



THE PALACE OF PAIN'S PLEASURES

A 2-HOUR RAVNICA ADVENTURE
FOR 2ND – 3RD LEVEL CHARACTERS

SECRETS OF THE TRISKELION: PART TWO



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Introduction: A galvanice weird has torn apart an Izzet laboratory in the Blistercoils. The weird's path of destruction leads to Tin Street where the weird was spotted being subdued and taken aboard the notorious Palace of Pain's Pleasures, a mobile Cult of Rakdos performance stage. To return the weird to its proper owner and discover the mystery behind its bizarre behavior the party must brave **The Palace of Pain's Pleasures!**

A 2-HOUR RAVNICA ADVENTURE FOR 2ND - 3RD LEVEL CHARACTERS

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INTRODUCTION

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

This adventure takes place on Tin Street. As described in the *Guildmasters' Guide to Ravnica*, "Tin Street is the longest thoroughfare in the city, a vital center of trade, and a hub of activity day and night. In addition to its shopping attractions, Tin Street is also a popular spot for nightlife, with its many restaurants and theaters. Much of the street runs through the western part of Precinct Four, and other parts are claimed by goblin gangs. The prominent presence of Boros soldiers along the length of Tin Street helps the populace feel safer, but the threat of rubblebelt raiders and goblin thieves remains."

As such, there is an opportunity for the Dungeon Master to explore the environment of Tin Street, making the experience of tracking the Palace a significant and flavorful portion of the adventure. Searching for clues about the Palace's current

location can cause the party to cross paths with Boros soldiers, goblins, or any number of rivals and threats visiting the numerous attractions and shops on Tin Street. Some options for such encounters are included herein, but the majority of the following content is devoted to fleshing out the Palace and its occupants as well as forwarding the plot introduced in *Off to a Weird Start*. While this adventure is designed for a party of three to five characters of 2nd or 3rd 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, has caught the attention of the characters. If the adventurers played through the events of *Off to a Weird Start*, they have been tasked to track the missing galvanice weird by **Bellov**, the Izzet Supervisor of the laboratory the weird escaped from. Characters who did not play through *Off to a Weird Start* could become embroiled in the plot in a number of ways, detailed in the Adventure Hooks section.



Whatever brings the adventurers into this story, the basic goal is the same: investigate the erratic behavior and subsequent abduction of the galvanice weird by the Cult of Rakdos.

The galvanice weird's violent behavior targeting the Rakdos performers of the Palace of Pain's Pleasures 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 the Palace. 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. While aboard, Rogad stole a personal item from the Palace's star performer, a Simic hybrid named **Ophyira**.

The objective of this adventure is simple: to locate the Palace, investigate the activities of the galvanice weird, and, if possible, return the weird to Bellov's Laboratory. Once this objective is complete the party may consider their work here done and move on to other pursuits. However, if the party digs deeper and discovers the involvement and motives of Rogad Nar, they may continue to pursue that lead in **The Felicity Triskelion**, coming soon to DMs Guild. 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. Those who are following the events of **Off to a Weird Start** 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.

ADVENTURE HOOKS BY GUILD

Guild	Adventure Hooks
Azorius Senate	<ol style="list-style-type: none"> 1. Assigned to Patrol the area. 2. Sent to investigate the Palace due to reports of the entertainers kidnapping someone off of Tin Street.
Boros Legion	<ol style="list-style-type: none"> 1. Tracing the trail of destruction generated by the weird, the Boros determined that the creature has been spirited away to the Palace. 2. Responding to a number of complaints about the Rakdos construct causing a disturbance during the last night's performance.
House Dimir	<ol style="list-style-type: none"> 1. Got a tip that a rogue member of the house has taken an interest in the palace and sent you to investigate. 2. The house is investigating the whereabouts of a missing Orzhov Advokist named Tibor Vay. Vay was supposed to feed information about one of his charges, a guildless collector of curios named Peren, to a Dimir contact and never made the dead drop.
Golgari Swarm	<ol style="list-style-type: none"> 1. You have unrelated business with Ophyira. What is this chaos taking place at their palace? 2. A Golgari Devkarin necromancer named Cevraya went into the Palace two days ago. She has not returned.
Gruul Clans	<ol style="list-style-type: none"> 1. Fighting can be heard from the lab, let's join it. 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.
Izzet League	<ol style="list-style-type: none"> 1. A rival investigator asked the party to investigate Bellov's lab. When it became clear that a galvanice weird has gone missing, the investigation led to the Palace. 2. The weird destroyed part of the lab the party was working for, time to find who's responsible.



Orzhov Syndicate

1. The Orzhov is investigating the whereabouts of a debtor, a guildless collector of curios named **Peren**. Peren is believed to be dead but has not turned over his soul nor has he answered any summons. He was last seen doing business at the Palace.
2. One of the Advokists in the district seems very concerned about this situation (he's been jumping at shadows for weeks.)

Cult of Rakdos

1. A rival star performer heard that the Palace has acquired a strange new attraction. They want you to find out what it is.
2. The Rakdos has a personal relationship with Bellov. This could be a business relationship or a personal one. They are inclined to try and help him reclaim his weird.

Selesnya Conclave

1. This is causing too much destruction, they need more information on the Weird, so it can be stopped.
2. The character has a personal connection (childhood friend, lover, relative) who works at the lab.

Simic Combine

1. The Izzet can't be left alone for five seconds without breaking the Holdfast principle, someone needs to calm these waters down.
2. You have been informed that this Rakdos platform that suffered an attack from one of your Izzet neighbors is run by someone that was once a member of the Combine. You hope to use your influence with them to discover what is going on with this galvanice weird.

