I was told it came from this neighborhood, I need to find out what it is.

GETTING TO THE UNDERCITY

The gateway into Brobourg is located in the lower reaches of Precinct Four, half a mile northwest of Nivix and about a quarter mile east of Tin Street. Heading to the gateway requires the adventurers to move through the streets of Precinct Four. Dungeon Masters seeking to spice up the journey may generate random encounters during the journey by rolling on the **People on the Street — Precinct Four** table in *Guildmasters' Guide to Ravnica*.

BROBOURG

A1. UNDERCITY ENTRANCE

This 15 foot wide pothole in the street has a small ledge creeping along the northern edge. The ledge descends downward 15 feet into area A2. Read or paraphrase the following:

The warm smell of fungus softly wafts from a large hole in the pavement. Peeking into it shows only a moss-covered ledge and darkness, complete and utter darkness. Some noises also climb their way to you, dripping of what you hope to be water, the buzzing and clicking of insects, but no conversations, birds or machinery.

A2. UNDERCITY ENTRANCE

Two **winged kraul warriors** stand guard here. They do not initiate violence, instead asking the adventurers their reason for visiting. If the adventurers mention Peren, *the felicity triskelion*, the Orzhov or the Rakdos, one of the kraul offers to escort the party

down to speak to Kakerlake (the resident kraul death priest.) If the party makes up any other excuse/reason for being there the warriors insist that they buzz off. If combat breaks out here, one of the warriors stands to fight while the other attempts to escape and warn the others.

A3. ROT PIT

This pit is filled with black rotting ichor. Any creature falling in must succeed on a **DC 11 Constitution saving throw** or contract *sewer plague* as described in the DMG. Beneath the filthy surface of the water lurks a **black pudding**. The pudding does not leave the pit unless it is disturbed. If disturbed it will slink out of the pit, chasing whoever disturbed it and fighting until it is reduced to 20 hit points or less, at which point it attempts to retreat back into its pit.

A4. AWAKENED DOOR

The door here is made from two **awakened shrubs**. These shrubs are trained to remain inert for one minute if anyone approaching them utters the kraul word for “open.” Characters who pass through the doorway without speaking this word are attacked by the awakened shrubs. The shrubs are attached to their hinges and can only attack a creature passing through the threshold of the door. Each other door in this neighborhood functions the same way.

THE STREETS

B1. MAIN THOROUGHFARE

Whatever material was used as the walls for this street is hidden beneath layers and layers of fungi, moss and skeletons that seem to have been rotting here for many years. The street is empty and dark.

B2. COURTYARD

This open stone courtyard has a staircase that leads up toward the Upper Tier. There is an entrance to residence D1 in the northeastern corner of the courtyard. If the party is escorted by the winged kraul guard from A2 to meet with Kakerlake, that meeting occurs here with 2 **winged kraul warriors** and a **rot grub swarm** attending the **kraul death priest**. Kakerlake wears a necklace with a carved bone figurine worth 5 gold zinos



KAKERLAKE

The Death priest of Brobourg is quite young. She's unsure about herself and has trouble making decisions without the approval of her peers or superiors. Unlike most Kraul, Kakerlake is not particularly fearful of surface dwellers. She has never had a bad experience with them and is more likely to be friendly than standoffish.

Ideal. Surface dwellers and the ones living in the Undercity should all get along peacefully.

Bond. I care about this neighborhood and will do my best to keep things as they are.

Flaw. I think I rose to death priest too soon, I need guidance because this is a responsibility too big for me to handle.

B3. KRAUL OUTPOST

Two **kraul warriors** stand guard here, watching the doors to area B4. They attack creatures who enter the area without a kraul escort. From the moss of the walls some fungi were grown to serve as weapon racks, and 3 spears dangle from it. There is also a tree stump in the middle, about 6 feet tall. The stump has several marks and punctures that reveal its usage as a training dummy.

B4. SEWER ACCESS

The floor of this room is covered by a large metallic hatch. The hatch is rusty requiring a successful **DC 15 Strength (Athletics)** check to open. Opening the hatch reveals an entryway into the deeper sewers of the Undercity.

THE UPPER TIER

C1. UPPER TIER FOYER

This raised platform allows access to the upper tier of the neighborhood. In the north-east corner stands an elevated wooden box. Inside there are several papers, ranging from notes on the caretaking of the root garden to letters to the residents of the neighborhood.

C2. ROT GARDEN

Read or paraphrase the following:

This area looks like an underground garden. Some fungi emit soft light, illuminating the area in a faded blue and yellow glow. These lights shine on the plants and flowers present in the garden. The colored leaves resting peacefully on the rotting corpses that feed them.

There are several useful items within the rot garden, which serves as the primary source of food and medicine for the neighborhood. Characters who spend five minutes or more foraging in the rot garden may make a **DC 10 Wisdom (Survival)** check. If successful, this foraging yields 1d6+2 pounds of food and 1d6 gallons of potable water. Foraging characters who are proficient with an **herbalism kit** may exchange 1 pound of food and 1 gallon of water for the appropriate ingredients to brew an *antitoxin*, or 2 pounds of food and 2 gallons of water for the appropriate ingredients to brew a *potion of healing*.

