

# OFF TO A WEIRD START

SECRETS OF THE TRISKELION: PART ONE

A 2-HOUR RAVNICA ADVENTURE  
FOR 1ST-2ND LEVEL CHARACTERS





# OFF TO A WEIRD START

## SECRETS OF THE TRISKELION: PART ONE

**Introduction:** When a **galvanice weird** goes berserk in an Izzet Laboratory and begins wreaking havoc on its way out, the evening's events are brought to a halt. Someone needs to head into the lab, look for survivors, and try to find out what went wrong.

This is an introductory adventure for use with **Guildmasters' Guide to Ravnica** and is set in the Blistercoils neighborhood of Precinct Five in the Tenth District.

A 2-HOUR RAVNICA ADVENTURE FOR 1ST-2ND LEVEL CHARACTERS

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

CARTOGRAPHY BY DYSON LOGOS

WITH MODIFICATIONS BY TRAVIS LEGGE

SOME ART BRIAN BRINLEE

SOME ART BY JACOB BLACKMON



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2018 by Travis Legge and published under the Community Content Agreement for Dungeon Masters Guild.

# INTRODUCTION

Welcome to *Off to a Weird Start*, an introductory adventure for the *Guildmasters' Guide to Ravnica*. This adventure is designed to give your party a brief introduction to the setting of Ravnica, while starting your campaign off with thrilling action and a compelling mystery.

This adventure takes place in the Blistercoils neighborhood of Precinct Five in the Tenth District, an area detailed in the *Guildmasters' Guide to Ravnica*. The events of the adventure begin when the party's evening is suddenly interrupted by several loud blasts coming from a workshop near the border to Precinct Four. While this adventure is designed for a party of three to five characters of 1st or 2nd 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

This adventure begins in media res. The inciting incident, a **galvanice weird** going berserk in an Izzet Laboratory and wreaking havoc on its way out, pulls the attention of the characters and draws them to the location. The supervisor of the laboratory, a vedalken named **Bellov**, has no idea why his weird went crazy, nor where it might have run off to. So far as he knows this was just a simple, random lab accident. Parties who choose not to look too closely into the potential causes for this crisis can simply run in to the action, stabilize the situation, and then move along with their day knowing they have done a good deed. After all, the Izzet have accidents all the time.

The reality of the situation, however, is far more sinister.

The galvanice weird's behavior is no anomaly or accident. A Dimir spy named Rogad Nar gained access to the weird by impersonating an Izzet researcher. Rogad implanted a mental command in the weird, compelling it to violently escape and pursue a nearby Rakdos performance platform, Ophyra's Palace of Pain's Pleasures. Rogad had gathered intelligence regarding the Palace's schedule on Tin Street and decided to use the galvanice weird at Bellov's Laboratory to disrupt and distract the performers at the Palace, allowing him to sneak aboard. The motives behind Rogad's scheme and the consequences thereof are detailed in The [Palace of Pain's Pleasures](#) now available at DMsGuild.

The objective of this adventure is simple: to investigate and contain the chaos within Bellov's Laboratory. Once this objective is complete, the DM may then move the plot forward with the characters trying to track down the missing weird, or the party may consider their work here done and move on to other pursuits. Options for both outcomes are provided at the end of this adventure.

## ADVENTURE HOOKS

There are a number of ways that the characters might become involved in the action of this adventure. 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	Adventure Hooks
Azorius Senate	<ol style="list-style-type: none"><li>1. Assigned to Patrol the area.</li><li>2. Sent to investigate the Lab due to reports of it breaking some laws.</li></ol>
Boros Legion	<ol style="list-style-type: none"><li>1. Tracing the trail of destruction.</li><li>2. Responding to Distress call.</li></ol>
House Dimir	<ol style="list-style-type: none"><li>1. Got a tip this was related to a rogue member of the house and sent to investigate.</li><li>2. The house didn't have much information on this lab and now was the perfect time to search it.</li></ol>
Golgari Swarm	<ol style="list-style-type: none"><li>1. Planting spying/harmful fungus in the basements of the Blistercoils was proving a hard task and who are the Golgari to refuse a door so readily opened.</li><li>2. A Golgari enclave beneath the streets was collapsed when the ruckus started in the lab. Time to investigate!</li></ol>
Gruul Clans	<ol style="list-style-type: none"><li>1. Fighting can be heard from the lab, let's join it.</li><li>2. I live on the border between here and Precinct Four. Something just ran through my house. I lost it but traced its path of destruction to here.</li></ol>
Izzet League	<ol style="list-style-type: none"><li>1. A rival investigator asked the party to investigate this lab.</li><li>2. The weird destroyed part of the lab the party was working for, time to find who's responsible.</li></ol>
Orzhov Syndicate	<ol style="list-style-type: none"><li>1. The Izzet supervisor has a debt to pay, Orzhov is here to collect.</li><li>2. Not sure/just following orders. One of the Advokists in the district seems very concerned about this situation (he's been jumping at shadows for weeks.)</li></ol>