Unaligned/Any

- I was just walking by and now I have to help fix this mess.



TRACKING THE PALACE

The Palace of Pain's Pleasures was last seen in a plaza on Tin Street, about three miles north of Nivix. Once they reach the plaza, the party may begin asking around about the Palace. To determine who is out on the plaza, you may roll on the table below. These creatures use the stat blocks for **commoners** unless otherwise noted.

PEOPLE ON THE STREET — TIN STREET

d12	Description	Attitude
1	A female minotaur bounty hunter (soldier) named Drakisla, asking about a mark, a goblin named Krenko.	Indifferent
2	A female goblin alchemist named Noggra, carrying some alchemy supplies to her shop on Tin Street.	Indifferent
3	Zizzix, a male goblin messenger, anxious and impatient	Hostile

4	Heruj, a loxodon healer (acolyte), covered in blood	Indifferent
5	Janik, a human male leatherworker, carrying some flowers	Friendly
6	Brazia, a female vedalken merchant, whistling a tune	Friendly
7	Blixanix a goblin Izzet scientist (counterflux blastseeker), lost in thought	Indifferent
8	1d4+2 goblin gang members	Hostile
9	Izolda female human soldier, on duty and eating a quick bite	Indifferent
10	Evern, male human soldier, off duty and fixing his armor	Hostile
11	Osidar, a male human thrill seeker, hoping to see some Gruul raiders	Friendly
12	Tomis, a male centaur transient, looking for a good place to sleep	Friendly

There are multiple citizens in this plaza who may have the information the party needs. You can have the characters interact with these random folks in the plaza to find information on the Palace, rolling on the People on the Street — Tin Street table, or if you wish to you can ask the party to make an **Intelligence (Investigation) check** and summarize the information they learn based on the results.

Intelligence (Investigation) Check Result	Information
10	There was a Rakdos circus here not long ago. They took off, headed south on Tin Street.
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 also 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 every sundown to perform a show.
15	That circus is Ophyira's Palace of Pain's Pleasures.
20	The palace is actually a construct.

HEADING SOUTH

Once the party has had an opportunity to do some investigation, they should have little difficulty figuring out that the Palace has headed south for the night. If the adventurers follow, you may have them travel south with little incident. If you wish to make the travel interesting, you may pepper in an encounter using the Tin Street Random Encounters table. You may set the attitude of these NPCs to friendly, indifferent, or hostile at your discretion.

TIN STREET RANDOM ENCOUNTERS

1d6	Encounter
1-2	1d4+3 cultists of Rakdos
3-4	1d4+1 Boros soldiers
5-6	2d4+2 goblin gang members

Once the characters have traveled about three miles south on Tin Street, they see Ophyira's Palace of Pain's Pleasures parked on Tin Street in front of Nivix, drawing on the cacophony of industrial sounds, sparks, and explosions to maximize the presentation of the night's show.

OPHYIRA'S PALACE OF PAIN'S PLEASURES

As the characters approach the Palace, read the following text:

As you make your way down Tin Street, you see Nivix, the massive guildhall of the Izzet dominating the eastern sky. On the street in front of the tower, stands a three-story stone structure. The outer walls of this monstrous construct are crafted of stone. The front gate looks like an enormous skull. A long stage, lined with barbed wire, extends from the gaping maw.

1A. GROUND STAGE

The main stage for the public performances, the area is divided by a barbed wire net standing 9 feet above the ground. On this net performers go about their routines, and every time something goes wrong, or fantastic depending on who you ask, the public below is splattered with blood. The net has seen its fair share of mishaps, because it's caked in dry blood. Usually there are 5 routines per show, as follows:

- Two **Rakdos performers** stand on each side of the stage and throw daggers at each other, so that the knives slightly nick the skin of the other performer, but do not get stuck there. They will get closer to each other after every throw. This continues until they are close enough to touch each other.
- A **Rakdos lampooner** takes the stage, dancing near the walls removing the knives stuck there from the performance before. This lampooner is dressed very scantily, wearing only rope. Every time they take a knife from the wall, they'll teasingly store it in the rope, sometimes cutting their skin or the rope itself.
- The Rakdos performers get back on stage wielding torches and give a fire juggling performance.
- A different Rakdos lampooner will get on stage dressed only in a mask that is a caricature of the face of a political leader or newsworthy person. The lampooner makes a mocking performance focused on current events. Sometimes one or two of the cult fanatics will join this routine depending on the skit.

It is left to the Dungeon Master's discretion which of these performances, if any, are actively occurring

FIGURE: SOLUTION

when the party arrives on the scene. Between each performance, two **cult fanatics** walk to the end of the stage, inviting audience members to step inside for the full experience. Guests may pay 1 gold zino each for the private attention of a pain artist, or 10 gold zinos each for the private attention of the infamous **Ophyira**. Once the fee is paid, the cult fanatic provides the patron with password to access the doors inside the Palace, appropriate to their purchase.

1B. EGO RAMP

This is a rusty metal catwalk that connects the Ground Stage to the main Palace. It is used during performances as a second stage surface.

1C. FANATIC QUARTERS

This is the bedchamber shared by the fanatics. The wall in the north corner has bloody handprints that belong to the fanatics that sleep here, and those who lived here in the past.

Treasure: There are a couple of costumes scattered about and a **DC 13 Investigation check** will reveal a cattle branding iron with the brand of Rakdos.

1D. ADMITTANCE ANTECHAMBERS

Guarded by a **cult fanatic** and an **imp**, each of these antechambers are where customers seeking the attention of a private pain artist pay their admission. Customers must then wait for the pain artist to become available and escort them up the stairs to the second floor. The fanatic keeps the earnings of the night with them until closing time.

