

CROSTOWN COURIERS

SECRETS OF THE TRISKELION: PART SIX



A 2-4 HOUR RAVNICA ADVENTURE
FOR 6TH - 7TH LEVEL CHARACTERS

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Introduction: With the dreaded *felicity triskelion* in hand, the party is faced with the most important choice of their lives. The consequences of their actions will be felt across Ravnica.

A 2-4 HOUR RAVNICA ADVENTURE FOR 6TH-7TH LEVEL CHARACTERS

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THE ROAD SO FAR

A chain of events was set into motion when a **galvanice weird** went berserk. After nearly destroying an Izzet laboratory, it made its way into a Rakdos performance platform known as the Palace of Pain's Pleasures. There, the adventurers found out the weird was a diversion, orchestrated by a Dimir spy named **Rogad Nar**, so that he could access the notes of **Ophyira**, the Palace's owner.

This information led the adventures to Brobourg, a neighborhood in the Undercity under Precinct Four, where they found what remained of Rogad Nar, and the artifact that transformed him into a Horror: the *felicity triskelion*.

Upon making their way back to the surface with the artifact, the adventurers were arrested and taken to Arrester Station 13. While they awaited trial, a Gruul war band lay siege to the Station as to free another inmate, the Gruul shaman **Nyrvolas Sid**. Dimir agents intent on taking the *felicity triskelion* took advantage of the chaos.

In possession of the *felicity triskelion* and a vision from an Azorius precognitive mage, the party was sent to Precinct Three to meet with a representative of Trostani, the dryad Guildmaster of the Selesnya Conclave to determine their next course of action. Upon meeting Trostani, the dryad explained the history of the Triskelion: it is the invention of four demons who desired to control the unknowable horrors of the far realms. When these creatures proved uncontrollable, the demons and their allies used the Triskelion as a lock to keep the horrors at bay and prevent them from destroying all of Ravnica. Trostani herself was divided on what should be done with the Triskelion, with each of her component dryads torn on which course to follow: Oba argued to bring it to the demon Rakdos, one of the Triskelion's creators, Cim thought the Simic Combine could hide it deep within Ravnica's seas, and Ses wanted to give it to Ravnica's brightest mind, the dragon Niv-Mizzet. The fate of the Triskelion and all of Ravnica now rests in the hands of the party.

Upon leaving Vitu-Ghazi and making their way down to the Transguild Promenade, the party was ambushed by Dimir agents bent on stealing the Triskelion for their guild. Whether the party managed to fight them off or the agents absconded with the treasure, the fervor for the Triskelion's power has reached a fever peak with the potential to spark an all-out war between guilds if something isn't done soon.

OH NO, MY PARTY DOESN'T HAVE THE TRISKELION!

This module assumes the party has the *felicity triskelion* in their possession and must decide what to do with it. However, several events in previous adventures may lead the party to losing the Triskelion. In that case, it's advised to run the adventure **Whisper Agents** so the party can attempt recovery of the Triskelion before it's too late.

USING THIS BOOK

Unlike the other books in this series, this adventure doesn't feature random encounters. If you want your party to face random encounters, you can use the People on the Street tables located in Chapter 3 of the **Guildmasters' Guide to Ravnica**.

This book is divided in three separate encounter chains, each being one of Trostani's suggested courses of action for dealing with the Triskelion. There is no need to play through all three to reach a successful conclusion.

PART 1: THE SIMIC COMBINE

Following one of Trostani's suggestions, the party travels to Zonot Seven and Zameck, the guildhall of the Simic Combine in an attempt to secure their Guildmaster Zegana's help in hiding the Triskelion at the bottom of Ravnica's ocean.

APPROACHING ZONOT SEVEN

As the party approaches Zonot Seven read or paraphrase the following:

The sound of rushing water fills the entire precinct, cascading down from the Blistercoils to patter against the zonot's twisting walkways in an almost musical rhythm. In the sinkhole below, aquatic creatures of all shapes and sizes dive in and out of the glowing water, or flit through the clouds of mist on leathery wings made iridescent by dew. Unnaturally colorful blooms of algae and flowers line the wide, curved paths leading down into Zonot Seven.

As the party enters Zonot Seven, two **hybrid brute** guards approach and ask their business. If anyone in the party has renown 25 or higher with the Simic Combine, the guards recognize them and agree to arrange an audience with the Prime Speaker in half a day.

If no one in the party has such renown with the guild, the guards laugh at their request and inform them to bother someone else. However, as the party retreats from the zonot an elven Simic hybrid approaches them and explains that he overheard their troubles and can offer a path to an audience with Prime Speaker Zegana, though he needs their help first.

ROLEPLAYING AGARM

The biomancer Agarm was one of the first volunteers for the Guardian Project, and their evolution from elf to Simic hybrid only fueled his interest in the creation of inter-species hybrids. Now they have their own research lab and several assistants working under them, always looking for more and better ways to evolve the hybrids of Guardian Project. Agarm is driven and intense, their emotions on clear display due to the color-shifting ring pattern across their body that flashes bright blue at moments of high anxiety.

Ideal. I want everyone to be the best they can be, for everyone to be able to get the mutations they most need.

Bond. I didn't always live in a Zonot, and maybe because of that I value it so much more.