<b>Cult of Rakdos</b>	<p>1. The trail of destruction caused by the Weird was inspiring, the cult wants that creature for its own use.</p> <p>2. The Rakdos has a personal relationship with the Izzet Supervisor. This could be a business relationship (Pyrotechnics for money) or a personal one (friendly or romantic.)</p>
<b>Selesnya Conclave</b>	<p>1. This is causing too much destruction, they need more information on the Weird, so it can be stopped.</p> <p>2. The character has a personal connection (childhood friend, lover, relative) who works at the lab.</p>
<b>Simic Combine</b>	<p>1. The Izzet can't be left alone for five seconds without breaking the Holdfast principle, someone needs to calm these waters down.</p> <p>2. Uh, something just ran through my house...care to explain?</p>
<b>Unaligned/Any</b>	I was just walking by and now I have to help fix this mess.

## Bellov's Laboratory

Once the characters have been introduced and the basic plot hooks established, have the party arrive outside of the entrance to Bellov's Laboratory. When they arrive out front, read the following:

The chaotic racket of violent, magical combat fills the street outside of this small Izzet research facility. A set of stairs leads up to the building giving easy access from the street. As you approach, you can see that the front door has been ripped off of its hinges and lies dented in the street. Through the open entryway you can see red and blue light flashing inside, clearly indicating some sort of magical standoff in the building.

### Area 1

The sounds from the street are nothing compared to the chaos that's in this area. **3 scorchbringer guards** yell at it each other in an attempt to coordinate themselves as they try to eliminate **3 ice mephits** that are trying to get out into the street. Half the room is covered in melting ice from the frost breath one of the mephits just used.

### Bellov's Laboratory General Features

The laboratory consists of a main floor and four sub-basements, each of which is connected by stairs.

**Ceilings.** Unless otherwise noted, the ceilings in the laboratory are 10 feet high.

**Light.** The complex is presently relying on emergency lighting in the form of *dancing lights* on each floor. These *dancing lights* are arranged on the ceiling of each floor in such a pattern that each area is considered to be dimly lit unless stated otherwise.

**Rubble.** Areas of crumbling walls and cracked stairs (in Area 3 and below) are difficult terrain.

**Sound.** The sound of electrical buzzing, intermittent sparks, cracking ice and shifting rubble can be heard throughout the laboratory on every floor. This imposes disadvantage on any **Wisdom (Perception) check** that relies on hearing while within the laboratory.

The guards are trying to contain this mess since it is their job. The party will have to convince them they are allies and not joining the fray to cause further chaos. If the party attacks the mephits award them Advantage on any persuasion attempt they make to explain to the guards they are here to help.

### Roleplaying the Guards

Scorchbringer guards are used to the chaotic nature of life among the Izzet League. They will not blink an eye at preposterous claims of dangerous creatures or machines.

They also really love their flamethrowers.