C3. NECROLISK PEN

Two **undercity necrolisks** live in this region and viciously maul any non-kraul who enter the area. Undercity necrolisks are four legged, flesh-eating undead reptilian creatures whose deadly gaze drives the life force from their victims. They will obey the kraul death priest's commands. Their nest is in the northwest corner and is made of soft green moss.



THE RESIDENCES

D1. KRAUL DEN

This area is home to eight **kraul** who live and work in this neighborhood. The floor of this entire room is covered by the remains of an enormous kraul corpse. Some of the shattered remains are large enough to be used as beds, and it is clear that the kraul living here are doing so. A bed in the south east corner of the room is clearly made from an enormous kraul skull. Dark green moss hangs from the ceiling to the floor, working as curtains and dividing the room down the middle from north to south.

There will be two **winged kraul warriors** here if the meeting did not take place in the courtyard.

D2. KAKERLAKE'S HOME

The home of the death priest has a quite unique ceiling decoration. Hanging from it dangle skeletons from several different species. A minotaur skull stands out by size alone. All the skeletons are hanging by carefully braided green moss. It looks like the same type of moss as the one used as curtains in the Kraul den.

In the south west corner, a massive claw is being used as a bed. And in the center of the room a mushroom was grown to serve as a desk. On this desk stands a vase of beads and semi-precious gems. A successful **DC 15 Intelligence (Investigation)** check correctly appraises the collection of jewels at 15 gold zinos.



D3. PEREN'S HOME

Two **kraul warriors** stand guard at the door here. Kakerlake has ordered the place sealed until she can bring in a fellow shaman to assess what is going on with the strange creature who has taken up residence there. They will fight to the death to keep everyone out.

The inside of this home is spattered with blood and gore. The creature within is the mutated thing that **Rogad** turned into upon touching the still active **felicity triskelion**. The creature seeks to mindlessly consume any living thing it contacts, absorbing the biomass into itself.

Contact with the Felicity Triskelion has warped Rogad's body into a hideous mockery of a horror. Lumpy, twisted flesh bloats in some areas while sagging in others. His limbs have become malformed tentacles and his torso and head are covered in fleshy nodules. He no longer bears even a passing resemblance to a humanoid and is driven entirely by fear and pain, lashing out at any living thing that approaches him and fighting to the death.

If/when the creature is killed, Rogad Nar's spirit can be contacted via *Speak with Dead*. A **DC 13 Intelligence (Investigation)** on the corpse is enough to discover an Orzhov charm between the masses of flesh. On the following sunrise or sunset after the creature is killed, Rogad Nar's soul awakens in a space occupied by the creature's body as an **indentured spirit**. Shortly thereafter, he is magically summoned to Orzhova.

THE STORY OF ROGAD NAR

Rogad Nar was a Dimir spy whose ambitions far exceeded his capabilities or station. He was assigned to infiltrate the Orzhov and had risen to the rank of Syndic, acting as an enforcer. It was in this capacity that he was entrusted with the duty to collect overdue payments from a guildless curio collector named Peren. Based on the language and demeanor of the priest who assigned Rogad the task of collecting from Peren, he assumed that this was of vital importance to the Orzhov (it was) and an opportunity for advancement within the guild (not so much).

Rogad became obsessive and reckless as he pursued Peren. The Devkarin proved remarkably elusive, always remaining one step ahead of Rogad's efforts to track him. When Rogad discovered that Peren had taken a recent audience with the Cult of Rakdos performer Ophyira aboard the **Palace of Pain's Pleasures**, he saw an opportunity to close the gap and collect some actionable intelligence on his quarry. To provide a

distraction, Rogad sabotaged an Izzet laboratory whose supervisor had offended the Orzhov by refusing to permit his workers to ever enter their debt. The events of this sabotage and its consequences are detailed in the adventure **Off to a Weird Start**.

With the Rakdos cultists of Ophyira's palace distracted by the berserk galvanice weird Rogad released, Rogad snuck aboard the palace and stole notes pertaining to Peren's meeting with Ophyira, his current address, and the strange item known as the **felicity triskelion**. Armed with this knowledge, Rogad snuck into Brobourg with the intention of confronting Peren in his home.

Much to his dismay, Rogad found Peren's home unoccupied. The inside of the home looked like a grisly murder scene with blood and other bodily remnants scattered and splattered across virtually every surface in the domicile. Rogad began investigating the area to try and determine what had become of the Devkarin, when he found the **felicity triskelion** lying on the floor, glowing and pulsing with arcane light. Rogad figured that the strange device might be worth something, possibly enough to settle Peren's debts and render the task complete, so he collected the device. This was a mistake that cost him dearly.

Upon touching **the felicity triskelion**, Rogad was exposed to the corrupt magics of the extradimensional space within the device, and the bizarre Horrors that inhabit it. Though the connection to this space was in the process of closing, and Rogad's exposure was only for a brief moment, the ordeal was sufficient to shatter his mind and warp his body into its current state.

