

THE THOUSAND YEAR STORM

SECRETS OF THE TRISKELION: PART EIGHT



A 2-4 HOUR RAVNICA APOCALYPSE
FOR 7TH - 8TH LEVEL CHARACTERS

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Introduction: The dreaded *felicity triskelion* has been opened spelling certain doom for Ravnica. Can the heroes save the plane?

A 2-4 HOUR RAVNICA APOCALYPSE FOR 7TH-8TH LEVEL CHARACTERS

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INTRODUCTION

Welcome to **The Thousand Year Storm**, an adventure for the **Guildmasters' Guide to Ravnica**. This adventure is designed to follow the events of **Assault on Precinct Four**, **Trostani Discordant**, or **Whisper Agents** allowing the characters from those adventures to deal with the aftermath of some foolish party opening the powerful artifact known as the *felicity triskelion*.

This adventure contains information regarding several potential scenarios, each custom tailored to the party responsible for opening the dreaded artifact. Also included are random encounter tables that encompass the chaos unleashed in the Tenth District when the triskelion is opened.

The following content is devoted to describing the encounters and opposition found in the aforementioned areas as well as forwarding the plots and subplots introduced in **Off to a Weird Start**, **The Palace of Pain's Pleasures**, and the rest of the **Secrets of the Triskelion** campaign. While this adventure is listed as designed for a party of three to five characters of 7th or 8th Level, the Dungeon Master should understand that this scenario is likely to be very deadly to player characters of any level. This is a potential apocalypse unleashed on Ravnica through player mistakes or negligence. Do not feel compelled to pull punches.

THE ROAD SO FAR

The catalyst of events that has led to the current horror in Ravnica is *the felicity triskelion*. A reality warping artifact of eldritch proportions, which has been released to the greater world after being stolen by the Dimir mind mage **Rogad Nar**. After investigation and intrigue amongst the various guilds of Ravnica a chain of events left the triskelion in the wrong hands and ultimate horror has been released upon all in Ravnica.

USING THIS BOOK

This book features different paths according to the decisions that party made leading to the triskelion being opened. Every battlefield presented is also an option as the story may require only one battlefield from part 2.

PART 1: THE TRISKELION OPENED

In this chapter you'll find information on how to direct the adventure depending on the individual that opened the triskelion, the horrors that emerged, and the lasting effects the eldritch artifact on the opener.

DIMIR OPERATIVE

If the players failed to assault the Dimir Safehouse in **Whisper Agents** in time, the triskelion is opened by the Dimir who had been experimenting with it. Once opened the artifact fills the safehouse with mutated proto-horrors and two Primal Horrors **Narmuk** and **Tomditug** force their way into the material plane. To seal the triskelion the players must finish their assault on the Dimir safehouse, defeat the primal horrors, and seal the triskelion.

ROGAD'S GHOST

In the highly unlikely event that **Rogad's ghost** is not freed from Orzhov control, and is given unsupervised access to the triskelion, he will open it in a bid to gain freedom from servitude by destroying the world. Rogad will open the triskelion in the Orzhov Gran Basilica found in **Whisper Agents**. As a result of opening the triskelion two primal horrors **Dildatuk** and **Gimkoguk**.

NIV-MIZZET

In the chance the players gave the triskelion to **Niv-Mizzet**, the dragon leader of the Izzet guild will take his time researching the relic before opening it. Opening the triskelion does not destroy or mutate him however, the artifact does drive the dragon insane.

In addition to the danger provided by a mad Niv-Mizzet two primal horrors, **Ramror** and **Zejogud**, move out onto the streets alongside a horde of proto-horrors. The party must conquer the horrors outside and venture to the top of Niv-Mizzet's tower on Tin Street and defeat him

OPHIYRA

If the triskelion is given back to **Ophyra** of the Rakdos guild, they will take it in under the guise of safekeeping before eventually, after much tinkering, discovering the means to open the triskelion. When Ophyra does open the artifact it immediately drains them of any life before unleashing the primal horrors **Vozud** and **Vuzgamed**.

After the triskelion is opened the Rakdos operating the palace will set it moving away from the site to escape the horrors. This only makes the sealing of the primal horrors back into the triskelion harder as the artifact must be in proximity to seal them away. The party must fight their way through the abomination infested palace to retrieve the triskelion before returning to the locale it was opened to seal it and the horrors within.

A PLAYER CHARACTER

If a player character opens the triskelion, they must succeed at a **DC 25 Constitution** save. On a failure the character mutates into a proto-horror. The characters have encountered this transformation before when Rogad transformed (see **The Felicity Triskelion** p. 16). If a character is mutated into a proto-horror, they are considered dead. The newborn proto-horror then attacks the closest creature.

If the triskelion is opened in this way two primal horrors emerge. In this situation you may choose any combination of two primal horrors listed in **Appendix A**. The horrors appear in whatever the locale the triskelion was opened in and begin combat immediately.

SEALING THE TRISKELION

A single condition must be met before the triskelion may be closed. All primal horrors that have emerged from the artifact must be reduced to 0 hit points within 200 feet of the triskelion. Once defeated in close proximity to the artifact they are pulled into the relic and sealed for 1d4 days until they are strong enough to emerge once more.

Undoing the catastrophic error of opening the triskelion is even more difficult than opening it. To do so, a character must succeed a **DC 27 Constitution** saving throw. If failed the character suffers an Indefinite Madness (**Dungeon Masters Guide** pg 260) and fails to close the triskelion. This madness can only be cured by a greater restoration spell or more powerful magic.

RANDOM ENCOUNTERS

After the triskelion is opened, its unknowable horror is unleashed upon all Ravnica, changing the fabric of mere existence. The chaos of this event is represented in the following tables of possible encounters that the party may encounter. Every Guild is struggling to maintain control and some even succumb to the triskelion's madness. At the DM's discretion present

the party with some of these high-level encounters, depending on where they are.

PRECINCT ONE

1d12	Encounter
1	3 Dimir mind mages * are fighting with 2 shadow horrors * that escaped their control
2	5 lawmages * are trying to create safe houses
3	A crazed sire of insanity * is destroying everything in its path
4	An entire block is littered with the scattered and flayed flesh of its citizens. A skittering horror * still feasts upon their bodies.
5	10 mutated commoners †
6	A fire rages amongst several homes
7	6 Orzhov knights † have gone mad and have lined innocents up to be slain.
8	2 gloomwings * pick off and kill fleeing citizens.
9	5 indentured spirits have been corrupted and are slaying anyone they come across.
10	2 Orzhov giants * have decided to destroy every building around they can see, feasting upon any in their way.
11	Screams can be heard inside a mansion, 4 shadow horrors * are circling it
12	A scared noble † is trying to run away with their family (4 commoners †)

PRECINCT TWO

1d12	Encounter
1	5 Boros soldiers * are overwhelmed by 3 shadow horrors * as they try to defend fleeing business owners
2	2 mutated lawmages *
3	4 commoners † looting storefronts
4	A firemane angel * gone mad kills any they come across.
5	5 flying horrors * feast upon corpses
6	3 guardian giants * protecting a caravan of refugees
7	2 shadow horrors * and 1 skittering horror * emerge from Undercity
8	A thought spy * flees from 5 Azorius soldiers *
9	A firefist * and 4 Boros soldiers * argue with a lawmage and 5 Azorius soldiers on how best to control the madness.
10	A reckoner * and squad of 3 Azorius soldiers * have teamed up to defend the district.
11	2 mutated mind mages *
12	4 arrester knights † attempt to control a rioting crowd.