Treasure: Apart from the weapons carried by the cult fanatic, each cult fanatic is carrying 2d12 gold zinos in a coin purse.

1E. INTERNAL STAGING

This acts as a stage for small performances and a waiting room for clients seeking private pain sessions. There are comfortable armchairs lined with red velvet scattered about in the corners and 4 torches in the middle bathing the area in bright light and allowing ready access for fire-based performances. If there is no combat occurring, but a show on stage, a **cultist** can generally be found here dancing for the entertainment of 2d4 **commoners**. In the event of combat, the commoners attempt to flee out of the palace while the **cultist** joins the fray.

1F. PROP STORAGE

This is the area where props are kept. There is also a small cage in this area that is currently inhabited

SNEAKING INTO THE PALACE

Some party members may wish to attempt to sneak into the Palace during a performance. Unless the characters doing so are able to bring some form of magic to bear, this is nearly impossible. Between the performers on the stage, the **Rakdos puppeteers** watching from their chambers, and the crowd watching the show, sneaking into the open door to area 1D requires a successful DC 20 Dexterity (Stealth) check made at disadvantage. If more than one character attempts to sneak aboard at the same time, they must make a successful DC 20 group Dexterity (Stealth) check made at disadvantage. A character allowing themselves to be captured away from the group or otherwise acting as a sufficient distraction may cancel the disadvantage on these checks.

by the **galvanice weird**. The weird is magically incapacitated and will remain so for 12 hours after being removed from the cage unless a *lesser restoration* spell or an effect that removes curses is applied to it. The cage itself is constructed of mizzium. The bars require a successful DC 30 Strength check to bend enough to retrieve the weird. The cage door can be picked with a successful **DC 20 Dexterity check using thieves' tools**. Ophyira has the key to this cage among their possessions in area 3B.

Treasure: This area contains 20 10-foot lengths of spiked chain, 6 costumes with masks, 20 20-foot lengths of rope, 5 casks of grain alcohol, 5 humanoid dummies that can be used as effigies, and two cackler dolls constructed of leather. This area also contains ten items from the Rakdos Trinkets table (see page 11). The Dungeon Master may choose ten items or roll ten times, including duplicate items if rolled.

2A. PAIN THEATRE ENTRY

These spiral stairs lead from floor 1 up to floor 3, though floor 3 has doors that are under an arcane lock effect. The password is "key lime." Red and black curtains cover the walls of the staircases.

2B. PERFORMER BEDCHAMBER

This is where the magic (and sleep) happens. A chest in the east corner is filled with toys, some of which have more spikes than what seems medically safe.

Treasure: A **DC 12 Perception check** will reveal that behind a velvet curtain there are several empty potion bottles and two **potions of masochist's essence**. This area also contains four items from the Rakdos Trinkets table (see page 11). The Dungeon Master may choose four items or roll four times,



including duplicate items if rolled. Any items that would reasonably fit in the chest are kept in the chest. Others (like the chair, for example) are easily spotted sitting out in the room.

2C. PAIN THEATRE

This is where the pain artists perform their routines. The room can be sectioned off with curtains if more than one pain artist is engaged simultaneously.

2D. LAMPOONER BEDCHAMBER

This is the lampooners’ private quarters. Much cleaner than the fanatic’s bedchamber, it features cozy pillows scattered about and some notes on recent events of Ravnica. Most of these events are just gossip.

Treasure: The DM may use the List of Rumors table on below or the People and Rumors tables in Chapter 3 of *Guildmasters’ Guide to Ravnica* to determine the contents of these notes. This area also contains ten items from the Rakdos Trinkets table (see page 11). The Dungeon Master may choose ten items or roll ten times, including duplicate items if rolled.

LIST OF RUMORS

1d8	Rumor
1	An Izzet inventor made what he thought was a perfect gemstone, but it blew up his supervisor
2	The famous Bard Paxiz is dying of an incurable disease
3	The house of a wealthy Kardun has been spreading a foul smell for days, yet the guards have done nothing
4	The Guildpact is not missing but is in fact imprisoned by the Azorius
5	Half of the apple supplies have been contaminated with some weird fungus
6	Lareen has been sneaking out at night, multiple times
7	The statues near the sewer entrances are actually petrified citizens
8	Mysterious lights have appeared above Lawmaker Tull’s house

3A. PRIMARY CONTROL/ PUPPETEER QUARTERS

This is the room where the **Rakdos puppeteer** pilots the construct. The area is also setup as a bedchamber for the puppeteer. The machines lining the walls make a constant humming noise that can’t be heard outside of this room.

Treasure: This room contains an **Andrews crossbar**, which allows an attuned user to pilot the Palace, but also can be used as a platform to tie a small character to. The Rakdos puppeteer carries 1d12 gold zinos in a coin purse. This area also contains two items from the Rakdos Trinkets table

CONTROLLING THE PALACE

The palace must be controlled by Rakdos puppeteers who are attuned to the Andrews crossbars. If both puppeteers are killed, the construct will begin to act of its own accord, returning to Rix Maadi, the Rakdos Guildhall. Any hostile creatures who emerge from the palace (such as the characters) draw its ire. It will spend 1d4 rounds attacking the party if they abandon the palace once it starts moving.

If at least one of the puppeteers lives, the Palace will not autonomously move unless directly threatened or attacked.

(see page 11). The Dungeon Master may choose two items or roll two times, including duplicate items if rolled.