If Rogad is killed and subsequently contacted via *Speak with Dead* or some other means, his soul still carries damage from this encounter, in the form of indefinite madness. He suffers from the flaw, "I can't take anything seriously. The more serious the situation, the funnier I find it." This is a reaction to the sheer futility of existence and the madness of order in contrast to the revelation of the existence of the eldritch Horrors within the felicity triskelion.

Attempting to interrogate Rogad Nar's spirit requires a **calm emotions** or **dispel good and evil** spell in order to temporarily suppress his madness enough that he can communicate anything other than maniacal laughter and gibberish. Nothing short of a **greater restoration** spell can cure this madness. If the madness is suppressed, Rogad can convey his story to any who listen. Once his story is told, Rogad begs the party to save him from his fate as an indentured spirit under the Orzhov Syndicate's control.

D4. CRIZIX'S HOME

The home of a guildless **goblin** who just wants to be left alone. He knows that something's wrong in Peren's home, but nothing besides that. Crizix just wants to live peacefully in Brobourg, tending to his mushrooms. He tried giving anonymous tips to the Azorius so that whatever happened in Peren's home can be fixed faster, but other than that he has no stake in it.

His home is small and messy. Gardening tools are scattered everywhere, so are harvested mushrooms, and the squeaks of a trapped mouse can be heard from somewhere underneath the mess.

CRIZIX

This old goblin has lived far past his prime. A former Boros soldier he was kicked out for being too cowardly for the legion. Now he lives a peaceful life in the Undercity. Crizix has developed a liking for growing mushrooms and his skills are recognized by the Kraul living in Brobourg.

Ideal. I want every day to be calm and quiet.

Bond. I've grown fond of every plant in the Rot Garden, I care about them deeply.

Flaw. Besides the plants in the Rot Garden I don't care about anyone.

D5. EMPTY HOME

The door to this residence is not like all the others in the neighborhood, featuring a steel locked door, it requires a **DC 14 Dexterity (Thieves tools)** to be quietly opened, or a **DC 18 Strength (Athletics)** check to be forced open. At the moment the house will be empty, but traces of its inhabitant are clear. 3 hyper realistic statues stand ominously in this room. Two scared humans and a cocky looking minotaur whose horns reach the ceiling. A **DC 12 Intelligence or Wisdom** check is enough for the adventurers to realize that this house must belong to a Gorgon.

There is also a bed and an empty desk. Under the bed there is a backpack containing 10 rations and a waterskin. A **DC 13 Wisdom (Perception)** check is needed to find it.

AFTERMATH

After dealing with the creature in Peren's room the adventurers must figure out what to do with this newfound device. Depending on how their interactions with the kraul went, they may seek the help of the Golgari swarm in dealing with the strange artifact, they may seek to return it to Ophyra, who is as close to a rightful owner as the triskelion has as near as they can tell. If they spoke to Rogad, they may choose to hand the triskelion over to the Orzhov in payment of Peren's debt and to seek favor. Whichever choice they make, the party can leave Brobourg and go on with their lives, seeking adventure elsewhere and considering the events of this initial trilogy closed, if the Dungeon Master so desires.

If the Dungeon Master wants to continue following the plot of this campaign, the party emerges from Brobourg to find an experienced, well-armed, and highly motivated group of 20 **Azorius arresters** traveling with two **lawmages**, and two **precognitive mages**. This force has been issued a warrant to arrest the party, confiscate their possessions, and deliver them to a holding cell in the Precinct Four Arrester Station.

As an alternative, the Dungeon Master may give the party a small reprieve of downtime to get out of the neighborhood, deal with some personal business and return to some semblance of normalcy. This illusion of calm is subsequently shattered when the group is rounded up, one by one, and arrested.

The events of this campaign continue in **Assault on Precinct Four**, coming soon to **DMsGuild**.

Regardless of which of these scenarios the Dungeon Master chooses, the party has been through quite an ordeal. As such, they are entitled to experience points. The DM may either grant experience points to the party for each creature defeated or simply allow the party to gain a level upon completing the events of this adventure.

NEW MAGIC ITEM

The following magic item is introduced in this adventure.

THE FELICITY TRISKELION

Wondrous item, artifact, requires attunement

This convex oval is crafted of gold with a platinum inlay depicting three interlocking loops on its two largest sides. The felicity triskelion is about six inches long, four inches wide, and three inches thick at its largest points. Though the craftsmanship of this curio is superb and its beauty sublime, the unassuming nature of its form belies its abhorrent functions.

The true nature and origin of the **felicity triskelion** is lost to the ages, but according to scholars of the arcane this device allows communion with beings of pure sensation. Joy, pain, bliss, and torment are promised in perfect harmony to the rare soul brave and skilled enough to unlock the triskelion's mysteries.