Flaw. I assume everyone wants mutations to be better. Why wouldn't they?

The hybrid is Agarm, a **biomancer** and project leader of the Combine. They currently have an audience with Zegana in a few hours, but an unfortunate mess at their lab needs to be cleaned up before the meeting, lest the guildmaster catch wind of it and remove their funding.

They explain that a number of hybrid creatures called **flaxae** emerged beneath the deep waters of the Zonot and started wreaking havoc in their laboratory. Agarm and their lab assistants managed to corral the beasts into a sealed laboratory but are unable to pacify the creatures. Agarm asks the party to enter the lab and stop the beasts, killing them only if they must.

If they are successful at clearing the lab of flaxae, he promises to help them secure an audience with the Prime Speaker that afternoon.

TROUBLE AT THE LAB

FLAXAE

Amphibious eel-like creatures, the **flaxae** are a more of a novelty than anything else to the Simic. Their slippery wet skin and long bodies are built to slide through both water and earth in search of their next meal. Flaxae exhibit predatory behavior toward all creatures, using their sharp teeth and powerful jaws to bite and swallow anything that comes near them, but will flee at the sign of larger creatures too big to eat whole.

1. LAKE

Glowing algae grows across much of this underground lake's surface, casting shimmering blue light that illuminates the entire cavern. Three **flaxae** swim in the water, distracted by the shadows flickering across the water as their movements disturb the phosphorus growth, their skin and mouths spotted with it.

Treasure. None.

2. ENTRANCE

Three **flaxae** prowl this room in a tense stalemate over the body of an unfortunate Simic researcher, each trying to claim the meal for themselves. They attack any creature that enters, defending their kill from intruders.

Treasure. None.

3. AUXILIARY LABORATORY

This small lab is mostly intact, though the scattered papers and broken flasks show signs of a hasty exit by the occupant.

Treasure. None.

4. CORRIDOR

Shelves line the walls of this corridor, stacked with containers and bottles.

Treasure. Three potions of healing are clearly visible amongst the various supplies.

5. OFFICE

Two **flaxae** nap on the desks in this office, having knocked the desks' contents to the floor.

Treasure. None.

6. MOSS-COVERED CORRIDOR

This dimly lit corridor has moss growing all across the ceiling, obscuring the single **flaxae** clinging there among the plants.

Treasure. None.

7. STORAGE

Boxes of supplies take up most of the space in this small storage room, with scattered loose items haphazardly piled around the floor.

Treasure. Four *caps of water breathing* are hooked near the door and a **DC 15 Intelligence (Investigation)** check reveals a leather bracer tucked inside one of the boxes, engraved with a *simic charm*.

8. SECONDARY ENTRANCE

Two **merfolk** argue in this room, debating the wisdom of making a run for the lake to get away from the **flaxae**. One claims staying in the lab is too dangerous, while the other believes the monsters outside the lab are far more dangerous than a few loose hybrids. They respond with gratitude should the party inform them that the path outside is clear.

Treasure. None.

9. RESEARCH LABORATORY

Three **Simic** researchers (**commoners**) continue to work in this part of the lab, undeterred by the mysterious creatures rampaging throughout the rest of the facility. They reason that this is neither the first time nor the last that something like this will happen, so there's no reason to put their experiments on hold for such a minor thing.

Treasure. None.