3B. OPHYIRA’S PRIVATE QUARTERS

A big red bed stands at the center of this room. Behind the bed hangs a wall of black and red velvet curtains. Next to the bed is a night stand with a **potion of masochist’s essence** on it. In the west corner there’s a work desk, with scattered tools on it. This is where Ophyira creates new gadgets for their performances. Behind the wall of curtains sits the chest where they keep their most precious items. To find the chest a player must make a **DC 15 Investigation check**.

Treasure: The table contains a number of parts and pieces of gadgets in process of being designed as well as a full set of **tinker’s tools** and an **alchemist’s kit**. Ophyira keeps a notebook in the chest. This notebook has notes on every customer, every place the palace has set up, and daily notes of a personal nature. Those seeking information on **Cevraya** find that she did visit the palace two days ago, took a personal session with Ophyira, and left four hours later inebriated but alive. There is also a ledger containing the sale of a number of items in the back of the notebook. A number of pages have been torn out of the journal entries as well as the ledger. The chest also contains the key to the cage in area 1F. This room also contains eight items from the Rakdos Trinkets table (see page 11). The Dungeon Master may choose eight items or roll eight times, including duplicate items if rolled. Any items that would reasonably fit in the chest are kept in the chest. Others (like the chair, for example) are easily spotted sitting out in the room.

INTERACTING WITH OPHYIRA

The party's interactions with Ophyira will be largely determined by their method of approach. If they are paying customers, Ophyira will greet the adventures at their private stage and will begin interactions with a friendly attitude. Ophyira will not freely give information about their private business but will happily explain how the galvanice weird came to be imprisoned in the Palace.

If the party sneaks into the Palace, but does so without killing anyone, Ophyira will be indifferent to the party, offering a begrudging respect. In this case, Ophyira will be found in their private chambers working on a frightening looking toy. Any failed Charisma checks directed at Ophyira will shift their attitude to hostile – the characters are on thin ice with the star attraction.

If the party uses blatant and wanton violence to storm the palace and enter Ophyira's private stage, the Rakdos will be hostile, and will attack immediately.

If violence breaks Ophyira will fight until they are reduced to 10 hit points or fewer, at which point they will attempt to escape, trying to bait the party outside where the construct can be used to its fullest potential.

To determine what information the Rakdos is willing to share, utilize the "What Ophyira Knows" section on page 12.

3C. OPHYIRA'S PRIVATE STAGE

This room is used for semiprivate and group performances by Ophyira, it features several chains and hooks dangling from the ceiling. The torches are not as strong here, creating a play of shadows in the walls and filling the area with dim light.

3D. SECONDARY CONTROL/ PUPPETEER QUARTERS.

This is the room where the relief **Rakdos puppeteer** pilots the construct. The area is also setup as a bedchamber for the puppeteer. Like room 3A it's constantly filled with the hum of machines.

Treasure: This room contains an **Andrews crossbar**, which allows an attuned user to pilot the Palace, but also can be used as a platform to tie a small character to. The Rakdos puppeteer carries 1d12 gold zinos in a coin purse. This area also contains two items from the Rakdos Trinkets table (see page 11). The Dungeon Master may choose two items or roll two times, including duplicate items if rolled.

3E. ROOF ACCESS

This chamber has stairs to the roof and also contains ancillary prop storage for the Palace.

Treasure: This area contains 20 10-foot lengths of spiked chain, 6 costumes with masks, 20 20-foot lengths of rope, 5 casks of grain alcohol, 5 humanoid dummies that can be used as effigies, and two cackler dolls constructed of leather. This area also contains ten items from the Rakdos Trinkets table (see page 11). The Dungeon Master may choose ten items or roll ten times, including duplicate items if rolled.

4. ROOF

The open roof of the palace holds several 20-foot-tall poles which are fixed to the floor pointed toward the sky. These poles are used for dancing, acrobatics, and hook suspensions.

AFTERMATH

If the party handled this portion of their investigation diplomatically, avoided unnecessary violence in the palace, and retrieved the weird to return to Bellov, they may claim experience points as if they had defeated the inhabitants of the Palace (though not the Palace itself) If the DM is using milestones for leveling, this should allow the party to gain a level. This does, however, leave some questions unanswered.

If the characters discover the subplot regarding Peren, his debt to the Orzhov, and the details of **the felicity triskelion**, they may continue their investigation. The only substantial lead they have at this point is Peren's last known address (provided that they were able to get that information from Ophyira through discussion or interrogation.) Characters who go into this scenario with violence and kill Ophyira before they can gather the information about Peren effectively cut their one investigative thread. They have little to no hope of ever discovering the involvement of Rogad Nar or the true cause of the galvanice weird's malfunction. Their story ends elsewhere.

Those who do rely on investigation, subterfuge, interaction, and guile can get enough puzzle pieces together to recognize that Peren, and perhaps this item he possesses, are connected in some way to the incident in Bellov's lab. Further investigation points them to the events in [*The Felicity Triskelion*](#), now available at **DMsGuild**.

NEW EQUIPMENT

This section contains new equipment and trinkets introduced in this adventure.

SPIKED CHAIN

A spiked chain is a length of chain with a sharp spike or hook at the end of it. These are often used in Rakdos performances for suspending a performer by piercing the flesh with the hook and dangling the performer from a pole or high object.

When used in combat, the spiked chain functions as a **whip** in terms of proficiency required and properties. The spiked chain deals 1d4 bludgeoning and 1d4 piercing when used as a weapon. Characters using a spiked chain to suspend suffer 1d4 piercing per chain added to the suspension.

TRINKETS

The following trinkets can be found scattered throughout the palace.