PRECINCT THREE

1d12	Encounter
1	4 wurms* went berserk
2	4 Ledev guardians (soldiers*) and their mounts (4 dire wolves†) lay down their lives against 2 skittering horrors*
3	2 stampeding mutated krovod*
4	A herd of 10 mutated raktusk*
5	A herd of 4 centaurs† patrol the precinct
6	A skittering horror* stalks the party
7	A horncaller* and 2 ceratoks* stand guard.
8	2 Selesnya soldiers fight off a herd of 8 brushstrider*
9	2 mutated conclave dryads* struggle against their new madness.
10	3 skittering horrors* are fighting with a wurm*
11	A pack of 4 mutated dire wolves†
12	A mutated category 3 krasis*

PRECINCT FOUR

1d12	Encounter
1	2 sires of insanity* are taking advantage of the chaos to fuel their own fun
2	A frontline medic* is tending to wounded. On closer inspection, they are eating the diseased, damaged flesh of their "patients"
3	1 firefist* and 3 soldiers* have come upon a group of 8 commoners beginning to mutate and can't decide whether to end their suffering or not.
4	A firefist* and a sunder shaman* join forces to fight
5	10 soldiers* have turned on each other and are in the process of killing each other while a skittering horror* wreaks havoc amongst civilians.
6	A reckoner* is standing as the last line of defense against a horde of 5 shadow horrors* as commoners† escape.
7	2 mutated nivix cyclops* fight over arbitrary territory
8	2 skittering horrors* dug themselves out here, they are looking for food
9	3 frontline medics* and 2 firefists* stand as a final bastion against the teaming horrors emerging from Undercity.
10	
11	A squadron of 10 soldiers* patrol around a Boros Bastion.
12	1 firefist commanding 5 soldiers* is finding horrors to kill

PRECINCT FIVE

1d12	Encounter
1	A devkarian lich* is using the chaos to enact revenge on some scholars.
2	3 Terraformers (druids†) are attempting to create walls to defend refugees
3	A mob of 10 commoners† flee from a pack of 6 category 1 krasis*
4	Something has tunneled into the district from Undercity. The hole must be closed before more horrors spill forth.
5	3 flying horrors* feast on felled hybrids
6	2 mutated biomancers* attempt to create horror hybrids to fulfill some mad design.
7	3 mind mages* sift through documents searching for some secret.
8	3 category 2 krasis* have broken free and rampage through the district.
9	A pair of mind drinker vampires* have set about gathering information from scholars.
10	A golgari shaman* and 4 devkarian warriors* have started to claim parts of the district for themselves.
11	2 biomancers* attempts to contain 3 mutated category 3 krasis* in their development chamber.
12	A skyswimmer* , driven by madness has descended to sate it's hunger on smaller prey.



PRECINCT SIX

1d12	Encounter
1	A troop of 6 Rakdos performers* have taken advantage of the madness to create a strange new performance outside of Gore House.
2	A golgari shaman* attempts to fend off 4 mutated indentured spirits*
3	A group of 5 laborers (commoners†) flee from a mutated category 3 krasis* .
4	1 skittering horror* escaped the Undercity and is feasting in the civilian's homes
5	A squadron of 6 Orzhov knights* work with a Simic biomancer* to fight of a pair of skittering horrors* .
6	A Rakdos lampooner* cajoles a fight between a mutated reckoner and a category 3 Krassis* .
7	10 commoners† flee into the water from a rampaging mutated Orzhov giant*
8	3 mutated blood witches* dance atop a burning warehouse after locking all the workers inside.
9	2 shadow horrors* are in an alley, attacking anything that comes close
10	3 Rakdos lampooners* who attempted to use 4 flying horrors* for a new trapeze act are now being attacked.
11	An archon of the triumvirate* and their winged felidar* mount patrol the skies, seeking an answer to this madness.
12	2 corrupted deathpact angels* slaughter random innocents.

*see **Guildmasters' Guide to Ravnica** Chapter Six

†see **Monster Manual**

PART 2: CLOSING THE TRISKELION

With the triskelion open, endless horrors and eldritch abominations flood the streets to destroy Ravnica completely. This chapter provides information on the locales that the triskelion effects according to who opened the artifact in addition to where to find the triskelion and eventually close it.

THE GRAN BASILICA

If the triskelion was opened by **Rogad's Ghost**, the artifact is in the Orzhov Gran Basilica. The Gran Basilica is an immense crypt located in the Sixth Precinct and is used to contain and protect the Orzhov's immense wealth. It is suggested for the DM to use the Gran Basilica Map found in **Guildmasters' Guide to Ravnica**, Chapter Four. The Basilica is now filled with corrupted **indentured spirits** and **priests**.

The two primal horrors released by the triskelion, **Dildatuk** and **Gimkoguk**, are amok within the Basilica. Dildatuk has busied itself devouring the minds of every creature that it comes across, leaving hallways filled with intact, lobotomized corpses. Gimkoguk has made its way to the exterior of the Basilica and has changed its shape to be that of a friendly Boros soldier. In this guise it pretends to be help others, guiding helpless refugees away from the flow of horrors and into corners and back alleys where it then reveals its true nature and devours them.

Both the Boros and Orzhov are amassing forces outside of the Basilica but refuse to cooperate. The angel Aurelia of the Boros insists that the only way to cleanse the Basilica is a full-frontal assault. The Obzedat Ghosts, leaders of the Orzhov, that are present refuse to let any foreign hands near their gold and insist that only soldiers approved by them may enter.

The party may attempt to storm the Basilica on their own, but without aid the challenge is monumental. Parleying with one or both guilds is a safer option. A reminder to the players to call in any favors from other guilds or compatriots will help their assault as well.

THE PALACE OF PAIN'S PLEASURES

With the triskelion open, **Ophiya's** former palace now rages through the city. See **The Palace of Pain's Pleasures** p. 21 for a full map. While the palace makes its way through the city, the gargantuan horror **Vuzgamed** trails behind destroying everything in its wake. **Vozud**, the other primal horror, is closer to the

palace dominating any creature that it encounters before ordering it inside the palace, filling it to the brim with mindless servants.

The triskelion is located within Ophiya's personal chambers. The artifact has warped any creature running to assist Ophiya into a proto-horror. These hordes of horrors wander the inner working of the palace, hunting for souls to destroy.

Several tribes of Gruul are in the midst of battle against Vuzgamed. The Gruul always wanted the fall of civilization, but not the destruction of the world. **Borborygmus**, the leader of the Gruul, is in the vanguard. Several Boros squadrons have joined the Gruul's charge. The party can choose to help Borborygmus against Vuzgamed and then go towards the palace. The party can also attempt to convince the Boros and Gruul that the palace and triskelion are the priority. The Boros are more amenable and only require a **DC 12 Charisma (Persuasion)** check to be swayed. Borborygmus is skeptical of the party's intentions and requires a **DC 17 Charisma (Persuasion)** check for him to divert his forces to aiding the party in their assault on the palace.

THE ERROR OF A COMPANION

No matter where the player character opened the triskelion, the two horrors that poured from it are right there. The party can try to quickly grab the artifact and make a run for it or face the horrors their former companion brought to the world.

Any aid is far away and unprepared for a catastrophe of this size, real help will take time to muster and even then, might not be enough to save all of the party.

THE SAFEHOUSE

While the Dimir safehouse was once hard to find, the gigantic form of **Narmuk** flying over it changes that. The magic eating horror is happily feeding on the mind mages that remain un-corrupted and commanding the flying horrors that were present in the safehouse. **Tomditug** wasted no time in leaving the safehouse and escaping to the undercity, there it feasts upon any life that it encounters, leaving gore spilled across the expanse of its trail. Hungry **skittering horrors** follow in Tomditug's trail to feast upon the scarps it leaves behind.

The Golgari present in the Undercity, led by **Jarad Vod Savo**, attempt to fend off Tomditug, but continue to struggle against the hulking girth of the horror and continue to be pushed back.

Though their numbers are severely depleted, the Dimir agents present within and around the safehouse can provide aid to the party and guide them to the triskelion. The party can also seek the aid of the Golgari by aiding in slaying Tomditug before assaulting the safehouse.

See **Whisper Agents** pg. 9 for a full map of the Dimir Safehouse.