10. TIGHT CORRIDOR

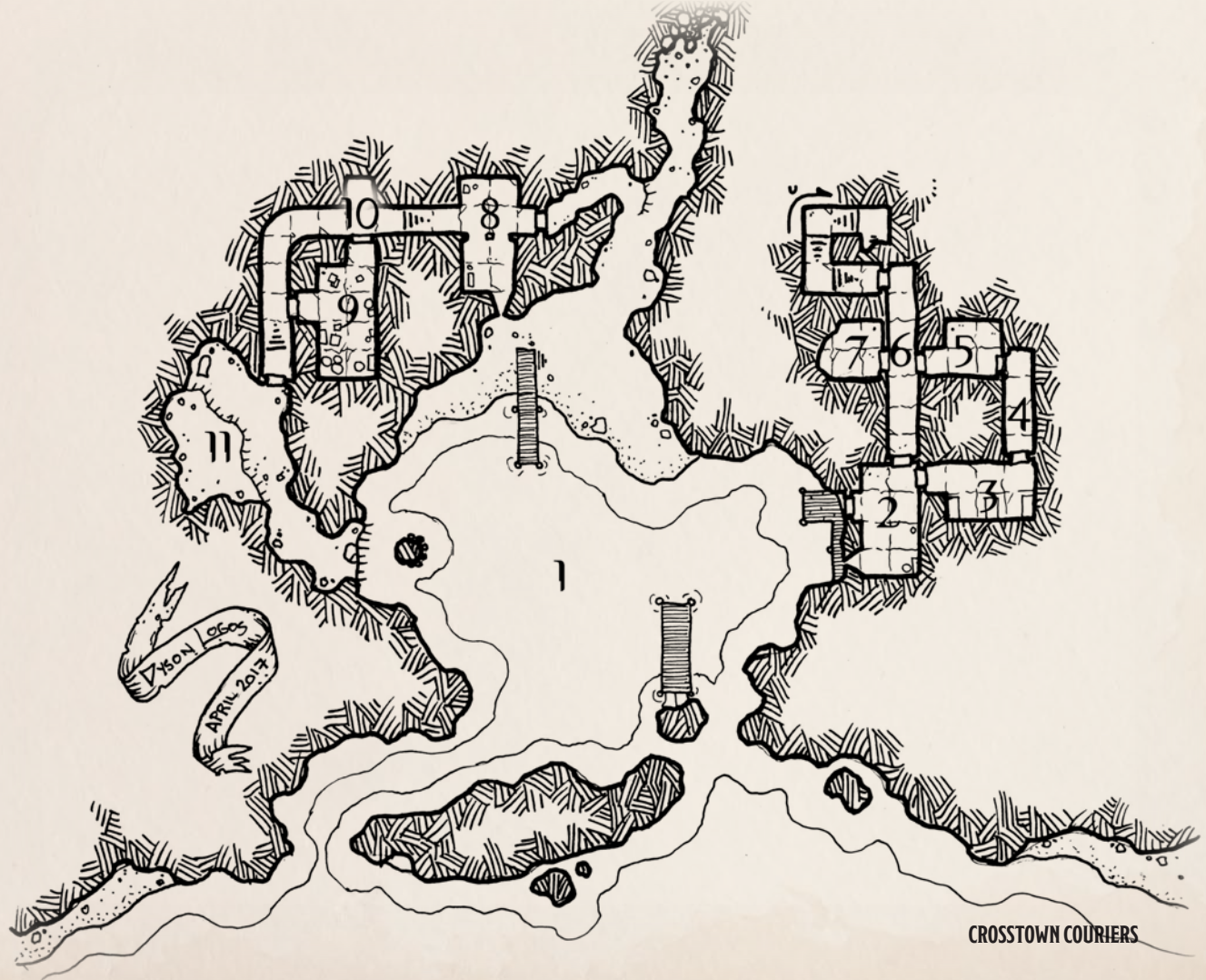
Water drips continuously from the ceiling of this tight, curved corridor, which is otherwise featureless.

Treasure. In a small closet against the north wall, a **DC 14 Investigation** check reveals a *simic keyrune* tucked on a high shelf.

11. SUB-CAVE

This natural cave holds a small pond filled with more bioluminescent algae, casting blue light against the walls. Three **flaxae** attempt to break down the waterlogged door leading north, intent on finding a way into the corridor there.

Treasure. None.



AUDIENCE WITH ZEGANA

Once the laboratory is clear, the party should report back to Agarm. The biomancer is overjoyed that the researchers can get back to work, and thanks the party profusely for their help. After dismissing the assistants to clean up the remaining mess in the lab, Agarm asks the party to accompany them further into Zonot Seven for an audience with **Prime Speaker Zegana** herself.

If the party subdued the **flaxae** without killing them, Agarm is even more overjoyed and spends the whole walk to the audience singing the party's praises. During the audience, their exuberant endorsements give the party advantage on appropriate social checks with Zegana.

Agarm leads the party to a small patio deep in the zonot, close to the water's surface. Colorful kelp and algae decorate the patio's walls, while the ever-present waterfalls serve as a curtain from the rest of the area. The Prime Speaker waits there, her back to the party as she examines a particularly beautiful algae frond. She is mildly surprised to see the party accompanying Agarm, but patiently listens to their introductions and the party's request with a neutral expression.

Zegana takes a moment to think before she carefully responds. She is hesitant to agree to their plan to hide the Triskelion in the deep Ravnican sea, reasoning that anything thrown into the ocean eventually makes its way back to land, be it hours or centuries later. The Triskelion, she states, will no doubt poison all of Ravnica from beneath, exchanging the momentary benefit of hiding the object for devastating long-term effects on the people and very worldsoul of the plane itself. She is not willing to endanger Ravnica and its people like that when another solution could be both more efficient and safer. If the party continues to insist, she can be persuaded to take the Triskelion with a successful **DC 28 Charisma (Persuasion)** check, though she continues to voice her concerns.

If the party fails to persuade her, Zegana advises them to go seek an audience with the demon **Rakdos**, wagering that one of its creators is uniquely capable of destroying the artifact once and for all. At the mere mention of bringing the Triskelion to **Niv-Mizzet**, Zegana grows agitated and tersely warns them away from that course of action, citing the dragon's boundless curiosity and arrogant recklessness as only a few of the many reasons why the Triskelion would be very unsafe with the Firemind.



PART 2: THE IZZET LEAGUE

Following another of Trostani's suggestions, the party heads toward Precinct Four and the Izzet League's guildhall, Nivix. Once there, they can arrange a meeting with a member of the Izmagnus, Niv-Mizzet's circle of advisors.

VISITING BELLOV

Adventurers that played **Off to a Weird Start** and saved the vedalken researcher **Bellov** during the course of the adventure have the option of tracking him down and enlisting his help to set up a meeting with his superiors. Bellov is happy to help his saviors, but once he learns of the meeting's subject, he grows serious and warns against letting Niv-Mizzet get his claws on the Triskelion. In his own words, "Giving an interdimensional bomb to the most curious mind in Ravnica is a colossally bad idea." If the party insists on a meeting, Bellov advises that they plan the meeting on neutral ground, for their own safety as well as the safety of the artifact. If the party accepts his help, he arranges a meeting with the Izmagnus at the location of their choice later the same day.