RAKDOS TRINKETS

1d20	Trinket
1	A small bench with 4 cuffs attached to it
2	A steel paddle
3	A set of velvet cuffs
4	A set of colored candles
5	A 3ft. rod with cuffs attached to each end
6	10ft. of red velvet rope
7	A black hood
8	A leather flogger
9	A wooden paddle with spikes
10	A set of big dull knives
11	A black and red collar
12	A steel cane with leather handle
13	A black sash
14	A chair. The seat has been cut, leaving a circular hole in the center
15	A metal hook with a small ball in the end
16	A leather straitjacket
17	Manacles with spikes on the inside
18	A red feather duster
19	A flogger with spikes on the ends
20	A one-foot length of fine but strong chain, each end of the chain bears a small metallic clamp

NEW MAGIC ITEMS

The following magic items are introduced in *The Palace of Pain's Pleasures*.

ANDREWS CROSSBAR

Wondrous Item, very rare (requires attunement by a warlock of the fiend)

This magic item resembles an oversized marionette's crossbar, large enough to tie a small humanoid to with its arms and legs spread. Each Andrews crossbar is paired to a vehicular construct used by the Rakdos. While attuned to this item, the user may control the movement of the paired vehicular construct, using a **Dexterity (Performance) check** for any relevant check made to pilot the vehicle.

POTION OF MASOCHIST'S ESSENCE

Potion, uncommon

This potion is a thick black ichor that tastes bitter. Once you drink the potion, you gain the **Relentless Endurance** feature, which remains until you complete a short rest. When a creature with this feature is reduced to 0 hit points but not killed outright, they can drop to 1 hit point instead. Once used, this feature cannot be used again.



NEW SPELLS

The following spells are introduced in *The Palace of Pain's Pleasures*.

OPHYIRA'S CARESS

2nd Level Enchantment (Brd, Wiz, War)

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

This spell makes the caster's touch take on the properties of the pain artist's lash. Make a melee spell attack against a creature you can reach. On a hit the target suffers 1d6 points of slashing damage and must make a Constitution saving throw. If the target fails, they become *stunned* as they are overwhelmed with extreme pleasure or pain (caster's choice.) To continue this effect on subsequent turns, the caster must maintain contact with the target, and the target may repeat its Constitution saving throw at the beginning of each of its turns, ending the effect on a success. If the target has suffered hit point damage since making their last save against this effect, they may claim advantage on their saving throw.

APPENDIX: NPCs

The following stat blocks are used in this adventure.

OPHYIRA

Ophyira is a Simic hybrid of vedalken stock. When they evolved their experience was full of searing agony which opened them to a whole new world of sensation. The Simic Combine no longer held much allure for Ophyira, so they left and joined the Cult of Rakdos.

Ophyira's predilection for exploring the boundaries of sensation led to them gravitating toward becoming a pain artist. After months of study, Ophyira was granted an opportunity to perform in front of Rakdos himself. Selecting a suspension routine in which they slowly cut themselves free from a six-point suspending harness, Ophyira was able to impress the demonic Lord and was awarded control of the Palace of Pain's Pleasures as a result.

WHAT OPHYIRA KNOWS

Since taking over the construct, Ophyira has taken up a hobby as a collector and distributor of bizarre curios, occult items, and strange technologies. As a part of this hobby they came across **the felicity triskelion**, an item that is rumored to allow the user to transcend pain and pleasure, feeling ultimate and pure sensation. Accessing the triskelion's abilities requires solving a complex puzzle, which was beyond Ophyira's ability.

Shortly after gaining possession of **the felicity triskelion**, Ophyira was approached by a fellow curio enthusiast named Peren to rent access to the triskelion. Peren could not afford monetary compensation, as he was already deep in debt to the Orzhov. Instead, he offered to share the solution to the triskelion's puzzle with Ophyira. Ophyira agreed and handed the device over to Peren. This was a week prior, and Ophyira has not yet heard from Peren. Needless to say, they are unhappy about that development and plan to track the Devkarin down, claiming payment in flesh and blood.

Ophyira knows where Peren last lived. They also know that the Palace was attacked by a galvanice weird last night, which the performers easily subdued. Ophyira does not see any connection between these events. Though they wish to train the galvanice weird to use in performances. Talking Ophyira into handing over the weird requires a successful **DC 10 Charisma (Persuasion) check** if they are on friendly terms with the party. If Ophyira is indifferent to the party, the DC of this check increases to 15. If hostile, no check is possible.

Ophyira does not know that their room has been ransacked. While the weird distracted the crew, Rogad Nar snuck into Ophyira's quarters and stole the missing journal pages. There is little to be learned by investigating the area, but if it becomes apparent to Ophyira that they were robbed, they will assume the Dimir are responsible and happily hand over Peren's last known address, a Golgari controlled Undercity entrance in Precinct Four, to help the characters continue their investigation. Ophyira will also pay 20 platinum zinos for the return of **the felicity triskelion** and the head of the person who stole their journal pages. 5 platinum for either delivered separately.

OPHYIRA

Medium non-binary humanoid (Simic hybrid), neutral evil

Armor Class 12 (leather armor)

Hit Points 38 (5d8 + 10)

Speed 30 ft. Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	14 (+2)	10 (+0)	14 (+2)	18 (+4)

Saving Throws Dex +4, Cha +7

Skills Acrobatics +4, Animal Handling +3, Arcana +3, Athletics +3, Deception +7, History +3, Insight +8, Intimidation +5, Investigation +1, Medicine +3, Nature +1, Perception +3, Performance +7, Persuasion +10, Religion +1, Sleight of Hand +2, Stealth +2, Survival +3

Senses darkvision: 60ft., passive Perception 13

Languages Abyssal, Common, Vedalken

Challenge 2 (450 XP)

Bardic Inspiration: As a bonus action, a creature (other than you) within 60 ft. that can hear you gains an inspiration die (1d8). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

Song of Rest: During a short rest, friendly creatures who can hear Ophyira's performance regain an additional 4 (1d6) hit points when they spend Hit Dice.