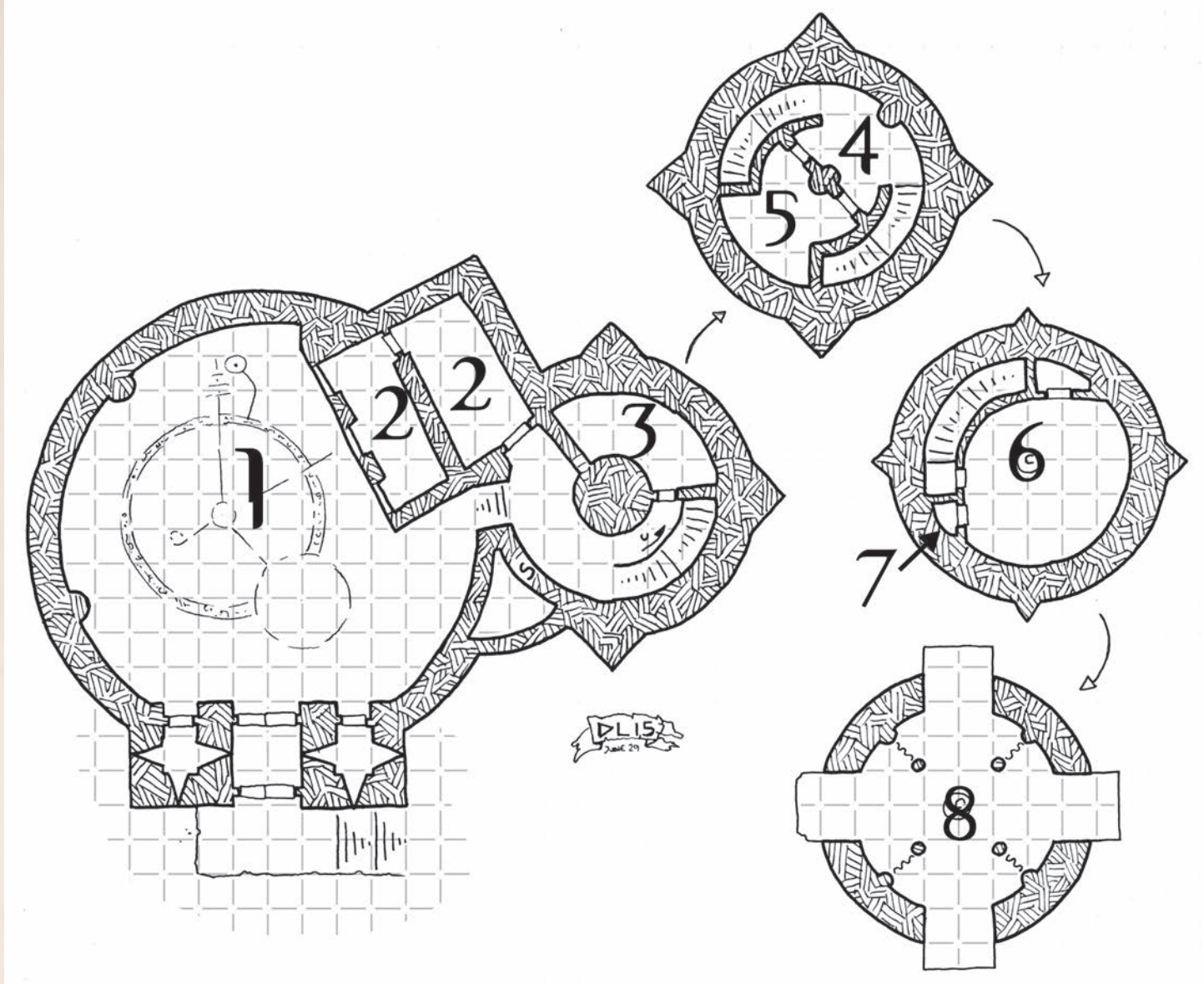
NIVIX

The guild hall of the Izzet, located in Precinct Four, has always been filled with maddening activity: lightning bolts jumping between coils, goblin pyromancers jettisoning fire from their mouths and eyes, and the strange working of Niv-Mizzet himself. With the triskelion open, the tower now pulses with an unsettling eldritch energy that suffuses itself into everything that comes near. This has led to, corrupted and otherwise, attacking each other indiscriminately. **Zejogud**, the first of the two primal horrors to emerge is the source of this chaos. Zejogud languishes in the bottom chambers of the tower letting the chaotic energy and eldritch fumes wash over it. The second horror, **Ramror** has left the tower and now patrols Precinct Four feasting upon any living thing it comes across, making a strange nest of half-eaten corpses and skeletons.

While his guildhall and guild members crumble around him, Niv-Mizzet is still curled around the triskelion at the highest point of the tower, fawning over the relic as his madness deepens.

Several squadrons of Simic have come to aid the Izzet guild members trying to contain the horrors spilling from Nivix. They are putting aside their differences about experiments to try and keep the horrors from destroying everything. Prime Speaker Zegana, Simic Guild master, herself is leading a mixed force of Izzet and Simic to try and contain Ramror. The party can choose to aid the Izzet and Simic coalition or storm the tower themselves.

Below you can find a map of the very top of the tower with information about each section:



1. PRIVATE LABORATORY

Dominated by strange alchemical and arcane experimentation equipment, this chamber is populated by 2 corrupted **scorchbringer guards** who Niv-Mizzet has bid keep watch over this sanctum. A staircase in the east of the room leads higher in the tower and to a door for the blasting chamber. Two southern side rooms are meant to store personal belongings, and each contain roughly 50 gp of assorted jewelry and coinage.

2. SPARE EQUIPMENT ROOM

Two rooms for spare laboratory equipment. Cramped and dark 3 **flux blastseekers** have taken to hiding from Niv-Mizzet in the farthest corner back. Any characters with a **passive Perception** of 17 or more easily spots the un-corrupted Izzet. A successful **DC 15 Charisma (Persuasion)** and reassuring words allows the blastseekers to join your group ascending the tower.

3. BLASTING CHAMBER

This chamber is used for the most dangerous of explosive experiments. The door is sealed shut with a lock. A **DC 18 Dexterity** check using thieves' tools opens the lock where a **DC 25 Strength** check breaks the blast door from its hinges. The metal door has AC 22 and 250 HP. Within the chamber is a single pedestal with a *necklace of fireballs* placed upon it.

4. PROMONTORY

The stairs lead to this precarious promontory. Made for sightseeing so the most prominent Izmagnus ascending the tower can enjoy the view over the city, the glass pane has been shattered, leaving the chamber open to the harsh elements without. 4 **flying horrors** have decided to nest in this area and immediately attack when the characters ascend the stairs.

On initiative count 20, every character on the promontory must succeed a **DC 14 Strength** saving throw or be pulled 10 feet towards the broken window by the strong winds. If any character is pulled out the window, they are immediately flung from the tower and begin falling. The tower is over 1,000 feet tall.

5. GUILD VAULT

The promise of riches sway any brazen enough to attempt to open the door to the dracogenius's private vault. The doors to the vault are sealed with magically locked metal doors. A successful **DC 20 Intelligence (Arcana)** check and a *dispel magic* spell of at least 6th level is needed to determine how to magically unlock the doors and disenchant the doors before the mechanical lock can be picked. A **DC 22 Dexterity** check using thieves' tools is required to unlock the doors. If either check fails a bolt of energy, as the *lightning bolt* spell, streaks towards the character who failed the check. Any character behind them for 100 feet is also struck by the spell. The spells save DC is 15.

Within the vault can be found thousands of gold pieces piled atop one another surrounded by ancient books supposedly lost to time as well as two greater healing potions.

6. WAITING CHAMBER

This chamber is strangely empty save for a few pieces of furniture that have mysteriously decayed as if left sitting for decades. The energy from the triskelion has started to bleed from the artifact and mixed with Niv-Mizzet's experiments before flowing down the tower. When a character enters this chamber, they must succeed a **DC 12 Wisdom** saving throw or take 3 (1d6) Constitution damage. This save must be made every 10 minutes while a character is in this chamber. If Niv-Mizzet is left with the triskelion for more than 2 days, this effect begins to flow throughout the entire tower. A door to the north of the chamber opens to a portal that leads to the Niv-Mizzet's private chambers above.

7. SAFETY GEAR

Within this chamber are garments that are made to protect from the dangerous energies that Niv-Mizzet experiments with just above this chamber. Any character who explores this chamber can find the gear. Once a character wears the gear, they are protected from the draining effects present in the waiting chamber. Donning the gear takes an action.

The Triskelion's Corruption

Any character that is affected by the triskelion's presence and has lost any point in Constitution because of it can only be cured of the dangerous energies by a *greater restoration* spell or other more powerful magic.