Once attuned to the triskelion, you may not voluntarily end your attunement to the device. While attuned to the triskelion, you are compelled to try and solve the puzzle it presents. Once every 24 hours you may make a **DC 30 Intelligence (Arcana)** check. On a success, the triskelion is solved. You must make a **DC 30 Wisdom saving throw**. On a failed save you are instantly pulled into the extradimensional space within the triskelion where you commune with the aberrant Horrors trapped within the device. Experiencing penultimate sensation, you are driven irrevocably mad and cannot be recovered from the dimension within by anything short of a **wish** or similar effect. On a successful save, you experience pure rapturous sensation as you are transformed into a lesser Horror, taking on the traits presented for Rogad in this adventure.

Once the triskelion is solved, the connection to its extradimensional space remains viable for 2d12 hours after you open the device. During this time any creature who touches the triskelion becomes mutated into a lesser Horror, taking on the traits presented for Rogad in this adventure.

You may attempt to resist the compulsion to solve the puzzle. If 24 hours have passed since you last made an **Intelligence (Arcana)** check to unlock the triskelion, you must make a **DC 18 Charisma saving throw**. On a success, you may resist the urge to solve the puzzle for 24 hours. On a failure, you must attempt to solve the puzzle immediately, receiving advantage on your **Intelligence (Arcana)** check to unlock the triskelion.

Properties of the Triskelion. While attuned to the **felicity triskelion** you gain the following benefits:

- You can't be **charmed** or **frightened**.
- You gain proficiency in the Arcana skill. If you already have proficiency in the Arcana skill, you gain the benefit of **expertise** with the skill, allowing you to double your proficiency bonus on checks made using the Arcana skill.
- You regain 1d6 hit points at the start of your turn if you have at least 1 hit point.
- You can use an action to cast **sanctuary** from the triskelion. After you cast this spell, roll a d6. On a roll of 1–5, you can't cast it again until the next dawn.
- You can use an action to cast **enhance ability** from the triskelion. After you cast the spell, roll a d6. On a roll of 1–5, you can't cast it again until the next dawn.
- Your Intelligence score increases by 2 to a maximum of 24.

In addition to these benefits, you gain the following detriments while attuned to the **felicity triskelion**:

- You are **blinded** when you are more than 10 feet from the triskelion.
- You are **deafened** when you are more than 10 feet from the triskelion.
- You must eat and drink six times the normal amount each day.
- Your presence dilutes magic potions within 10 feet of you, rendering them nonmagical.
- Your presence erases magic scrolls within 10 feet of you, rendering them nonmagical.
- Your weight drops by 1d4 x 5 pounds.

Destroying the Triskelion. The only way to destroy the triskelion is to melt it down in the lava pit in Rix Maadi. Doing so requires the triskelion to be bathed in the lava for a full century.

RAKDOS AND THE TRISKELION

Rakdos is acutely aware of the **felicity triskelion**, its purpose, and the danger it represents. He was present for its creation and personally aided in locking the aberrant Horrors in the extradimensional space within the puzzle. Once it comes to his attention that the triskelion is out in the wild, he will bend every effort to reclaim the device so it can be destroyed. More information on Rakdos's connection to the triskelion will be revealed in future adventures.

NEW RACE

This adventure provides an opportunity to introduce a new player character into the party. Perhaps the group befriends one of the kraul, hires them to serve as a guide, or otherwise finds themselves allied, however tenuously, with a kraul.

KRAUL

A playable race for Guildmasters' Guide to Ravnica

Despite their past as lowly laborers, the kraul are on the rise in the Golgari swarm.

HIVE STRUCTURE

The kraul see themselves as members of a hive, and generally work towards a common goal. Under the leadership of Death Priest Mazirek, the kraul seek ascendancy within the Golgari. Death Priest Mazirek has given his loyalty and allegiance, and therefore the loyalty of the hive, to the Gorgon Vraska. A revolution stirs within the swarm, and the kraul mean to be front and center. The rare kraul adventurer stands apart from this hive structure and is considered a pitiable aberration at best, a traitorous enemy at worst. Kraul are hard-headed and literal-minded, with little grasp of metaphor or nuance.

INSECTOID BODIES

The kraul are six-legged, insectile beings with a chitinous shell that provides armor and protection. Kraul are able to move along walls and ceilings like an insect, and all kraul have wings, though these wings are vestigial and weak in the common warrior breed. Rare fliers are able to achieve flight by virtue of their fully developed wings.

KRAUL NAMES

Kraul are usually referred to as “little one,” “spawn,” or “larvae” until adulthood when they either choose a name or are granted a name by their siblings. They do not use family names.

Male Names: Mücke, Fliege, Biene, Kaefer, Kazor, Kuurik, Motte, Vezpe, Zhmett

Female Names: Ameise, Floh, Kakerlake, Grille, Razi, Raupe, Vurm, Zpinne

KRAUL TRAITS

Your Kraul character has the following racial traits.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Kraul live short, brutal lives. They reach adulthood around 3 years old and live to about age 40.

Alignment. Kraul are usually neutral with a strong cultural tendency toward evil.