Spellcasting. Ophyira is a 5th-level Rakdos spellcaster. Their spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). They know the following bard spells:

Cantrips (at will): *mage hand*, *prestidigitation*, *vicious mockery*

1st level (4 slots): *dissonant whispers*, *charm person*

2nd level (3 slots): *enhance ability*, *calm emotions*, *invisibility*, *Ophyira's Caress*

3rd level (2 slots): *fear*, *haste*

PLAYING OPHYIRA

When playing Ophyira keep in mind the following traits:

Personality Traits: I derive genuine pleasure from the pain of others.

I enjoy testing other people's patience.

Ideal: Spectacle. People are inspired by the greatness they see in art.

Bond: I'm secretly hoping that I can change the cult from the inside, using my influence to help rein in the wanton destruction.

Flaw: There's no such thing as too much pleasure.

Underwater Adaption: Ophyira can breathe air and water and has a swimming speed equal to their walking speed.

ACTIONS

Grappling Appendages. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6 -1) bludgeoning damage. Immediately after hitting, you can try to grapple the target as a bonus action. These appendages can't precisely manipulate anything and can't wield weapons, magic items, or other specialized equipment.

Spiked Chain. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage and 2 (1d4) piercing damage.

REACTIONS

Cutting Words. As a reaction when a creature (that's not immune to being charmed) Ophyira can see within 60 ft. makes an attack roll, ability check, or damage roll, they can expend one use of Bardic Inspiration, roll the die, and subtract the number from the creature's roll. Ophyira can do so after the roll but before knowing the result.



OPHYIRA'S PALACE OF PAIN'S PLEASURES

Gargantuan construct, unaligned

Armor Class 20 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	9 (-1)	25 (+7)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't Adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Understands the languages of its creator but can't speak

Challenge 17 (18,000 XP)

Antimagic Susceptibility. The palace is incapacitated while the Andrews crossbars (see Magic Items p. 11) in either control room are the area of an antimagic field. If targeted by dispel magic, the palace must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Fire Absorption. Whenever the palace is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form. The palace is immune to any spell or effect that would alter its form.

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

Magical Weapons. The palace's weapon attacks are magical.

Siege Monster. The palace deals double damage to objects and structures.

ACTIONS

Multiattack. The palace makes two melee attacks. One slam and one stomp.

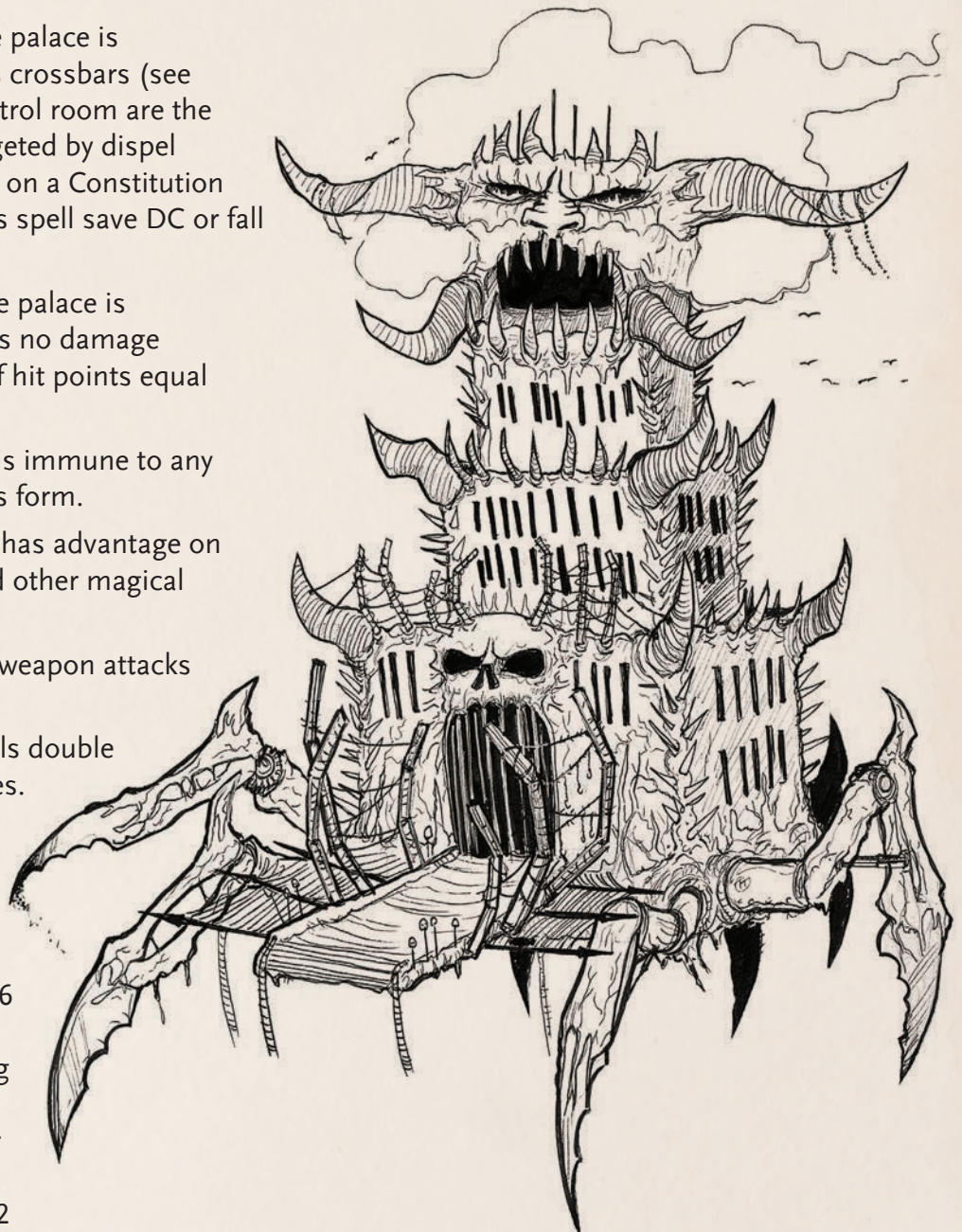
Slam. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. Hit: 24 (3d8 + 10) bludgeoning damage. Any creature inside the palace who is not prone or restrained when this attack is used must succeed on a DC 12