8. THE DRACOGENIUS'S CHAMBERS

The portal from the Waiting chamber brings any character that walks through it to the north of this room. Filled almost entirely with books, the walls of this room extend 300 feet into the air giving ample room for Niv-Mizzet to fly. Niv-Mizzet dominates the chamber, curled around the open triskelion in the center of the room. On initiative count 20 any character, besides Niv-Mizzet, not wearing the safety gear found in room 7 must make a **DC 15 Wisdom** saving throw or take 3 (1d6) Constitution damage as the combination of the triskelion and Niv-Mizzet's magic wears away at their existence.

Niv-Mizzet has little interest in the characters and pays no heed to them. He doesn't answer any questions or attempts at communication and instead focuses all his attention and energy on marveling at the open artifact. Any attempt at removing the triskelion from his grasp or attacking Niv-Mizzet begins combat and the dracogenius attacks the closest creature to the triskelion. If Niv-Mizzet reaches half of his health and the triskelion is still in place, he grabs the artifact and flies into the air and continues combat from there while holding the relic.

NOW WITH THE TRISKELION IN HAND

With the primal horrors sealed in the now closed triskelion, the party has several choices on how to proceed with the artifact. Something this powerful must be locked away or destroyed so as to never be used for nefarious purpose or even opened. With this goal in mind the party must decide who to take this eldritch relic to. Below are some suggestions of powerful characters in the world of Ravnica who could potentially close the triskelion.

RAKDOS

If the characters choose to take the sealed triskelion to Rakdos, finding him will be half the battle. Rakdos and his demons fled underground at the first sign of danger leaving the truly corrupted and depraved outside. Rakdos is found overlooking the concluding horror from a private viewing box in Rix Maadi, his guildhall located in the Undercity, overlooking the concluding horror on the city streets. Rakdos fears the

eldritch danger that the artifact presents and accepts the relic if offered by the party which he immediately casts into magma destroying the artifact. While this destroys the artifact, it will not eliminate the horrors already released on Ravnica.

NIV-MIZZET

If Niv-Mizzet was not the one to open the triskelion in the first place, the characters may choose to bring it to the Dracogenius himself. No matter if the party insists on its destruction, Niv-Mizzet will oppose destroying the artifact. He will attempt to explain the untapped magical potential available in a relic such as this but gives up citing the players inferior intellects.

Niv-Mizzet recommends a sealing spell he can perform which would seal off any horrors from emerging from the triskelion ever again but leaving the relic intact. If the party agrees and the spell begins the ritual takes one hour to complete. While Niv-Mizzet is focused on the ritual, the complex magic he weaves draws every horror in Ravnica to him with an intent to annihilate him before the spell is complete.

TAKING THE TRISKELION TO PRIME SPEAKER ZEGANA

The party may choose to bring the triskelion to the Simic guild leader, Prime Speaker Zegana. Zegana wishes to destroy the triskelion but knows she has no such magical capability to do so. Instead she suggests freezing the artifact in such a way that the triskelion becomes dormant. Zegana does not hide that this is a temporary solution and advises the party to seek a way to destroy the artifact once all the horrors in Ravnica have been slain.

OTHER GUILD LEADERS

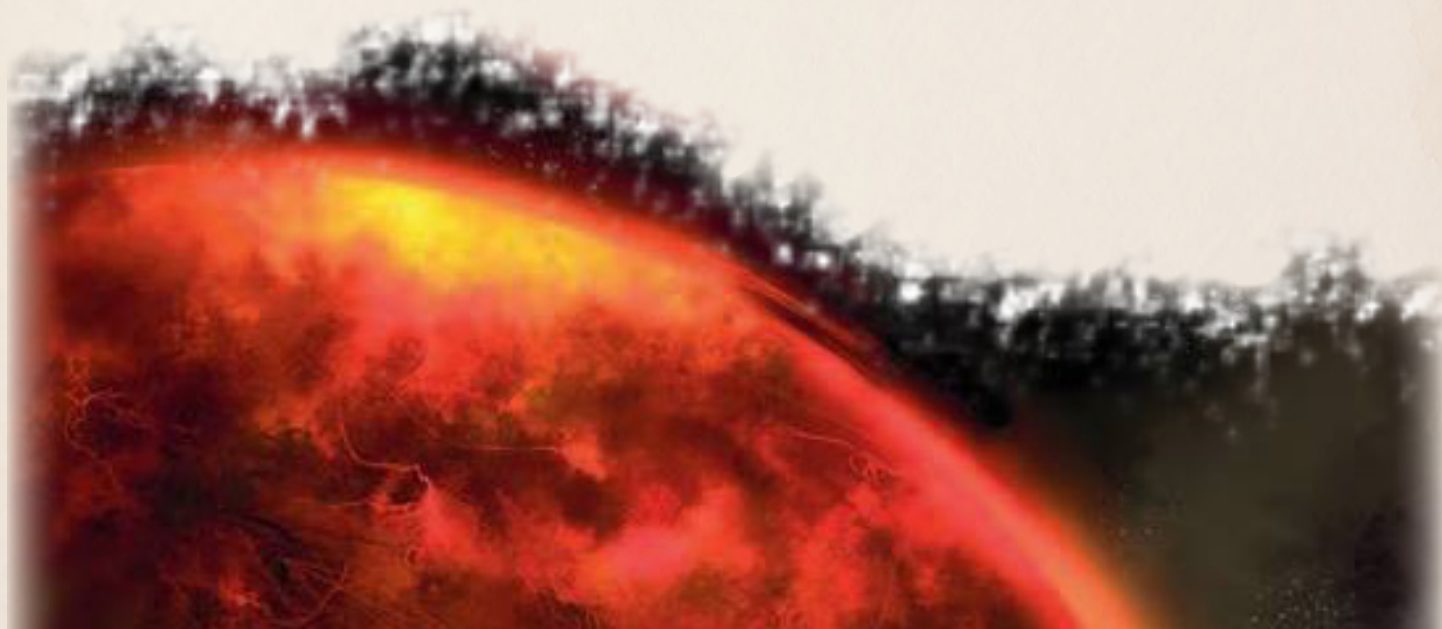
There are many other guilds that the party may take the triskelion to for destruction. All guilds will agree that the triskelion must be destroyed or sealed away, but none save the three mentioned above have the capability to do so. Each guild leader will suggest a different choice and guide the party to them.

However, if the party choose to bring the triskelion to Trostani of the Selesnya, the eldritch essence of the relic poisons them. The split nature of the dryads makes them easily corrupted and the effect the triskelion has upon them leads to the poisoning of the World Tree and another catastrophic event for Ravnica.

DESTROYING THE TRISKELION

The party may decide that they cannot trust any of the guilds and must destroy the triskelion themselves. This artifact is extremely dangerous and cannot be destroyed by conventional means. The only way to destroy the triskelion is to melt it down in the lava pit in Rix Maadi. Doing so requires the triskelion to be bathed in the lava for a full century.

While so bathed in lava, no Primal Horrors can emerge from the triskelion.