MEETING WITH THE IZZET

On the virtue of their actions in **Off to a Weird Start**, the party can gain entry to Nivix and arrange a meeting with a member of the Izmagnus for themselves simply by visiting the guildhall. Nivix is a highly secure facility; the Izzet are fierce in the protection of their experimental projects and watch visitors closely, going as far as assigning 'guides' to help them navigate the confusing halls, a thinly veiled excuse to keep an eye on them. The party has no trouble arranging a meeting with a member of the Izmagnus named **Galltus**, though a **DC 8 Wisdom (Insight)** check reveals that the Izzet are chomping at the bit to get their hands on a powerful relic like the Triskelion, something that should give even the most jaded adventurer pause. Once they know that the party is looking to get rid of the Triskelion, the Izzet agree to any and all demands the party has regarding the meeting and exchange - to them, no price is too high for a powerful artifact the likes of which the guild has never seen before.

THE AUDIENCE

If the party chooses a meeting place outside of the guildhall, Galltus (a **mage**) and his entourage (2 **galvanic blastseekers** and a **counterflux blastseeker**) arrive promptly at the chosen location and waste little time on introductions before jumping right into negotiations. If the party agreed to meet him in his office, they are instead escorted through Nivix by the two **galvanic blastseekers**, who, along with the **counterflux blastseeker** remain in the room during the meeting.



It quickly becomes painfully obvious that the League's enthusiasm regarding the fate of the Triskelion has only increased in the hours before the audience. Galltus speaks quickly and intensely about Niv-Mizzet's desire to safeguard the relic, citing the dragon's unrivaled intelligence and power as reasons why he is the perfect caretaker for the artifact. Any questions from the party regarding what Niv-Mizzet plans to do with the Triskelion are met with vague promises to treat the artifact with all the care the guild can offer. He agrees to whatever terms the party sets for the exchange within his power to give, which as a member of the Izmagnus is considerable. If negotiations break down, either due to unreasonable demands or hesitation on the part of the party, Galltus' mood grows dark and he begins making vague, and then overt threats against them. If the party manages to talk him down and avoid a conflict, Galltus lets them leave, but not before secretly setting three **flux blastseekers** on their trail to wherever they go next; if the party cannot come to a peaceful solution, he is not afraid to resort to violence to get his hands on the Triskelion.

Should it come to that, escaping from Galltus and his guards is far easier if the party insisted on a neutral meeting area. If they are in the guildhall when a fight breaks out, they must be ready to face overwhelming security measures when the Izmagnus sounds the alarm and brings the full force of the Izzet League down around their ears.

MEETING IN NIVIX

Two **galvanic blastseekers** escort the party to their meeting with Galltus in Room 15 of the following map, representing one floor of the gigantic tower. If the meeting becomes violent, the party must reach Room 1 to safely escape the guildhall.

If Galltus or another guild member sounds the alarm, the entire floor goes on alert, bringing six **scorchbringer guards** from the main hall to Galltus' office after two rounds. If the party manages to defeat or escape from the first group, the remaining six guards in the main hall arrive after the next two rounds to engage the party. Thereafter, three **scorchbringer guards** arrive every three rounds until the party escapes Nivix or is defeated.

1. STREET ENTRANCE

This entry hall is hung with banners emblazoned with the Izzet League's symbol and lit with crackling tubes filled with lightning, while a larger guild symbol is inlaid in the floor. This symbol is tied to

the building's alarm system; when the alarm is rung, the symbol's magic activates, causing any creature that passes through without first saying the correct password to make a **DC 22 Wisdom saving throw** to avoid falling asleep immediately. Creatures that remain in the room must continue to roll saving throws, even if they have already successfully saved on a previous round.

Treasure. None.

2. MAIN HALL

The main hall of this floor, several Izzet members are walking around here and 12 **scorchbringer guards** are in various positions of this hall.

Treasure. None.

3. STAIRWELL

The stairs to reach the upper levels of the tower. Reinforcements will come down through this area.

Treasure. None.

4. EMPTY OFFICE

Empty office, there are papers scattered everywhere and a mysterious humanoid looking soot stain in the north wall.

Treasure. None.

5. OFFICE

A bored Vedalken (CN F **commoner**), she was assigned to deal with permits and reports for the week and is not happy about it.

Treasure. None.

6. MEETING ROOM

This room is used for quick meetings, there is a metal round table in the middle of it and some chairs surrounding it.

Treasure. None.

7. STORAGE

An open room that's being used as quick storage, it connects to two locked rooms for more sensitive materials.

Treasure. None.

8. AUXILIARY LAB

A small lab, no one's here at the moment but there are at least three beakers leaking fluid to the desks.

Treasure. None.

9. GOBLIN WORKSPACE

This entire room is covered in thick smoke, if anyone opens the door, a cranky Goblin (CG NB scorchbringer guard) will immediately yell for it to be closed.

Treasure. None.

10. LOCKER ROOM

Lockers adorn all walls of this room, it leads to different shower areas, in case anyone needs to remove dirt, or chemicals.

Treasure. None.

11. LABORATORY

A huge cage stands in the middle of this lab, several Mizzium coils are working inside it.