Size. Tall and insectoid, Kraul stand 6 to 7 feet tall on average and usually weigh 150 to 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Darkvision. Kraul are born and raised in the muck of the Undercity. 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.

Hive Instinct. You are immune to the **charmed** and **frightened** conditions while within 30 feet of at least one other kraul.

Natural Armor. Due to your insectoid shell and the shape of your body, you are ill-suited to wearing armor. Your shell provides ample protection, however; it gives



you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

Raised on the Rot Farm. Though recently accepted into the Golgari swarm, the kraul have always been the laborers and farmers of the Undercity. You are proficient in the Nature skill. You are also proficient with one tool of your choice.

Spider Climb. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

SUBRACE

There are two divergent types of kraul. Though the term "subrace" is a bit misleading here as siblings from the same hatching can come from either subrace. The kraul subraces are defined by mere chance as opposed to parentage.

FLIER

Rare kraul fall under the flier subrace. As a flier you have functioning wings that permit flight.

Wings of Gossamer. You have thin wings that grant you a fly speed of 40 ft.

WARRIOR

Like the majority of kraul, you focus on teamwork and hive unity, granting the following trait:

Pack Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.



APPENDIX: NPCs

The following stat blocks are used in this adventure.

AWAKENED SHRUB

Small plant, unaligned

Armor Class 9

Hit Points 10 (3d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	11 (+0)	10 (+0)	10 (+0)	6 (-2)

Damage Vulnerabilities Fire

Damage Resistances Piercing

Senses passive Perception 10

Languages One language known by its creator

Challenge 0 (10 XP)

False Appearance. While the shrub remains motionless, it is indistinguishable from a normal shrub.

ACTIONS

Rake. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 – 1) slashing damage.

AZORIUS ARRESTER

Medium humanoid (any race), any alignment

Armor Class 17 (Splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

BLACK PUDDING

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

STR 16 (+3) **DEX** 5 (-3) **CON** 16 (+3) **INT** 1 (-5) **WIS** 6 (-2) **CHA** 1 (-5)

Damage Immunities Acid, Cold, Lightning, Slashing

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages --

Challenge 4 (1,100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Spider Climb. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the

AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.



GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (Leather Armor, Shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR DEX CON INT WIS CHA

8 (-1) 14 (+2) 10 (+0) 10 (+0) 8 (-1) 8 (-1)

Skills Stealth +6

Senses Darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

KRAUL DEATH PRIEST

Medium humanoid (kraul), neutral evil

Armor Class 18 (Natural Armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., climb 30 ft., fly 40 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 12 (+1) 15 (+2) 10 (+0)

Saving Throws CON +4, WIS +4

Skills Insight +4, Nature +3, Religion +3

Senses Darkvision 60 ft., passive Perception 12

Languages Common, Kraul

Challenge 4 (1,100 XP)

Feed on Death. When a creature within 30 feet of the kraul drops to 0 hit points, the kraul or another creature of its choice within 30 feet of it gains 5 (1d10) temporary hit points, provided the kraul isn't incapacitated.

Hive Mind. The kraul is immune to the charmed and frightened conditions while within 30 feet of at least one other kraul.

Innate Spellcasting. The kraul's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The kraul can innately cast the following spells, requiring no material components:

At will: *chill touch*, *poison spray*

3/day each: *ray of enfeeblement*, *ray of sickness*

1/day each: *animate dead*, *blight*, *vampiric touch*

Pack Tactics. The kraul has advantage on an attack roll against a creature if at least one of the kraul's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spider Climb. The kraul can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The kraul makes one attack with its quarterstaff and casts one of its spells with a casting time of 1 action.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if used with two hands.

KRAUL WARRIOR

Medium humanoid (kraul), neutral evil

Armor Class 18 (Natural Armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., climb 30 ft.

STR DEX **CON** INT **WIS** **CHA**

15 (+2) 12 (+1) 13 (+1) 10 (+0) 11 (+0) 8 (-1)

Senses Darkvision 60 ft., passive Perception 11

Languages Kraul, understands Common but can't speak it

Challenge 1/2 (100 XP)

Hive Mind. The kraul is immune to the charmed and frightened conditions while within 30 feet of at least one other kraul.

Pack Tactics. The kraul has advantage on an attack roll against a creature if at least one of the kraul's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spider Climb. The kraul can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

WINGED KRAUL WARRIORS

Some kraul warriors have a flying speed of 40 feet, as a result of possessing gossamer wings. Their wings give them a higher station among the kraul soldiers. Winged kraul warriors serve the guild as scouts and shock troops.