PART 3: AFTERMATH

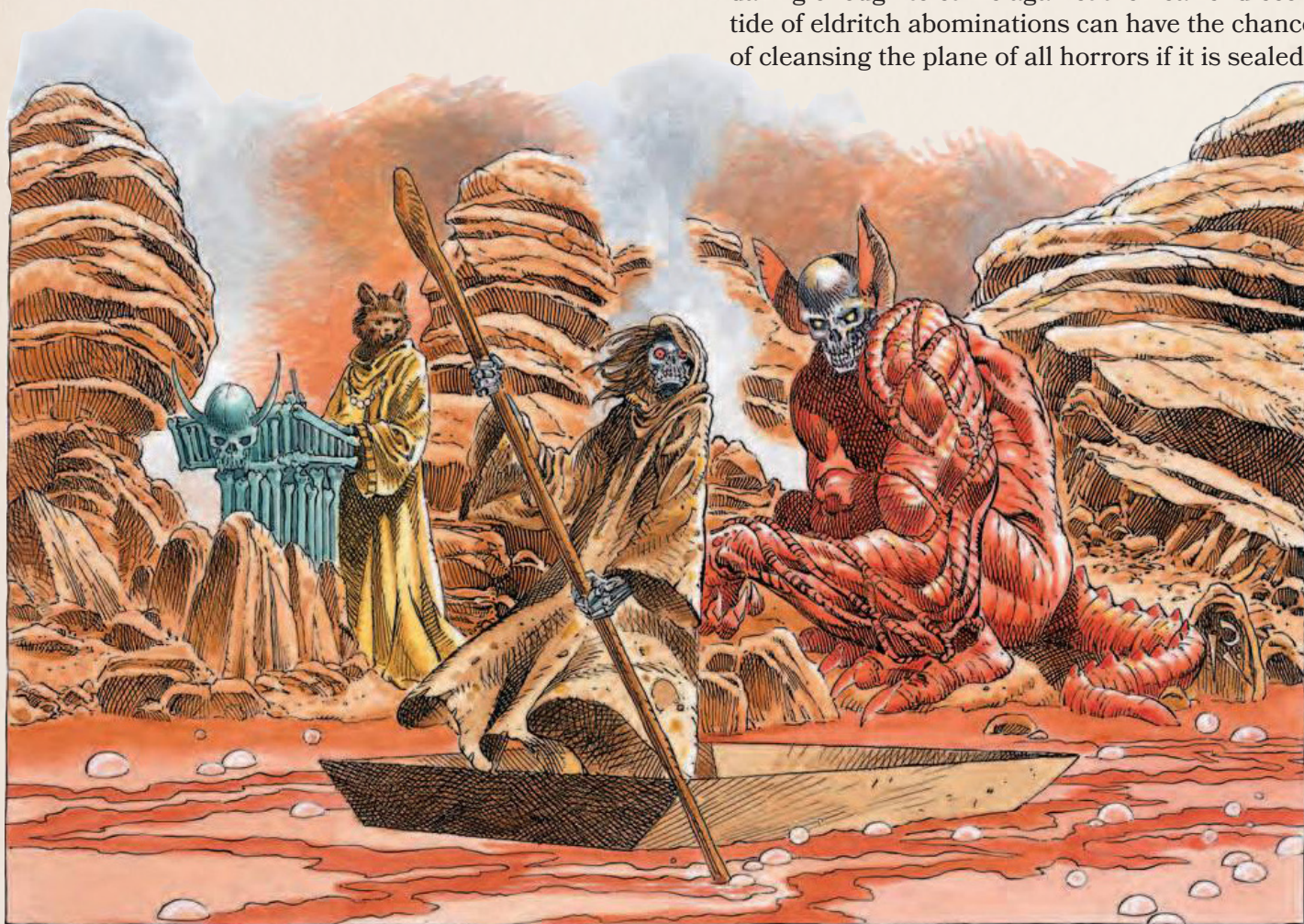
Amidst the ashes and death, the party has finally conquered the triskelion. Once the artifact is closed, the primal horrors defeated, and the fledgling horrors cleansed from Ravnica the party will be deemed heroes. All Ravnica will know their name and they will miss for nothing. A few horrors may still lurk in the shadows, hiding or hunting, but nothing the heroes of Ravnica can't conquer.

It is possible that the party may not be able to close the triskelion. Whether because the characters all suffered horrible deaths or they decided to revel in the eldritch horror the relic produced, the triskelion remains open spilling horror upon horror upon Ravnica. In this case Ravnica will change forever, now a playground for the abominations that emerged from the artifact, the party's deeds will be forgotten amidst the gore and ash that will become of the city and plane.

A RAVNICA IN APOCALYPSE CAMPAIGN

If the players do fail to seal the triskelion you may be compelled to play a campaign in this apocalyptic Ravnica. Below are some suggestions on how the plane may have changed under the influence of the triskelion and the primal horrors:

- The Guild society falls apart. Individuals survive by their own will or team up with the closest sentient, uncorrupted being they encounter. Nothing brings people together more than a common enemy.
- Non-mutated people will try to live together in small safe places. The undercity becomes the most populated area in Ravnica
- The city proper becomes a ruined landscape teeming with mutated denizens and horrors hunting for their next victim.
- All primal horrors have emerged from the triskelion and have claimed territory around the remains of the once great city.
- The triskelion is still active and a beacon of power for both primal and proto-horrors. Anyone daring enough to strive against the near endless tide of eldritch abominations can have the chance of cleansing the plane of all horrors if it is sealed.



APPENDIX A: THE HORRORS

MUTATIONS

When the triskelion is opened any creature in Ravnica may be mutated. When that happens, they get a random feature from the table below and go berserk, obeying only a Primal Horror.

1d20	Random Features
1	The creature's veins pulse with a crimson glow. Each melee attack deals an additional 7(2d6) fire damage.
2	Another set of arms grow somewhere on the creature's body, giving it another melee attack each turn.
3	The creature's visage becomes horrible to behold. The creature now causes any other creature within a 20ft. radius to make a DC 12 Wisdom save or become frightened.
4	A vile stench emanates from the creature forcing any player starting their turn within 5ft. of the creature to roll a DC 16 Constitution save. On a failure, the player makes their attacks at disadvantage.
5	The creature gains 1d6 tentacles and can do a tentacle smash attack. Tentacle smash. Melee Weapon Attack , +7 to hit, targets everyone in a 10 ft. radius. <i>Hit</i> : 6 (1d12) bludgeoning damage
6	The creature's blood boils and pops when attacked. Any character attacking the creature within 10ft. of it must succeed on a DC 12 Dexterity save or take 1d8 acid damage.
7	The creature's skin hardens and becomes like rock which gives it resistance to piercing damage.
8	The creature grows eyes in the back of its head and can no longer be surprised.
9	Upon its death the creature will explode, causing everyone in a 20 ft. radius that fails a DC 14 Dexterity saving throw to receive 2d6 of Poison damage
10	Missshapen wings sprout from the creatures back. It gains a fly speed of 40ft.
11	The creature grows sharp spines from its skin. Any grapple check made against the creature is made with disadvantage.
12	The creature splits into two versions of itself, both have max health equal to half of the original creature's max health.
13	The creature's skin is now coated in slick oil which gives it resistance to Poison damage
14	An eerie glow pulses from the creature. The creature functions as if the <i>faerie fire</i> spell has been cast on it.
15	The creature's skin turns a pale blue and the temperature around it lowers. Melee attacks made by the creature now deal an additional 5 (1d12) cold damage.
16	The creature's skin becomes a strange jelly giving it resistance to bludgeoning damage.
17	A larger third eye grows upon the creature's head giving it truesight 60ft.
18	The creature's appendages grow strange suction cups on its digits. The creature gains a climb speed of 30ft.
19	A mouth grows where the creature's eyes would have been. The creature gains a bite attack. Bite. Melee Weapon Attack : +6 to hit, reach 5 ft., one target. <i>Hit</i> :4 (1d6 +1) piercing damage plus 6 (1d8+2) poison damage.
20	The creature's muscles bulge with power. Every melee attack now deals an additional die of damage.

PRIMAL HORRORS

CILLAD, THE RAVENING DEATH

Huge aberration, chaotic evil

Armor Class 19 (Natural Armor)

Hit Points 380 (24d12 + 224)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	23 (+6)	22 (+6)	15 (+3)	16 (+3)	15 (+3)

Saving Throws DEX +13, CON +13, WIS +10

Skills Perception +10, Intimidation +10, Stealth +13

Damage Resistances Bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Immunities necrotic

Condition Immunities Charmed, frightened

Senses Truesight 120 ft., Passive Perception 24

Languages All, telepathy 100 ft.

Challenge 22 (41,000 XP)

Legendary Resistance (3/day). If Cillad fails a saving throw, they can choose to succeed instead.

Life from Death. At the start of its turn Cillad can target a corpse that is 30 ft. away from them. If Cillad can do that the corpse will disintegrate and Cillad regains half of the creature's max hit points.

ACTIONS

Multiattack. Cillad makes three melee weapon attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 23 (4d6+9) piercing damage.

Slam. *Melee Weapon Attack:* +16 to hit, reach 10 ft., Two targets. *Hit:* 14 (2d4 +9) bludgeoning damage. A creature hit by this attack must succeed on a DC 20 Strength Saving throw or become prone.

LEGENDARY ACTIONS

Cillad can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Cillad regains spent legendary actions at the start of its turn.