Treasure. None.

12. WEIRD ASSESSMENT

Two researchers (**commoner**) are measuring different types of weirds in here.

Treasure. None.

13. LOUNGE

Lounge area, devoid of any people. The couches have a thick layer of dust on them.

Treasure. None.

14. LABORATORY

This three room area is all connected as the same lab, tubes with colorful liquids room from one room to the other, while two researchers are taking notes another one is hitting one of the tubes with a wrench.

Treasure. None.

15. GALLTUS' OFFICE

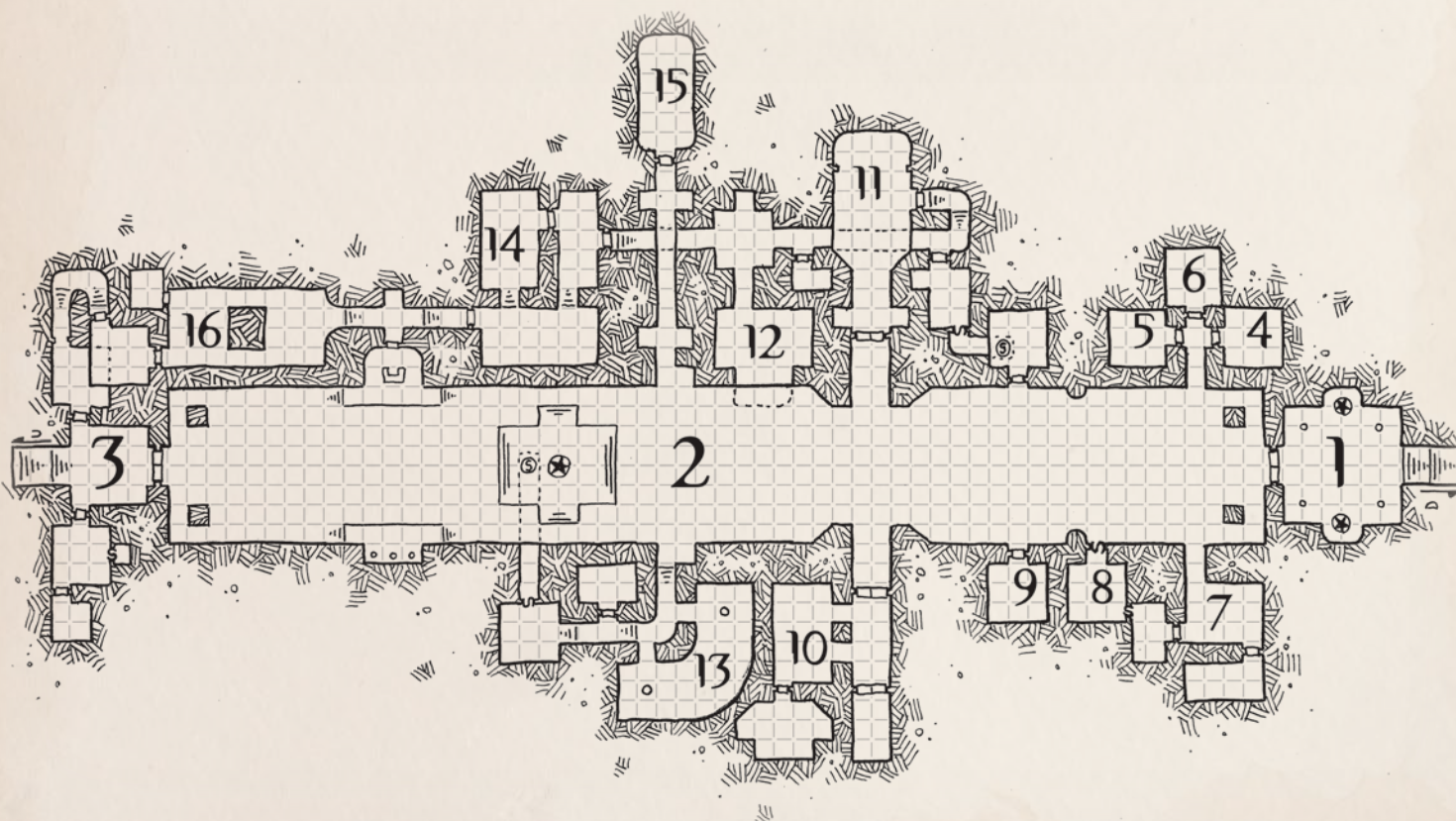
The office of Galltus, an Izmagnus. Due to his status Galltus is always guarded by 2 **galvanic blastseekers** and a **counterflux blastseeker**. The door to the office automatically locks itself and it will open only when Galltus says so. It can be opened with a successful **DC 17 Intelligence (Arcana) check** or be forced open with a **DC 20 Strength check** but doing so will explode the rune on the door, causing 2d12 lightning damage to everyone in a 5ft. radius of the door.

Treasure. None.

16. LOWER LEVEL ACCESS

This area connects back to the lower level, it has a small room used to store cleaning supplies.

Treasure. None.



PART 3: THE CULT OF RAKDOS

Following Trostani's third suggestion, the party travels to the magma-soaked depths of Rix Maadi, the home of the Cult of Rakdos to speak to the eponymous leader of the guild. Unfortunately, one cannot simply walk into Rix Maadi; instead, those who wish to petition Rakdos must first appease his underlings before the doors to his inner sanctum open.