LAWMAGE

Medium humanoid (any race), lawful neutral

Armor Class 15 (Breastplate)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR DEX **CON** INT **WIS** **CHA**

13 (+1) 12 (+1) 14 (+2) 17 (+3) 14 (+2) 13 (+1)

Saving Throws INT +6, WIS +5

Skills Arcana +6, Perception +5, Persuasion +4

Senses passive Perception 15

Languages Common plus any one language

Challenge 6 (2,300 XP)

Spellcasting. The lawmage is an 8th-level Azorius spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The lawmage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, friends, light, message*

1st level (4 slots): *alarm, expeditious retreat, shield*

2nd level (3 slots): *arcane lock, detect thoughts, hold person*

3rd level (3 slots): *clairvoyance, dispel magic, slow*

4th level (2 slots): *locate creature, stoneskin*

ACTIONS

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands

PRECOGNITIVE MAGE

Medium humanoid (any race), lawful neutral

Armor Class 11 (14 With Mage Armor)

Hit Points 63 (14d8)

Speed 30 ft.

STR 9 (-1) **DEX** 13 (+1) **CON** 10 (+0) **INT** 18 (+4) **WIS** 13 (+1) **CHA** 11 (+0)

Saving Throws INT +6, WIS +3

Skills Perception +3

Senses Truesight 120 ft., passive Perception 13

Languages Common plus any one language

Challenge 3 (700 XP)

Innate Spellcasting. The mage's innate spellcasting ability is Intelligence (spell save DC 14). It can cast the following spells, requiring no material components:

3/day: *detect thoughts*, *mage armor*

1/day each: *clairvoyance*, *locate object*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

Glimpse the Temporal Flood (Recharge 5–6). The mage targets one creature within 120 feet of it that it can see. The target takes 18 (4d8) psychic damage, and it must succeed on a DC 14 Intelligence saving throw or be stunned until the end of its next turn.

REACTIONS

Precognitive Insight (3/Day). When the mage or a creature it can see makes an attack roll, a saving throw, or an ability check, the mage can cause the roll to be made with advantage or disadvantage.

ROGAD

Large monstrosity, unaligned

Armor Class 15 (Natural Armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft.

STR 18 (+4) **DEX** 14 (+2) **CON** 16 (+3) **INT** 2 (-4) **WIS** 13 (+1) **CHA** 8 (-1)

Senses passive Perception 11

Languages --

Challenge 6 (2,300 XP)

Grabber. When Rogad hits a creature with its tentacle, the target is grappled (escape DC 15) by the tentacle. Rogad can keep up to two Medium creatures grappled in this way at a time.

ACTIONS

Multiattack. Rogad uses its maddening preserve and makes two attacks: one with its bite and one with its tentacle.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 17 (2d12 + 4) piercing damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) bludgeoning damage.

Maddening Presence. Rogad targets one creature it can see within 30 feet of it. If the target can see or hear the monstrosity, the target must make a DC 15 Wisdom saving throw. On a failed saving throw, the target becomes paralyzed until the end of its next turn. If a creature's saving throw is successful, the creature is immune to Rogad's Maddening Presence for the next 24 hours.

Whenever a character fails a saving throw against Rogad's **Maddening Presence**, note that fact. At the end of the encounter, have each character who failed at least one of those saving throws make a **DC 13 Wisdom saving throw**. On a successful save, nothing happens. On a failed save, a character gains a form of madness from the *Dungeon Master's Guide*, with the severity depending on how many of the saving throws that character failed during the encounter, as shown on the Madness Severity table.

MADNESS SEVERITY

Failed Saves	Madness
1	Short-term
2–3	Long-term
4+	Indefinite

SWARM OF ROT GRUBS

Medium swarm of Tiny beasts, unaligned

Armor Class 8

Hit Points 22 (5d8)

Speed 5 ft., climb 5 ft.

STR DEX **CON** INT **WIS** **CHA**

2 (-4) 7 (-2) 10 (+0) 1 (-5) 2 (-4) 1 (-5)

Damage Resistances Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained

Senses Blindsight 10 ft., passive Perception 6

Languages --

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny maggot. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* The target is infested by 1d4 rot grubs. At the start of each of the target's turns, the target takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these rot grubs. After this time, these rot grubs are too far under the skin to be burned.

If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target.

UNDERCITY NECROLISK

Medium undead, unaligned

Armor Class 15 (Natural Armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft.

STR DEX **CON** INT **WIS** **CHA**

16 (+3) 8 (-1) 15 (+2) 2 (-4) 8 (-1) 7 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages --

Challenge 3 (700 XP)

Necrotic Gaze. If a creature starts its turn within 30 feet of the necrolisk and the two of them can see each other, the necrolisk can force the creature to make a DC 12 Constitution saving throw if the necrolisk isn't incapacitated. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) necrotic damage on a failed save.