Attack. Cillad makes a weapon attack.

Breathe Death (2 actions). Cillad exhales a cloud of necrotic fumes from its body, they will spread in a 10ft. radius around Cillad and deal 10 (3d6) necrotic damage to all other creatures in that radius that fail a DC 21 Dexterity Saving Throw.



DILDATUK, SEER OF THE HOLLOW

Huge aberration, chaotic evil

Armor Class 22 (Natural Armor)

Hit Points 360 (20d12 + 220)

Speed 40 ft. flying

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

15 (+2) 24 (+7) 18 (+4) 22 (+6) 22 (+6) 20 (+5)

Saving Throws DEX +13, INT +12, WIS +12

Skills Deception +17, Insight +11, Perception +12, Stealth +19

Damage Resistances Psychic

Damage Immunities bludgeoning, piercing and slashing that is nonmagical

Condition Immunities Charmed, Frightened

Senses Darkvision 120 ft., Passive Perception 22

Languages Abyssal, telepathy 120 ft.

Challenge 20 (25,000 XP)

Innate Spellcasting. Dildatuk's innate spellcasting ability is Intelligence (spell save DC 20). They can innately cast the following spells, requiring no material components:

At will: *charm person*, *crown of madness*, *dissonant whispers*, *Invisibility*, *lightning bolt*

3/day each: *counterspell*, *dominate person*, *modify memory*, *greater invisibility*

1/day each: *mass suggestion*

ACTIONS

Multiattack. Dildatuk makes three slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (2d12 + 7) bludgeoning and the target has disadvantage on the next attack roll it makes before Dildatuk's next turn.

LEGENDARY ACTIONS

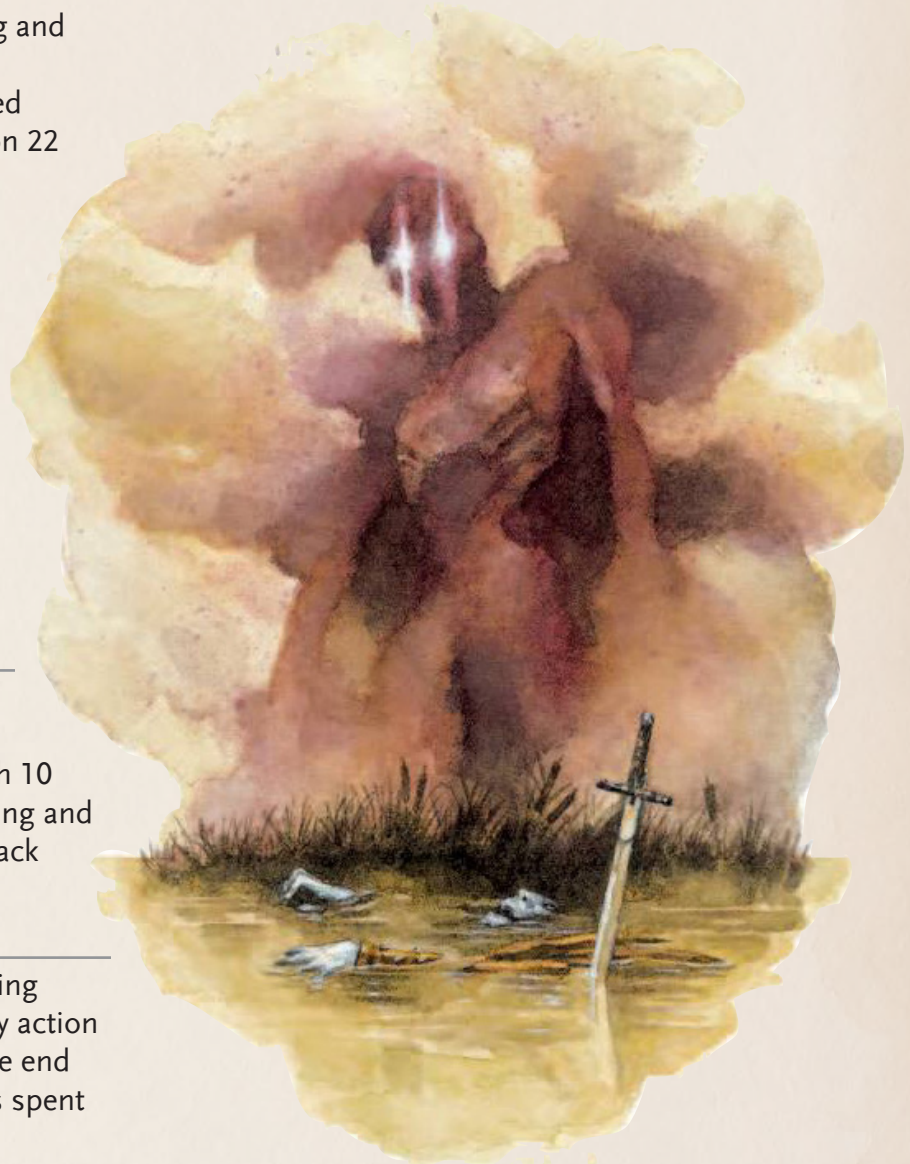
Dildatuk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Dildatuk regains spent legendary actions at the start of his turn.

Attack. Dildatuk makes a slam attack.

Cast a Spell (Costs 2 Actions). Dildatuk casts one of their innate spells.

Mind Melt (costs 3 actions). Dildatuk makes a slam attack against a creature, if it hits instead of damage a creature must succeed on a DC 18 Wisdom Saving throw, if the creature fails their intelligence stat will be lowered by 1d8. It cannot

be lowered below 0, to regain lost intelligence the creature must be targeted by remove curse spell or similar.



GIMKOGUK, SPAWN OF DEPRAVITY

Large aberration (shapechanger), chaotic evil

Armor Class 20 (Natural Armor)

Hit Points 457 (37d10 + 235)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	17 (+3)	22 (+6)	21 (+5)	26 (+8)

Saving Throws DEX +12, CHA +15

Skills Deception +15, Insight +12, Perception +12, Persuasion +15

Damage Resistances Necrotic

Damage Immunities bludgeoning, piercing and slashing that is nonmagical

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 100 ft., Passive Perception 22

Languages all

Challenge 24 (62,000 XP)

Shapechanger. Gimkoguk can use a bonus action to polymorph into a Small or Medium humanoid they have seen. Their statistics, other than their size, are the same in each form. Any equipment they are wearing or carrying isn't transformed.

Innate Spellcasting. Gimkoguk's innate spellcasting ability is Charisma (spell save DC 20). They can innately cast the following spells, requiring no material components:

At will: *charm person*, *vicious mockery* (4d4 psychic damage), *ray of sickness*

3/day each: *blur*, *mirror image*, *teleport*

1/day each: *dominate monster*

ACTIONS

Multiattack. Gimkoguk makes three claw attacks, then one corrupting blood action if it's recharged

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage plus 6 (2d6) necrotic damage.

Corrupting Blood (Recharges 5-6). Gimkoguk deals 20 (4d6+6) slashing damage to themselves and spreads their blood in a 20-foot cone. Humanoids and beasts caught in the blood splatter must make a DC 19 Wisdom saving throw, on a failed save the creature is charmed by Gimkoguk for 12 hours.

LEGENDARY ACTIONS

Gimkoguk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of

another creature's turn. Gimkoguk regains spent legendary actions at the start of his turn.

Attack. Gimkoguk makes a weapon attack.

Cast a Spell (Costs 2 Actions). Gimkoguk casts one of their innate spells.

Kill for me. One creature charmed by Gimkoguk must move and try to attack a creature Gimkoguk designates.



NALLEG, BLINDING SKITTERER

Huge aberration, chaotic evil

Armor Class 23 (Natural Armor)

Hit Points 275 (19d12 + 152)

Speed 30 ft. climb 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 30 (+10) 26 (+8) 16 (+3)
20 (+5) 16 (+3)

Saving Throws DEX +17, CON +15

Skills Perception +12

Damage Resistances Poison, bludgeoning, necrotic

Damage Immunities bludgeoning, piercing and slashing that is nonmagical

Condition Immunities Blinded, Charmed, Deafened, frightened, Exhaustion

Senses Truesight 50 ft., Passive Perception 21

Languages none

Challenge 23 (50,000 XP)

Blinding Flash. Every other turn Nalleg whole body flashes with a bright light. Any creature that is looking at it and within 100 ft. must succeed on a DC 20 Dexterity Saving Throw or become Blinded until Nalleg's next turn. Nalleg cannot stop its flashing.