VISITING OPHYIRA

Parties that played through **The Palace of Pain's Pleasures** can approach the performer **Ophyira** to ask for their help in delivering the Triskelion to Rakdos. This is a very bad idea, as Ophyira wants nothing more than to discover the secrets of the Triskelion and claim it for themselves. They open the Triskelion the moment they get a chance.

If the party presents the Triskelion to Ophyira but then tries to take it back, Ophyira refuses to return it and resorts to violent means to keep it. They even go as far as using the Palace itself to attack the party, if it comes to that.

THE WITCHES

As the party arrives at Rix Maadi read or paraphrase the following:

Raucous laughter and high-pitched screams echo throughout this vast cavern at strange angles, making the source of the noise almost impossible to pinpoint. Lava flows down the basalt pillars that line the courtyard and pinpoints of light flare against the dim background, the result of some distant revelry. Whether caused by the oppressive heat or the manic energy of the guild, a sense of madness coats every inch of Rix Maadi.

Approaching the guildhall draws a few bored guild members to the party, eager to investigate the fresh meat. Once they make their intentions known, the disappointed **cultists** tell the party to head to the "Head Office." A successful **DC 10 Wisdom (Perception) check** is enough for a character to realize that by "Head Office," the cultists probably mean the clearly-visible tower in the distance shaped inexplicably like a demon's head.

When the party reaches the Head Office, they find three **blood witches** discussing recent events in the guild, including the galvanice weird incident that sent the party on their current quest. The blood witches

grin with predatory delight if they recognize any party members with renown 10 or higher with the Cult of Rakdos. To all others, they react with condescension at best and dismissal at worst.

Once they hear the party's request to speak with their demonic guildmaster, the witches step to the side and speak in hushed voices, glaring at any party member who appears to eavesdrop on the discussion. After a few tense moments they turn back to the party, grins once again in place. They will, one says, allow the party to meet with Rakdos if they fulfill three tasks of the witches' choosing, one for each.

THE FIRST TASK

The first witch introduces herself as the Tormentor of the Wojek, and in pursuit of that noble goal has stolen a coded letter containing Boros military intelligence. She asks the party to find a way to decode it.

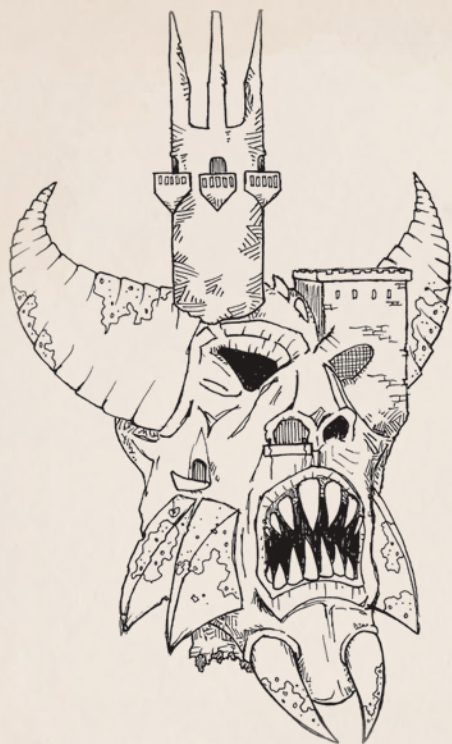
Anyone can tap the letter with a Boros signet to decode it automatically. If the party doesn't have a signet on them, they'll have to head back up to the streets to procure one, convince (or kidnap) a Wojek to decode the letter, or succeed at both a **DC 20 Wisdom saving throw** and a **DC 18 Intelligence (Arcana)** check to crack the code themselves.

THE SECOND TASK

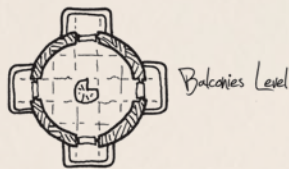
The second witch is the Illuminator of Nights and has run into a minor problem with her troupe's performance tonight - her lead performer was arrested earlier today and despite this she insists that the show must go on. All the party needs to do to complete her task is put on a Rakdos-worthy performance in the streets of Ravnica tonight - something that she is absolutely sure the party can do, of course.

THE THIRD TASK

The third witch claims to be the Sanguine Seamstress and doesn't actually have a task for the party to complete - she's just bored and wants to be a part of the game. She's come up with an amusing errand to send her newly-acquired puppets to perform: Find every performer in the Head Office currently wearing red and ensure that they know exactly what they're doing for the night's performance. What the party doesn't realize is that almost every performer in the Head is currently wearing red and almost none of them have any idea what they're doing tonight, since they rarely plan out their performances in advance. The witch knows this and hopes that the party will waste at least a few minutes backtracking through