### Area 2

When the party arrives at this area read or paraphrase the following:

At the end of the stairs stands a small corridor that also seems like it met with the chaos of some mephits, but there are no creatures in sight. Immediately to the right stands what seems like an airlock with an assortment of chain links attached to the door. Above these links a plaque says, "Only one strong chain can guarantee success. Eliminate the weak link"

A successful **DC 12 Arcana check** reveals that this is a magic airlock. Members of the Izzet League have advantage on this check. A **DC 14 Investigation check** reveals that there is no ice or damage on the airlock or the chain links that rest on top of it. To open the airlock with ease the party must cut one specific chain link, that when removed leaves all the others in

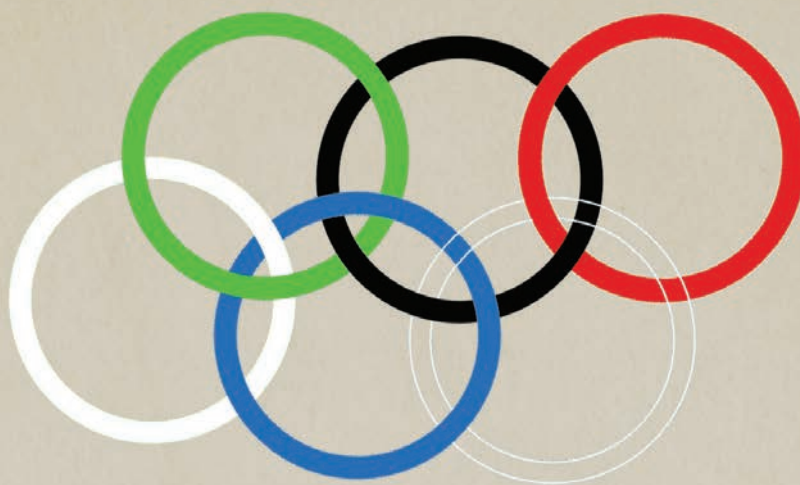


FIGURE: PUZZLE

a single chain. The players may view **Figure: Puzzle** to try and solve this issue.

If the party cuts the wrong link, the colorless link and all links to the left of the link they cut as depicted in **Figure: Solution**, break off the chain. This shortens the chain and a **Strength check** is required to try and open the airlock, the DC of which depends on the size of the chain are shown in the table below.

Number of remaining links in the Chain	Strength Check DC
4	DC 15
3	DC 17
2	DC 19
1	DC 20

The airlock will mend the cut links at each dawn or when it's closed again after being opened for longer than 1 minute.

If your players do not like puzzles, or if they are stumped by the puzzle, you may have any character who is proficient in thieves' tools make a **DC 15 Intelligence check** using their thieves' tools proficiency. On a successful check, they deduce that they must cut the colorless link. On a failure, they must simply make their best guess.

Past the airlock the corridor is what looks like a small storage area. There are crates filled with metal plates, some with screws, and various random spare parts. A few of the crates are just empty.

### AREA 3

This room looks like a bomb exploded in it. The floor is collapsed and along the walls several broken pipes are expelling substantial amounts of steam. Luckily those pipes seem to provide enough support to climb down to the next level. A successful **DC 13 Athletics check** will allow a character to climb down unharmed. Characters who fail this Athletics check may still climb down but must make a **DC 14 Dexterity saving throw**, suffering 1d4 fire damage on a failed save, half as much on a success. Characters who fail their Athletics check by 5 or more take an additional 1d4 bludgeoning damage as they slip, fall, and trip through the area.

### AREA 4

This room is covered in rubble from the floor of the room above, making this room difficult terrain. Among all the destruction two broken glass pods can be seen. Each pod is large enough to hold a small creature. As the first member of the party enters the room, **2 lightning mephits** emerge from the pods, angry and ready to lash out at the first thing they see.



## AREA 5

This area is the main laboratory. All of the walls are covered in machines making noise, some of them producing small outbursts of electricity. Several Izzet machines are shattered and scattered across the room, making this area difficult terrain. Amongst the broken machinery in the center there is a vedalken trying his best not to die under the crushing weight of a mizzium coil.

This vedalken, Bellov, is the supervisor of the lab and was present when the galvanice weird, that was supposed to be assisting him, went berserk.

He is unable to talk, and his life is fading quickly under the weight. A successful **DC 15 Strength check** is needed to lift the coil and extract Bellov safely. When he is extracted the supervisor will need medical care. A **DC 13 Medicine check** will stabilize the vedalken and prevent him from falling unconscious, otherwise he dies in 1d6 minutes unless the party gets outside assistance or provides magical healing. A **DC 12 Intelligence (Investigation)** check and a minute of searching reveals two *potions of healing* among the clutter in the laboratory.