Blinded Prey. All attacks Nalleg makes that target a Blinded creature make an extra 10d6 damage of that attack damage type

ACTIONS

Multiattack. Nalleg makes three attacks of any combination between Slice, Bite and Charge

Slice. *Melee Weapon Attack:* +17 to Hit, reach 10 ft., two targets. *Hit:* 26 (3d10+10) slashing Damage

Bite. *Melee Weapon Attack:* +17 to Hit, reach 5 ft., one target. *Hit:* 24 (3d8 +11) piercing damage.

Charge. 30ft. line, DC 18 Dexterity saving throw, on failure take 34 (4d12 + 10) bludgeoning damage and be knocked prone. On a successful save take only half damage. This attack makes Nalleg move 30 ft. in its chosen direction.

LEGENDARY ACTIONS

Nalleg can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Nalleg regains spent legendary actions at the start of his turn.

Attack. Nalleg makes a weapon attack.

Visions (2 actions). Nalleg targets a creature that is blinded, if the creature fails a DC 22 Wisdom Saving throw then they will start seeing a vision of Nalleg's creation. The creature will think they are no longer blinded and what they see now is real. This condition ends when the creature recovers from the blinded condition.



NARMUK, SPELL DRINKER

Huge aberration, chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 345 (28d12 + 178)

Speed 30 ft., fly 30ft.

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

24 (+7) 12 (+1) 25 (+7) 24 (+7) 26 (+8) 24 (+7)

Saving Throws CON +14, INT +15, WIS +14

Skills Perception +14

Damage Immunities bludgeoning, piercing and slashing that is nonmagical

Condition Immunities Charmed, frightened

Senses Truesight 120 ft., Passive Perception 24

Languages Abyssal, telepathy 100 ft.

Challenge 23 (50,000 XP)

Magic Eater. For every 5 spell slots consumed Narmuk gains +1 to their spell attack modifier. This resets after a day.

Innate Spellcasting. Narmuk's innate spellcasting ability is Wisdom (spell save DC 23). They can innately cast the following spells, requiring no material components:

At will: *chill touch* (17th level), *dispel magic*, *phantasmal force*, *enthrall*, *dissonant whispers*, *Vampiric Touch* (6d6 necrotic damage)

3/ day: *Negative energy flood*,

5/day: *Counterspell*

ACTIONS

Multiattack. Vosud makes two winged blade attacks.

Winged Blade. *Melee Weapon Attack:* +16 to hit, reach 10 ft., two targets. *Hit:* 22 (3d8+9) slashing damage.

LEGENDARY ACTIONS

Narmuk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Narmuk regains spent legendary actions at the start of his turn.

Cast a Spell. Narmuk casts one of his innate spells.

Attack. Narmuk makes a weapon attack.

Necrotic Storm. Narmuk casts the *chill touch* cantrip 2d4+2 times.

Magic Syphon (2 actions). Narmuk can target a creature that has a spellcasting ability which requires spell slots and is within 50ft. If the creature loses an opposed Wisdom check against Narmuk they will lose 1d4 spell slots. The creature can choose the level of the spell slots they lose.



VOSUD, PROPHET OF DEATH

Huge aberration, chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 475 (38d12 + 210)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	23 (+6)	20 (+5)	20 (+5)	16 (+3)

Saving Throws DEX +7, WIS +12

Skills Perception +12

Damage Immunities Poison, bludgeoning, piercing and slashing that is nonmagical

Condition Immunities Blinded, Charmed, Deafened, frightened

Senses Truesight 120 ft., Passive Perception 21

Languages Abyssal, telepathy 100 ft.

Challenge 22 (41,000 XP)

Maddening Presence. Any creature that starts its turn with 15 ft. of Vosud must succeed on a DC 18 Wisdom saving throw or be frightened until the start of the creature's next turn

Prophet of Death. Whenever a creature is reduced to zero hit points within 50 feet of Vosud, all creatures within 10 feet of that creature must succeed on a DC 20 Wisdom saving throw or take 16 (3d10) psychic damage.

Innate Spellcasting. Vosud's innate spellcasting ability is Wisdom (spell save DC 20). They can innately cast the following spells, requiring no material components:

At will: *crown of madness*, *vicious mockery* (5d4 psychic damage), *enthrall*, *dissonant whispers*

3/day each: *gaseous form*, *mind spike* (5d8 psychic damage), *arcane eye*

1/day each: *foresight*

ACTIONS

Multiattack. Vosud makes two swipe attacks.

Swipe. *Melee Weapon Attack:* +14 to hit, reach 10 ft., two targets. *Hit:* 25 (3d10 +7) bludgeoning damage.

Prophesize Death (Bonus action). Vosud proclaims a gibbering prophecy of the death of one creature within 50 feet. That creature must make a DC 19 Wisdom saving throw. On a failed save, the target cannot receive healing, and has disadvantage on all death saving throws. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

Vosud can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Vosud regains spent legendary actions at the start of his turn.

Cast a Spell. Vosud casts one of his innate spells.

Attack (Costs 2 Actions). Vosud makes a weapon attack.



VUZGAMED, BEHEMOTH OF TORMENT

Gargantuan aberration, chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 528 (48d12 + 240)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	17 (+3)	23 (+6)	10 (+0)	18 (+4)	13 (+2)

Saving Throws STR +15, CON +13

Condition Immunities Charmed, frightened

Damage Immunities bludgeoning, piercing and slashing that is nonmagical

Senses Blindsight 80 ft., Passive Perception 18

Languages none

Challenge 24 (62,000 XP)

Tremors. Due to its size, every time Vuzgamed moves it creates a small earthquake. Every creature in a 100 ft. radius must succeed a DC 18 Strength Saving Throw or be knocked prone. Buildings and structures take 10d6 force damage.

Legendary Resistance (3/Day). If Vuzgamed fails a saving throw, it can choose to succeed instead.

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

ACTIONS

Multiattack. Vuzgamed can make five weapon attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 8) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and Vuzgamed can't bite another target.

Slam. 50ft. line, DC 20 Dexterity saving throw, on a failure take 32 (4d12 + 8) Bludgeoning damage.

Swipe. 30 ft. cone, DC 18 Dexterity saving throw, on a failure take 20 (4d6 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

LEGENDARY ACTIONS

Vuzgamed can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Vuzgamed regains spent legendary actions at the start of his turn.

Attack. Vuzgamed makes a weapon attack.

Burrow (Costs 2 actions). Vuzgamed digs a tunnel and appears back on the surface 80 ft. away from the starting burrowing point.

Brace (Costs 2 actions). Vuzgamed's skin hardens giving them +4 AC until it's next turn



RAMROR, THE WATCHER OF DEATH

Huge aberration, chaotic evil

Armor Class 20 (Natural Armor)

Hit Points 350 (28d12 + 168)

Speed 20 ft.

STR DEX CON INT WIS CHA

18 (+4) 16 (+3) 30 (+10) 17 (+3) 28 (+9) 14 (+2)

Saving Throws DEX +10, INT +12, WIS +16

Skills Perception +16, Insight +16

Damage Immunities bludgeoning, piercing and slashing that is nonmagical, Psychic

Condition Immunities Charmed, frightened, Exhaustion

Senses Truesight 120 ft., Passive Perception 26

Languages Abyssal, telepathy 100 ft.

Challenge 22 (41,000 XP)

Together. When a corpse touches Ramror it will be absorbed into the horror's body, becoming part of it until it decays. Ramror gains 20 hit points for each corpse absorbed. Those hit points will remain for a month. All weapon attacks the creature could do while living can now be performed by Ramror for a month, as long as the corpse had the required equipment.

Aspect of Death. Upon looking at Ramror a creature must succeed on a DC 22 Wisdom saving throw or become frightened by Ramror. A creature can repeat the save at the end of its turns. If a creature succeeds, they will become immune to aspect of death for 24h.