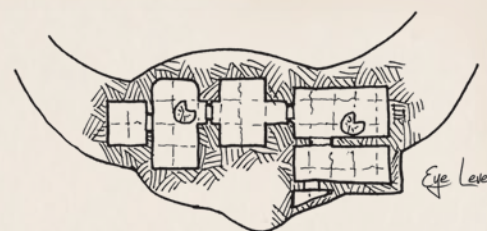
Spires Level



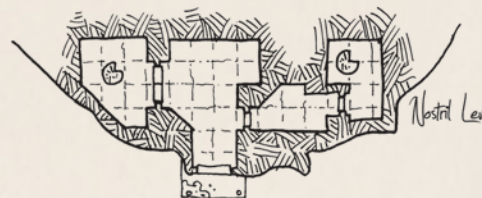
Balconies Level



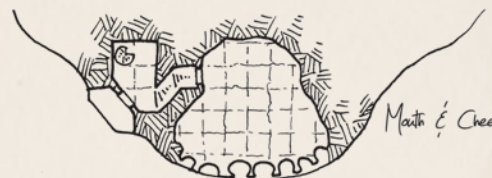
Forehead Level



Eye Level



Nostril Level



Mouth & Cheek Level

the structure trying to track down elusive, indecisive cultists.

Once all three tasks are completed (and the third witch has had her laugh), the witches graciously agree to escort the party to the lava pit beneath Rix Maadi, where Rakdos lurks.

A BATH WITH RAKDOS

As the witches lead the party on toward Rakdos' lair, every party member must succeed at a **DC 14 Constitution saving throw** or gain one level of exhaustion due to the overwhelming heat and proximity to the lava.

Rakdos is relaxing in a bubbling lava pit, his enormous figure propped up against the basalt rim in a pose not unlike a man soaking in a warm bath. The witches prostrate themselves before him to explain the presence of the party, a gesture that the demon barely acknowledges save for dismissing them with a flick of his huge hand. As the witches leave, Rakdos turns to the party and gestures again, inviting them to speak their piece.

Rakdos retains his composure and rarely speaks until the moment the Triskelion is mentioned, becoming agitated and restless particularly if the relic is produced in his presence. A **DC 25 Wisdom (Insight)** check reveals that Rakdos is actually frightened of the device.

He does not need any further convincing after this. Rakdos agrees to destroy the artifact in the magma of Rix Maadi personally and immediately.

A successful **DC 22 Charisma (Persuasion)** check will additionally convince Rakdos to explain the item's nature and history to the party. If the check is not successful, he tells them it is pure damnation and beyond their comprehension, refusing to speak of it further lest it draw the attention of even more powerful and unknowable beings.

DENOUEMENT

By the conclusion of this adventure, the party will end up in one of the two following situations: Either Rakdos destroyed the Triskelion in the lava of Rix Maadi, or someone else got their hands on the relic and opened it. Those two scenarios are detailed below.

THE TRISKELION DESTROYED

The Triskelion lies safe at the bottom of a lava pool, destroyed by one of the very demons that created it. Ravnica will never know the horrors that could have run rampant through its streets and the populace remains ignorant of the heroes walking in their midst. Those personally involved in the Triskelion affair will never forget them, for good or ill, however - award each player 5 renown in each guild that was aware of their help and withdraw 3 renown for each guild that wanted the Triskelion but was prevented from taking it due to the party's actions. Finally, the party earns the respect of Rakdos, and the demonic guildmaster never forgets.

SOMEONE OPENED THE TRISKELION

If the Triskelion ended up in the hands of anyone other than Rakdos, then it will be opened - it is inevitable. It may be mere hours after the party hands it off, or years later when someone drags it from the depths of the ocean, but the artifact will be opened and Ravnica will be overrun by unknowable cosmic horrors. This Ravnican apocalypse is detailed in the adventure **The Thousand Year Storm**.

APPENDIX: NPCs

The following NPCs are utilized in this adventure.

BIOMANCER

Medium humanoid (any race), neutral good

Armor Class 17 (Splint)

Hit Points 110 (17d8 + 34)

Speed 30 ft.

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

Saving Throws INT +9, WIS +6

Skills Arcana +9, Nature +9

Senses Passive Perception 12

Languages Common plus any one language

Challenge 10 (5,900 XP)

Bolstering Presence. The biomancer magically emanates life-giving energy within 30 feet of itself. Any ally of the biomancer that starts its turn there regains 5 (1d10) hit points.

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

Spellcasting. The biomancer is a 16th-level Simic spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The biomancer has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *light*, *mending*, *poison spray*, *shocking grasp*

1st level (4 slots): *detect magic*, *grease*, *shield*

2nd level (3 slots): *alter self*, *darkvision*, *enlarge/reduce*, *hold person*

3rd level (3 slots): *counterspell*, *dispel magic*, *haste*, *protection from energy*

4th level (3 slots): *confusion*, *conjure minor elementals*, *polymorph*

5th level (2 slots): *cone of cold*, *creation*, *hold monster*

6th level (1 slot): *move earth*, *wall of ice*

7th level (1 slot): *prismatic spray*

8th level (1 slot): *control weather*

ACTIONS

Scimitar. **Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) slashing damage.

BLOOD WITCH

Medium humanoid (any race), chaotic evil

Armor Class 12 (15 With Mage Armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	13 (+1)	9 (-1)	19 (+4)

Saving Throws WIS +2, CHA +7

Skills Arcana +4, Intimidation +7, Perception +2, Stealth +5

Damage Resistances Psychic

Senses Darkvision 120 ft., Passive Perception 12

Languages Abyssal plus any one language (usually Common)

Challenge 7 (2,900 XP)

Blood Witch Dance. The witch can use a bonus action to control the movement of one creature cursed by its hex spell that it can see within 30 feet of it. The creature must succeed on a DC 15 Charisma saving throw or use its reaction to move up to 30 feet in a direction of the witch's choice.