If the party is able to free him, Bellov will immediately ask for their help locating and containing the berserk weird. He has no idea why the weird started acting violently and is deeply worried of the chaos it might inflict. He will offer a reward in exchange for the help he asks. Pick or roll a reward from the table below

1d6	Reward
1	50 zinos (gp)
2	A letter of recommendation
3	A spell scroll for <i>chaos bolt</i> *
4	A pocket <i>pyroconverger</i> * that instead of dealing 4d6 fire damage deals only 1d6
5	2 <i>potions of healing</i>
6	A <i>mizzium apparatus</i> *

\*see **Guildmasters' Guide to Ravnica**

### ROLEPLAYING BELLOV

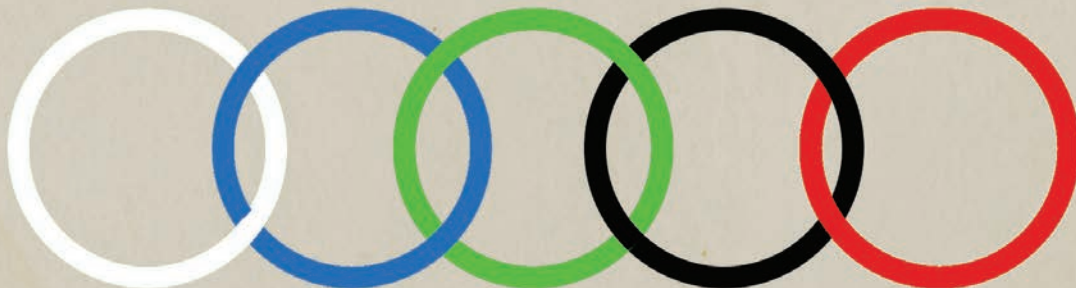
The supervisor is a benevolent soul, passionate about his research and what it could do to help people.

Like most vedalken, Bellov is reserved about his private life and doesn't like talking about himself or his emotions. But get him talking about his research on permeable soil and he won't shut up.

**Ideal.** The League should be given free rein of the city, that way Ravnica's scientific progress will skyrocket!

**Bond.** All my life's work is to provide a better world to my wife and child.

**Flaw.** My research is the most important thing happening at the moment.



## TRACKING THE WEIRD

Following the path of destruction caused by the weird is not hard. A **DC 7 Survival check** is enough to allow the party to find the correct route to follow. The destruction leads the party to a plaza on Tin Street. Once they reach the plaza, the trail suddenly disappears as if it was a dead end. There are no more tracks from the weird in any direction.

There are multiple citizens in this plaza who may have the information the party needs. You can have the characters go up to random people in the plaza to find what they want, or you can ask the party to make an **Intelligence (Investigation) check** and summarize the information they managed to get.

Intelligence (Investigation) Check Result	Information
10	There was a Rakdos circus here not long ago
13	There were 2 Rakdos performers coaching the weird into a specific direction.
15	The weird was seen entering a circus house that isn't here right now.
20	The Palace of Pain's Pleasures was set up in this plaza when the weird arrived.

The party members can then make an **Intelligence (History) check** to see what they know about Ophyira's Palace of Pain's Pleasures. Characters who belong to the Cult of Rakdos make this check with advantage.

Intelligence (History) Check Result	Information
12	There is a Rakdos circus that traverses Tin street and stops at every sundown.
15	That circus is Ophyira's Palace of Pain's Pleasures.
20	The palace is actually a construct.

## AFTERMATH

If the characters refuse to seek the galvanice weird, or fail to save Bellov, they may simply go on about their business, collecting experience points according to the enemies they fought during the adventure. If the DM is using milestones for leveling, simply stopping the chaos in the laboratory and saving Bellov is not sufficient to qualify as a milestone.

If the characters agree to help track down the weird and make their way to the Tin Street plaza, they may either claim an additional 50 xp each, or if using milestones, the DM may award a level once the party has investigated the plaza. By the end of this adventure, the party should have enough information to start trying to track down the Palace of Pain's Pleasures.