Strength saving throw or be knocked prone and suffer 7 (2d6) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. Hit: 32 (4d10 + 10) bludgeoning damage.

Flame Burst (Recharge 5-6). The palace spits out a gout of flame in a 30-foot cone. Each creature in that area must make a **DC 19 Dexterity saving throw**, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one.

Poison Exhaust (Recharge 5-6). The palace spits out a cloud of poisonous gas in a 15-foot cone. Each creature in that area must make a **DC 19 Constitution saving throw**, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.



OTHER NPCs

ACOLYTE

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages Any one language

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It knows has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (3 slots): *bless*, *cure wounds*, *sanctuary*

ACTIONS

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Any one language

Challenge 0 (10 XP)

ACTIONS

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

COUNTERFLUX BLASTSEEKER

Medium humanoid (any race), any alignment

Armor Class 13 (16 with mage armor)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	15 (+2)	18 (+4)	11 (+0)	14 (+2)	11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Con +4, Wis +2

Skills Arcana +6, Perception +2

Senses passive Perception 12

Languages Common plus any one language

Challenge 2 (450 XP)

Innate Spellcasting. The blastseeker's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The blastseeker can innately cast the following spells, requiring no components other than its Izzet gear, which doesn't function for others:

3/day each: *enlarge/reduce*, *mage armor* (self only), *scorching ray*

1/day each: *counterspell*, *dispel magic*, *protection from energy*

ACTIONS

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

CULTIST

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) slashing damage.

CULT FANATIC

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *command, inflict wounds, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

GALVANICE WEIRD

Medium elemental, chaotic neutral

Armor Class 12 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	10 (+0)	17 (+3)	3 (-4)	10 (+0)	5 (-3)

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Death Burst. When the galvanice weird dies, it explodes in a burst of ice and lightning. Each creature within 10 feet of the exploding weird must make a DC 13 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

ACTIONS

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage plus 5 (2d4) lightning damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or lose the ability to use reactions until the start of the weird's next turn.

GOBLIN GANG MEMBER

Small humanoid (goblinoid), neutral evil

Armor Class 14 (leather armor)

Hit Points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	8 (-1)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 10

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

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

IMP

Tiny fiend (devil), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Common, Infernal

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

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

ACTIONS

Sting (Bite in Beast Form). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

RAKDOS LAMPOONER

Medium humanoid (any race), chaotic evil

Armor Class 12 (leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	13 (+1)	12 (+1)	9 (-1)	18 (+4)

Skills Deception +6, Performance +6

Senses passive Perception 9

Languages Common plus any one language

Challenge 2 (450 XP)

Spellcasting. The lampooner is a 4th-level Rakdos spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It knows the following bard spells:

Cantrips (at will): *dancing lights*, *minor illusion*, *vicious mockery*

1st level (4 slots): *bane*, *dissonant whispers*, *silent image*, *Tasha's hideous laughter*, *thunderwave*

2nd level (3 slots): *crown of madness*, *enthrall*, *suggestion*

ACTIONS

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

RAKDOS PERFORMER

Medium humanoid (any race), chaotic evil

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	12 (+1)	9 (-1)	18 (+4)

Saving Throws DEX +5, CHA +4

Skills Acrobatics +7, Performance +4

Senses passive Perception 9

Languages any one language (usually Common)

Challenge 1 (200 XP)

Nimble. The performer can take the Disengage action as a bonus action on each of its turns.

Performer Type. The performer is one of the following types: blade juggler, fire eater, or high-wire acrobat. The performer's type determines its action options, presented below.

ACTIONS

Blade Juggler Actions

Multiattack. The juggler makes three dagger attacks.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Fire Eater Actions

Multiattack. The fire eater makes two attacks with its bladed chain.

Bladed Chain. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Spew Flame (Recharge 4–6). The fire eater exhales flames. Each creature in a 15-foot cone must make a DC 13 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

High-Wire Acrobat Actions

Multiattack. The acrobat makes two attacks with its barbed pole.

Barbed Pole. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the acrobat can jump up to 20 feet. This movement doesn't provoke opportunity attacks.

RAKDOS PUPPETEER

Medium humanoid (any race), chaotic evil

Armor Class 12 (leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	13 (+1)	12 (+1)	9 (-1)	18 (+4)

Skills Deception +6, Performance +6

Senses passive Perception 9

Languages Common plus any one language

Challenge 2 (450 XP)

Spellcasting. The puppeteer is a 4th-level Rakdos spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It knows the following warlock spells:

Cantrips (at will): *fire bolt*, *prestidigitation*, *vicious mockery*

2nd level (2 slots): *crown of madness*, *dissonant whispers*, *enthrall*, *find familiar*, *suggestion*, *thunderwave*

Gaze of Two Minds: The puppeteer touches a willing humanoid and perceives through its senses until the end of their next turn. As long as the creature is on the same plane of existence as the puppeteer, they can use their action on subsequent turns to maintain this connection, extending the duration until the end of their next turn. While perceiving through the other creature's senses, the puppeteer benefits from any special senses possessed by that creature, and the puppeteer is blinded and deafened to their own surroundings.