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

Innate Spellcasting. The witch's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The witch can innately cast the following spells, requiring no material components:

At will: *alter self*, *detect magic*, *eldritch blast* (at 11th level), *false life*, *levitate* (self only), *mage armor* (self only)

1/day each: *circle of death*, *enthrall*, *suggestion*

3/day each: *hellish rebuke*, *hex*, *scorching ray* (at 3rd level)

ACTIONS

Multiattack. The witch makes two attacks: one with its longsword and one with its shortsword.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

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

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), chaotic neutral

Armor Class 13 (16 With Mage Armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

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)

Counterflux Overcast (Recharge 5–6). The blastseeker can create an additional effect immediately after casting a spell. Roll a d6 to determine the effect:

1–3. The blastseeker creates a 15-foot-radius invisible sphere centered on itself that lasts until the end of its next turn. Creatures in the sphere have disadvantage on saving throws against spells and other magical effects.

4–6. The blastseeker creates a 15-foot-radius invisible sphere centered on itself that lasts until the end of its next turn. Creatures in the sphere have advantage on saving throws against spells and other magical effects.

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)	11 (+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.

FLAXAE

Large Beast, neutral

Armor Class 14 (Natural Armor)

Hit Points 96 (12d12 + 24)

Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	17 (+3)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances Fire

Skills Acrobatics +7, Perception +3, Stealth +7

Senses Darkvision 60 ft., passive Perception 13

Challenge 5 (1,800 XP)

Amphibious. The Flaxae can breathe air and water

ACTIONS

Multiattack. The Flaxae makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage. The target makes a DC 13 Strength/Dexterity saving throw, if it fails the target becomes grappled by the Flaxae. While grappled by the Flaxae a creature takes 1d10 bludgeoning damage at the beginning of each of its turns. To escape the creature must make a DC 15 Strength saving throw.

Swallow. The Flaxae makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grappling ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the Flaxae, and it takes 5 (2d4) acid damage at the start of each of the flaxae's turns. The Flaxae can have only one target swallowed at a time. If the Flaxae dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 ft. of movement, exiting prone.

FLUX BLASTSEEKER

Medium humanoid (any race), chaotic neutral

Armor Class 12 (15 With Mage Armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	20 (+5)	9 (-1)	14 (+2)

Saving Throws DEX +5, INT +8

Skills Arcana +8, Perception +2

Senses Passive Perception 12

Languages Common plus any one language

Challenge 5 (1,800 XP)

Fluxbending Overcast (Recharge 5–6). The blastseeker can create an additional effect immediately after casting a spell. Roll a d6 to determine the effect:

1–3. The blastseeker teleports, swapping places with a creature it can see within 30 feet of it.

4–6. The blastseeker and each creature within 10 feet of it must succeed on a DC 16 Constitution saving throw or take 11 (2d10) thunder damage.

Innate Spellcasting. The blastseeker's innate spellcasting ability is Intelligence (spell save DC 16, +8 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: *mage armor (self only)*, *scorching ray*

1/day each: *banishment*, *cone of cold*, *dimension door*, *fireball*, *ice storm*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

GALVANIC BLASTSEEKER

Medium humanoid (any race), chaotic neutral

Armor Class 13

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	19 (+4)	10 (+0)	13 (+1)

Saving Throws DEX +6

Skills Acrobatics +6, Arcana +7, Perception +3

Senses Passive Perception 13

Languages Common, Primordial , plus any one language

Challenge 5 (1,800 XP)

Galvanic Overcast (Recharge 5–6). When the blastseeker casts lightning bolt or thunderwave, it can roll a die. On an odd number, the blastseeker takes 9 (2d8) force damage. On an even number, the spell also deals 9 (2d8) lightning damage to each target that fails its saving throw.

Heart of the Storm. When the blastseeker casts lightning bolt or thunderwave, all other creatures within 10 feet of the blastseeker each take 3 lightning damage.

Innate Spellcasting. The blastseeker's innate spellcasting ability is Intelligence (spell save DC 15, +7 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: *levitate*, *lightning bolt*, *thunderwave*

1/day: *stoneskin*

Gust-Propelled Leap. The blastseeker can use a bonus action to fly up to 10 feet without provoking opportunity attacks.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

HYBRID BRUTE

Medium humanoid (simic hybrid), neutral good

Armor Class 18 (Natural Armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	8 (-1)	11 (+0)	9 (-1)

Senses Passive Perception 10

Languages Common plus any one language

Challenge 2 (450 XP)

Amphibious. The hybrid can breathe air and water.

ACTIONS

Multiattack. The hybrid makes two claw attacks.

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

MAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 With Mage Armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws INT +6, WIS +4

Skills Arcana +6, History +6

Senses Passive Perception 11

Languages Any four languages

Challenge 6 (2,300 XP)

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

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

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.

SCORCHBRINGER GUARD

Medium humanoid (any race), chaotic neutral

Armor Class 16 Breastplate

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	10 (+0)	9 (-1)	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.

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