For DMs who wish to jump ahead with the story without purchasing the *Palace of Pain's Pleasures*, the roving carnival can be represented with the Notorious Nightclub map provided in Guildmasters' Guide to Ravnica. The DM may set up whatever motivations they choose to explain the drama set up in the introduction of this adventure.

Otherwise, this story continues in the [Palace of Pain's Pleasures](#), and [The Felicity Triskelion](#), now available at DMs Guild.



## APPENDIX: NPCs

The following NPCs are utilized in this adventure.

### BELLOV

*Medium humanoid (vedalken), chaotic good*

**Armor Class** 12 (15 With Mage Armor)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

**STR** 9 (-1) **DEX** 14 (+2) **CON** 11 (+0) **INT** 17 (+3)

**WIS** 12 (+1) **CHA** 11 (+0)

**Saving Throws** **INT** +6, **WIS** +4

**Skills** Arcana +6, History +6

**Senses** Passive Perception 11

**Languages:** Auran, Common, Goblin, Vedalken

**Challenge** 6 (2,300 XP)

**Spellcasting.** Bellov is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Bellov has the following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*, *produce flame*, *shocking grasp*

1st level (4 slots): *detect magic*, *chaos bolt*, *mage armor*, *unseen servant*

2nd level (3 slots): *heat metal*, *rope trick*

3rd level (3 slots): *call lightning*, *elemental weapon*, *glyph of warding*

4th level (3 slots): *conjure minor elementals*, *Otiluke's resilient sphere*

5th level (1 slot): *conjure elemental*

### ACTIONS

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

### ICE MEPHIT

*Small elemental, neutral evil*

**Armor Class** 11

**Hit Points** 21 (6d6)

**Speed** 30 ft., fly 30 ft.

**STR** 7 (-2) **DEX** 13 (+1) **CON** 10 (+0) **INT** 9 (-1)

**WIS** 11 (+0) **CHA** 12 (+1)

**Skills** Perception +2, Stealth +3

**Damage Vulnerabilities** bludgeoning, fire

**Damage Immunities** cold, poison

**Condition Immunities** poisoned

**Senses** Darkvision 60 ft., Passive

Perception 12

**Languages:** Aquan, Auran

**Challenge** 1/2 (100 XP)

**Death Burst.** When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing





damage on a failed save, or half as much damage on a successful one.

**False Appearance.** While the mephrit remains motionless, it is indistinguishable from an ordinary shard of ice.

**Innate Spellcasting.**(1/Day). The mephrit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

#### ACTIONS

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

**Frost Breath (Recharge 6).** The mephrit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

### LIGHTNING MEPHIT

*Small elemental, neutral evil*

**Armor Class** 11

**Hit Points** 21 (6d6)

**Speed** 30 ft., fly 30 ft.

**STR** 7 (-2) **DEX** 13 (+1) **CON** 10 (+0)

**INT** 9 (-1) **WIS** 11 (+0) **CHA** 12

(+1)