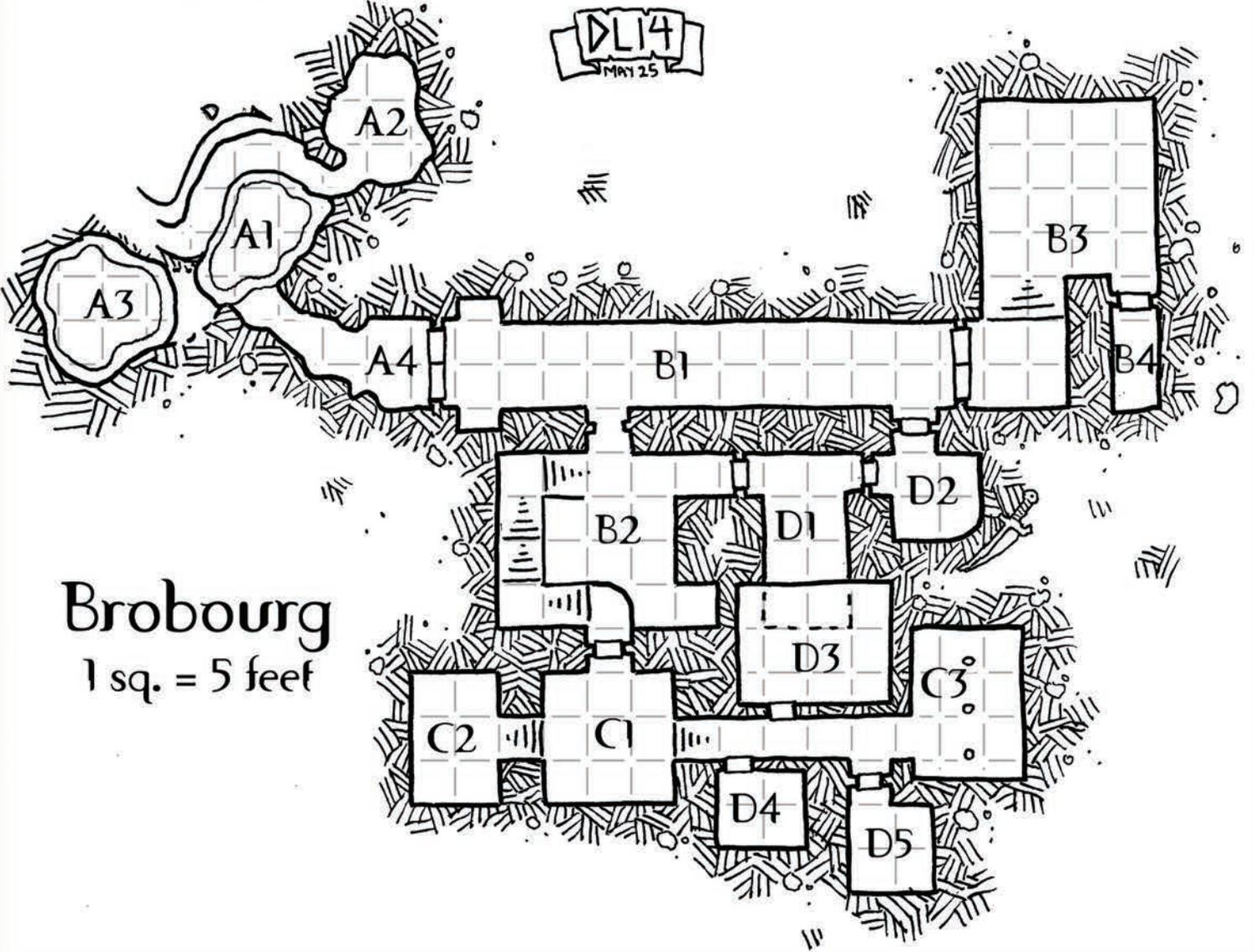
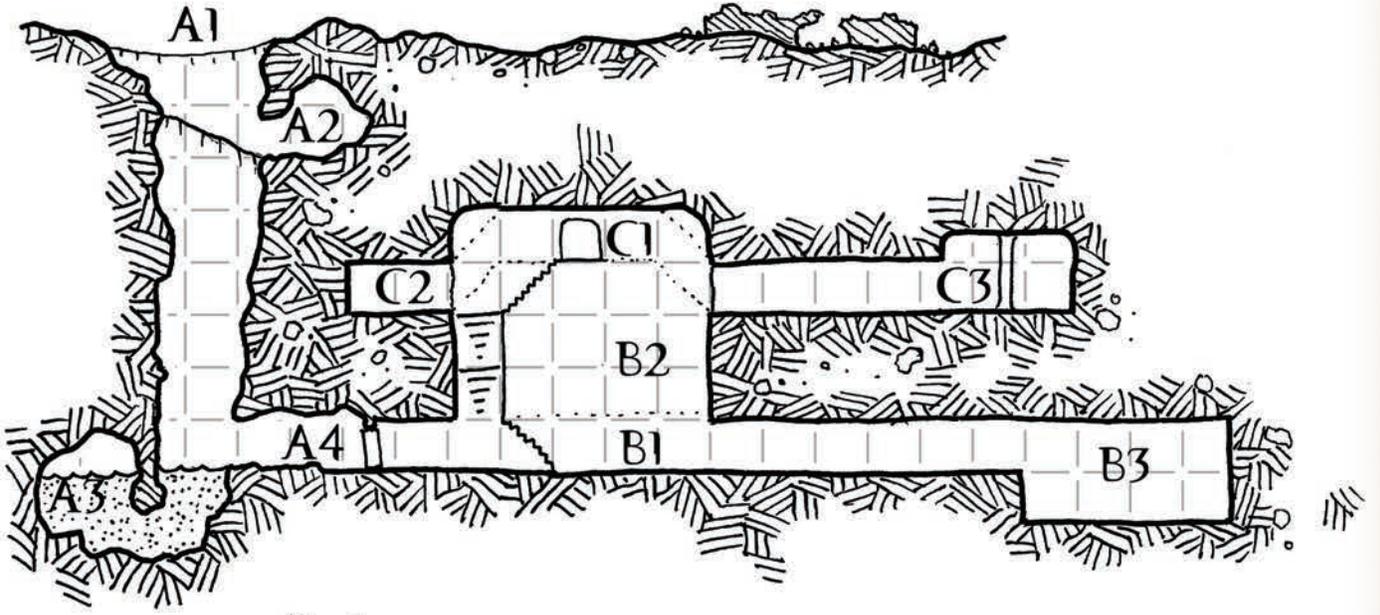
A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the necrolisk until the start of its next turn, when it can avert its eyes again.