Voice of the Chain Master: the puppeteer can communicate telepathically with their imp familiar and perceive through their familiar's senses as long as the familiar and puppeteer are on the same plane of existence. Additionally, while perceiving through the familiar's senses, the puppeteer can speak through the familiar in their own voice.

ACTIONS

Spiked Chain. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage and 2 (1d4) piercing damage.

SOLDIER

Medium humanoid (any race), any alignment

Armor Class 12 (Leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	11 (+0)

Skills Athletics +3, Perception +2

Senses passive Perception 12

Languages Any one language

Challenge 1/2 (100 XP)

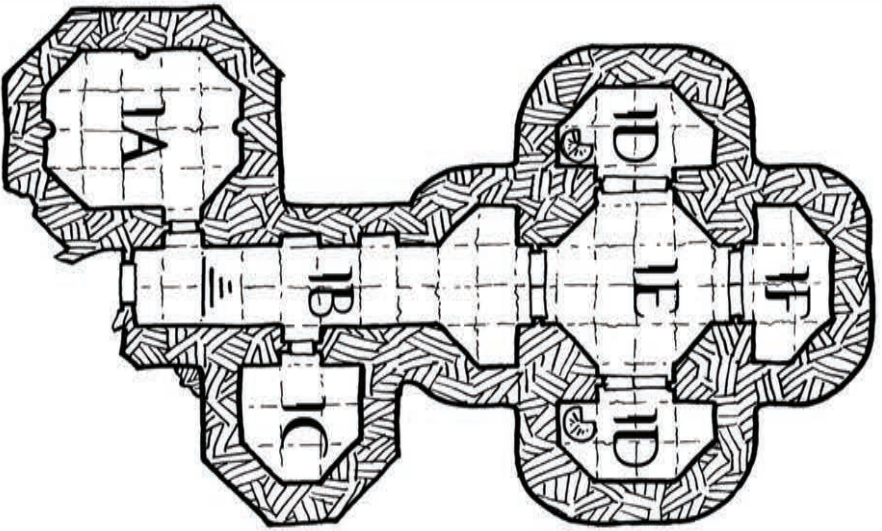
Formation Tactics. The soldier has advantage on saving throws against being *charmed*, *frightened*, *grappled*, or *restrained* while it is within 5 feet of at least one ally.

ACTIONS

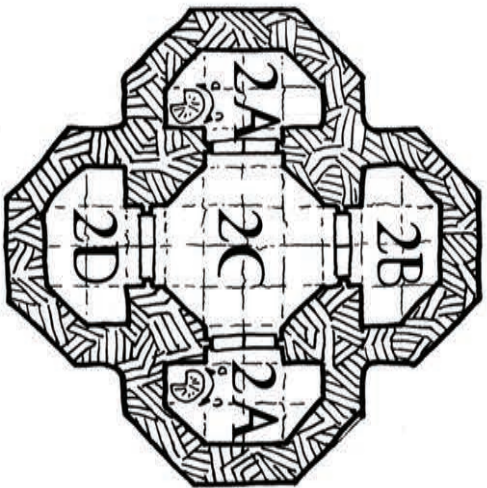
Multiattack. The soldier makes two melee attacks.

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

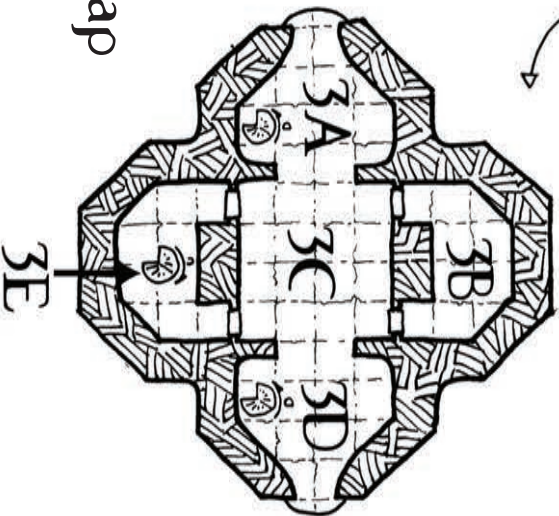
1st Floor



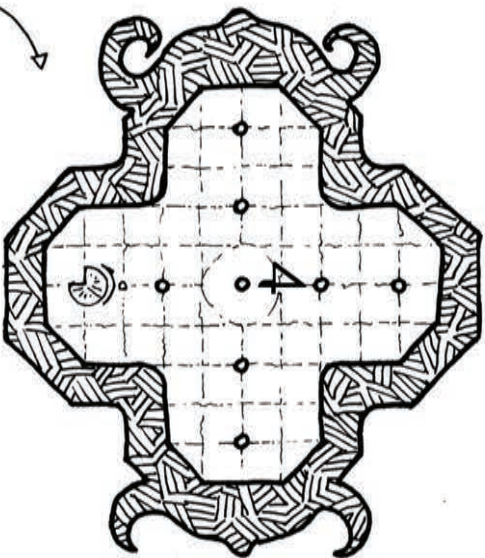
2nd Floor



3rd Floor



Roof



Palace of Pain's Pleasures Map
1 square = 5 ft.