**Skills** Perception +2, Stealth +3

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** lightning,  
poison

**Condition Immunities** poisoned

**Senses** Darkvision 60 ft.,

Passive Perception 12

**Languages:** Auran

**Challenge** 1/2 (100 XP)

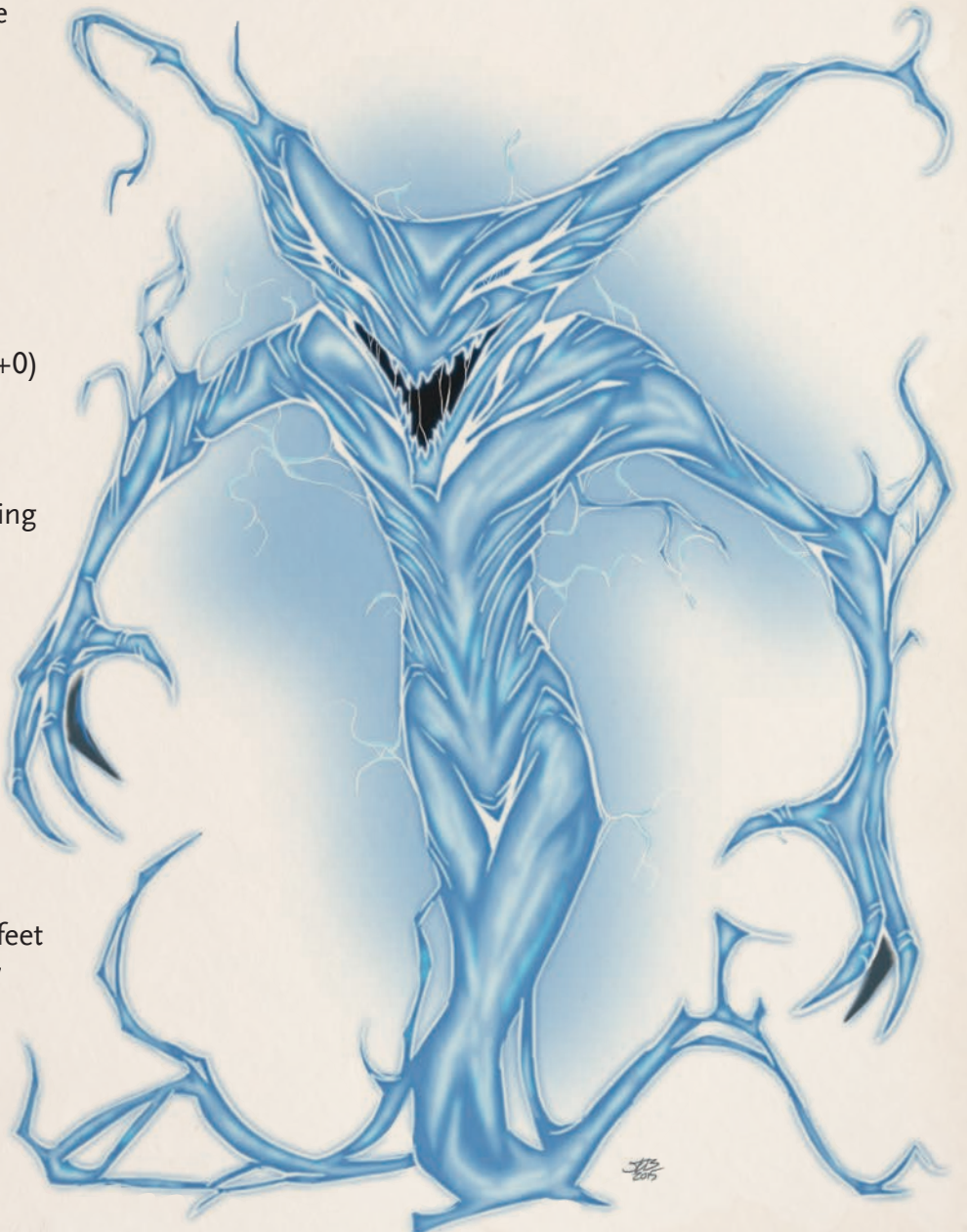
**Death Burst.** When the mephrit dies, it explodes in a burst of electricity. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) lightning damage on a failed save, or half as much damage on a successful one.

**Innate Spellcasting.**(1/Day). The mephrit can innately cast *shocking grasp*, requiring no material components. Its innate spellcasting ability is Charisma.

#### ACTIONS

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) lightning damage.

**Lightning Breath (Recharge 6).** The mephrit exhales a 5-foot wide, 30-foot long line of lightning. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) lightning damage on a failed save, or half as much damage on a successful one.



## SCORCHBRINGER GUARD

*Medium humanoid (any race), chaotic neutral*

**Armor Class** 16 Breastplate

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

**STR** 13 (+1) **DEX** 14 (+2) **CON** 12 (+1) **INT** 10 (+0)

**WIS** 9 (-1) **CHA** 10 (+0)

**Senses** Passive Perception 9

**Languages:** any one language (usually Common)

**Challenge** 1/2 (100 XP)

**Explosive Tank.** When the guard dies, or if it rolls a 1 when checking whether its Scorchbringer action recharges, the tank on its back explodes in a 10-foot radius sphere. Each creature in that area must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects that aren't being worn or carried, and it destroys the scorchbringer.