If it looks at the necrolisk in the meantime, it must immediately make the save.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) necrotic damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.



Brobourg
1 sq. = 5 feet

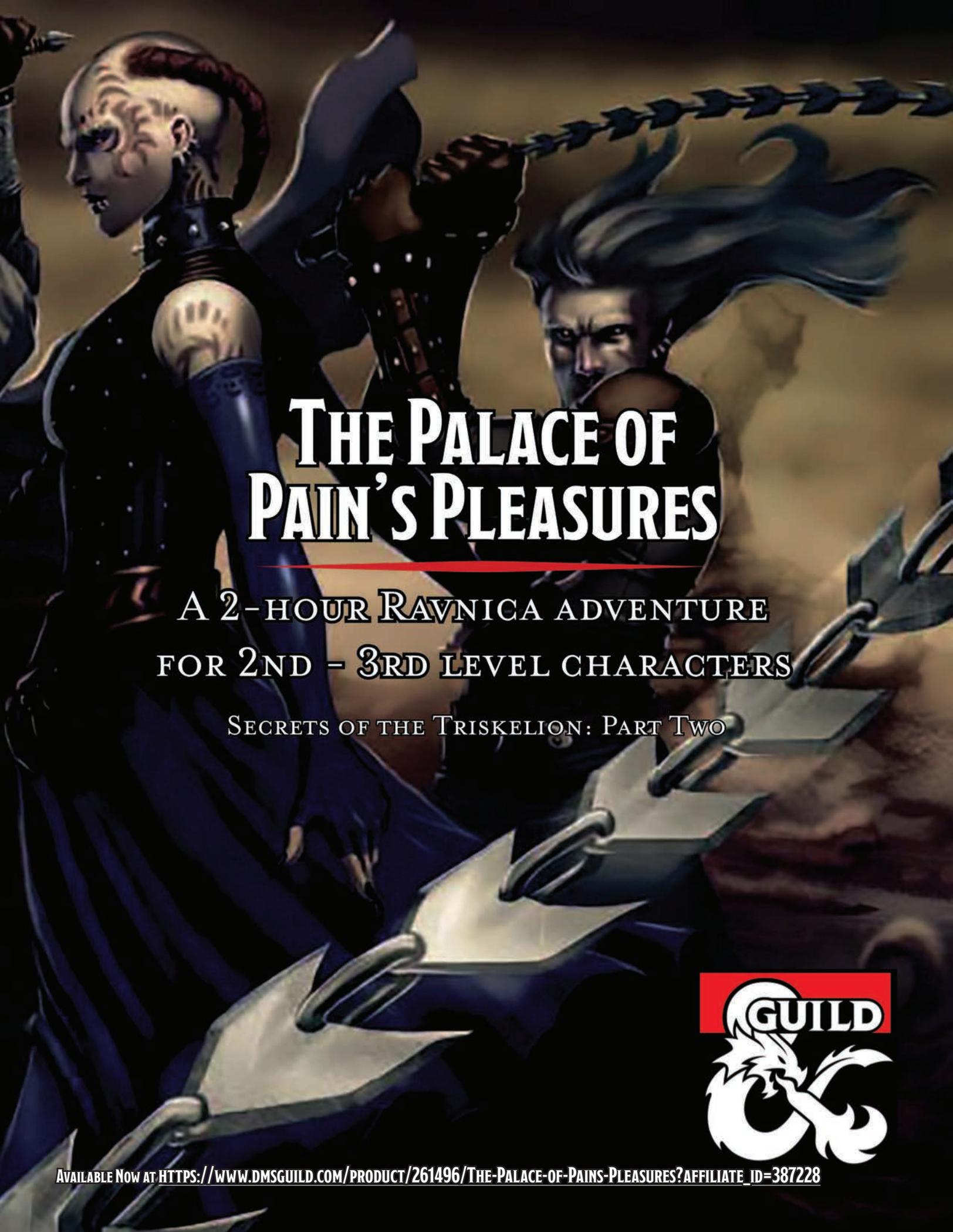
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