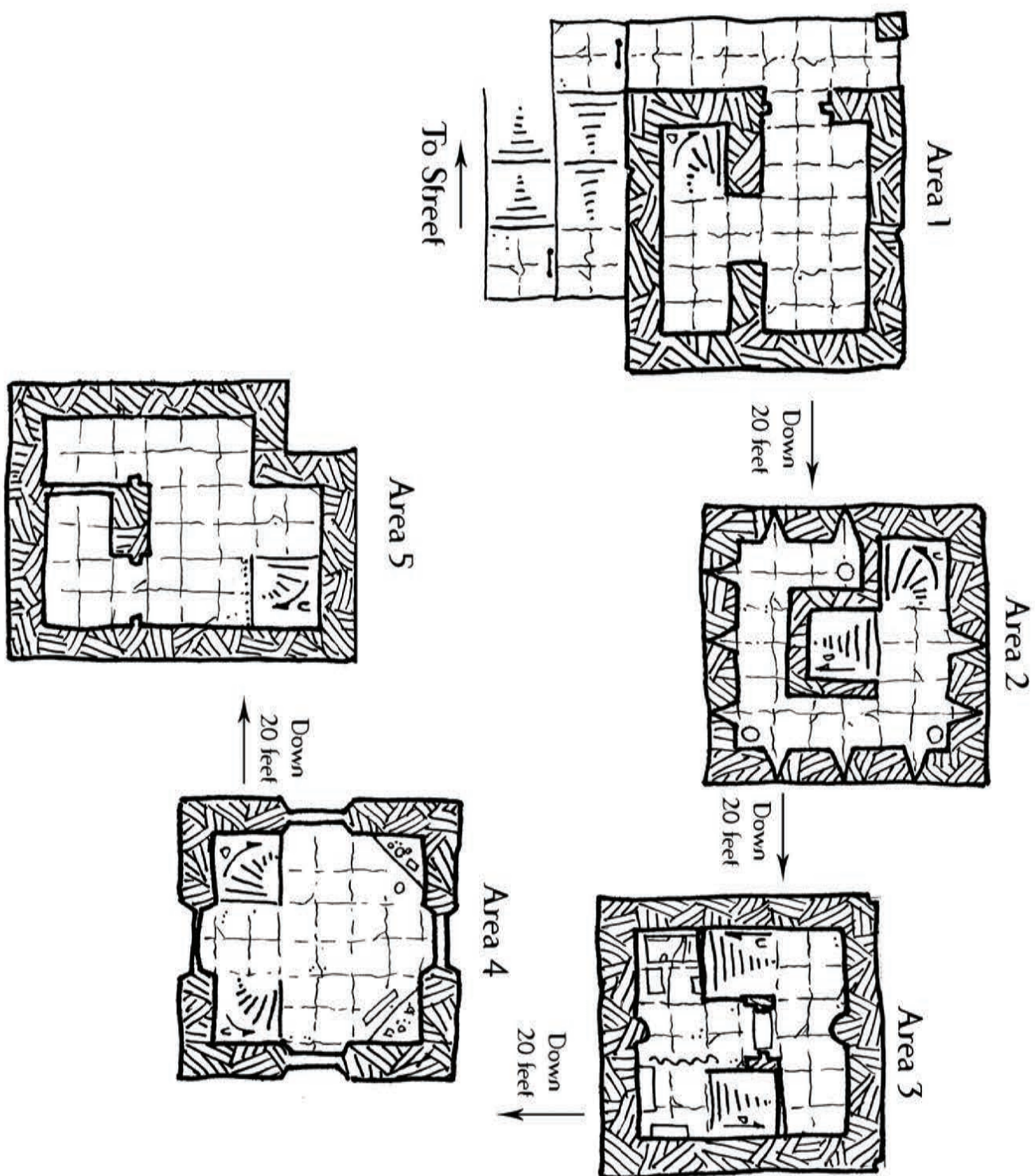
### ACTIONS

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

**Scorchbringer (Recharge 4–6).** The guard's scorchbringer spouts a stream of flame in a line that is 30 feet long and 5 feet wide. Each creature in the line must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.



# APPENDIX: MAP



1 sq. = 5 ft.

## FIGURE: PUZZLE