ACTIONS

Multiattack. Ramror makes a deathly gaze attack and two weapon attacks, if possible, it can make weapons attacks gained through the together ability

Puncture. *Melee Weapon Attack:* +16 to hit, reach 30 ft., one target. *Hit:* 33 (4d12+9) necrotic damage.

Deathly gaze. Ramror locks one of their eyes on a creature that can see them. That creature must succeed on a DC 20 Wisdom saving throw or become paralyzed for 3 rounds. Creatures that are frightened by Ramror have disadvantage on the saving throw. A creature can use it's action to repeat the saving throw.

LEGENDARY ACTIONS

Ramror can take 3 legendary actions, choosing from the options below. Only one legendary action

option can be used at a time and only at the end of another creature's turn. Ramror regains spent legendary actions at the start of his turn.

Attack. Ramror makes a weapon attack.

Suction. Ramror tries to get all creatures and corpses nearer. Corpses of creatures large or smaller move 10 ft. towards Ramror. Creatures that fail a DC 22 Strength saving throw will also be pushed 10 ft. towards Ramror and become prone.



TOMDITUG, THE WRITHING MIASMA

Huge aberration, chaotic evil

Armor Class 22 (Natural Armor)

Hit Points 484 (38d12 + 218)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	16 (+3)	26 (+8)	20 (+5)	17 (+3)	14 (+2)

Saving Throws STR+16, DEX+10, INT+12

Skills Perception +10, Intimidation +9, Insight +10

Damage Immunities Poison, bludgeoning, piercing and slashing that is nonmagical

Condition Immunities Charmed, frightened, Exhaustion, Poisoned

Senses Darkvision 120 ft., Passive Perception 24

Languages Abyssal, telepathy 100 ft.

Challenge 23 (50,000 XP)

Explosive Toxins. Every time a creature drops to 0 hit points by a swipe, tentacle rampage or explosive toxins they will explode. The explosion will hit any other creatures in a 10 ft. radius and deal 4d6 Poison Damage. If a creature succeeds in a DC 23 Dexterity Saving Throw they will take half damage instead.

Innate Spellcasting. Tomditug's innate spellcasting ability is Intelligence (spell save DC 21). They can innately cast the following spells, requiring no material components:

At will: *crown of madness*, *acid splash* (17th level), *Poison spray* (17th level), *ray of sickness* (4d8)

3/day each: *circle of death*, *cloud kill*

ACTIONS

Multiattack. Tomditug makes three Swipe attacks.

Swipe. *Melee Weapon Attack:* +16 to hit, reach 15 ft., two targets. *Hit:* 15 (2d6+9) Bludgeoning damage.

Tentacle Rampage. Tomditug waves all tentacles around, all creatures in a 15 ft. radius take 5d8 bludgeoning damage. If a creature succeeds in a DC 20 Dexterity saving throw, they take half damage.

LEGENDARY ACTIONS

Tomditug can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tomditug regains spent legendary actions at the start of his turn.

Cast a Spell. Tomditug casts one of his innate spells.

Attack. Tomditug makes a weapon attack.

ZEJOGUD, MONSTER OF CHAOS

Large aberration, chaotic evil

Armor Class 19 (Natural Armor)

Hit Points 300 (16d10 + 212)

Speed 30ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	25 (+7)	15 (+2)	23 (+6)	17 (+3)	19 (+4)

Saving Throws DEX+14, CON +9, INT +13

Skills Intimidation +13, Insight +10

Damage Resistances bludgeoning, piercing and slashing that is nonmagical

Condition Immunities Charmed, frightened, Exhaustion

Senses Truesight 120 ft., Passive Perception 20

Languages Abyssal, telepathy 120 ft.

Challenge 21 (33,000 XP)

Aura of Chaos. Creatures within 20 ft. of Zejogud that aren't aberrations or mutated have disadvantage on attack rolls.

Innate Spellcasting. Zejogud's innate spellcasting ability is Intelligence (spell save DC 21). They can innately cast the following spells, requiring no material components:

At will: *animate dead*, *crown of madness*, *suggestion*, *invisibility*

3/day each: *Danse macabre*, *create undead*, *infernal calling*

ACTIONS

Multiattack. Zejogud makes two Claw attacks.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 26 (3d12+8) slashing damage.

Teleport. Zejogud can appear on any area it can see that is within 70 ft.

LEGENDARY ACTIONS

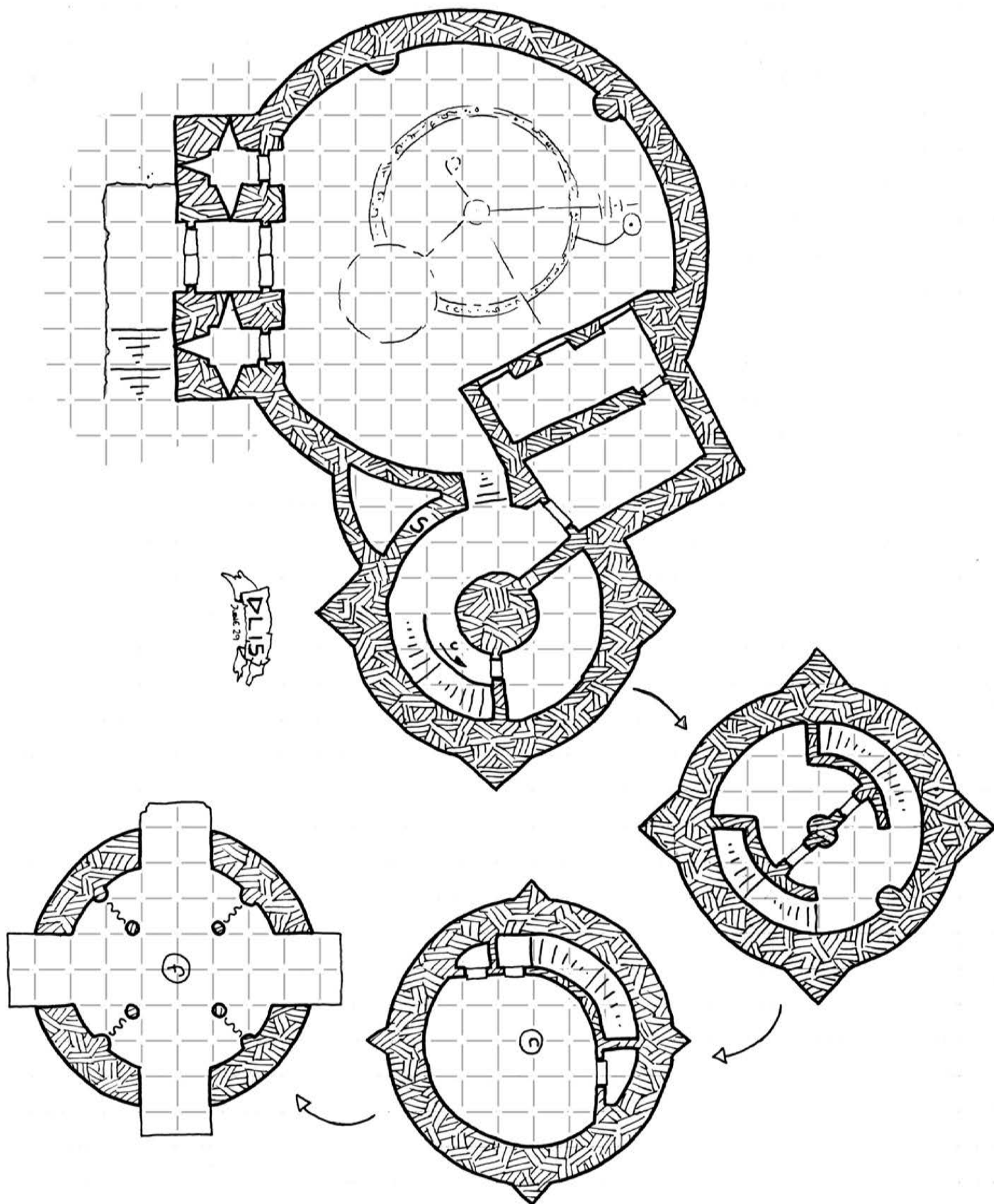
Zejogud can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Zejogud regains spent legendary actions at the start of his turn.

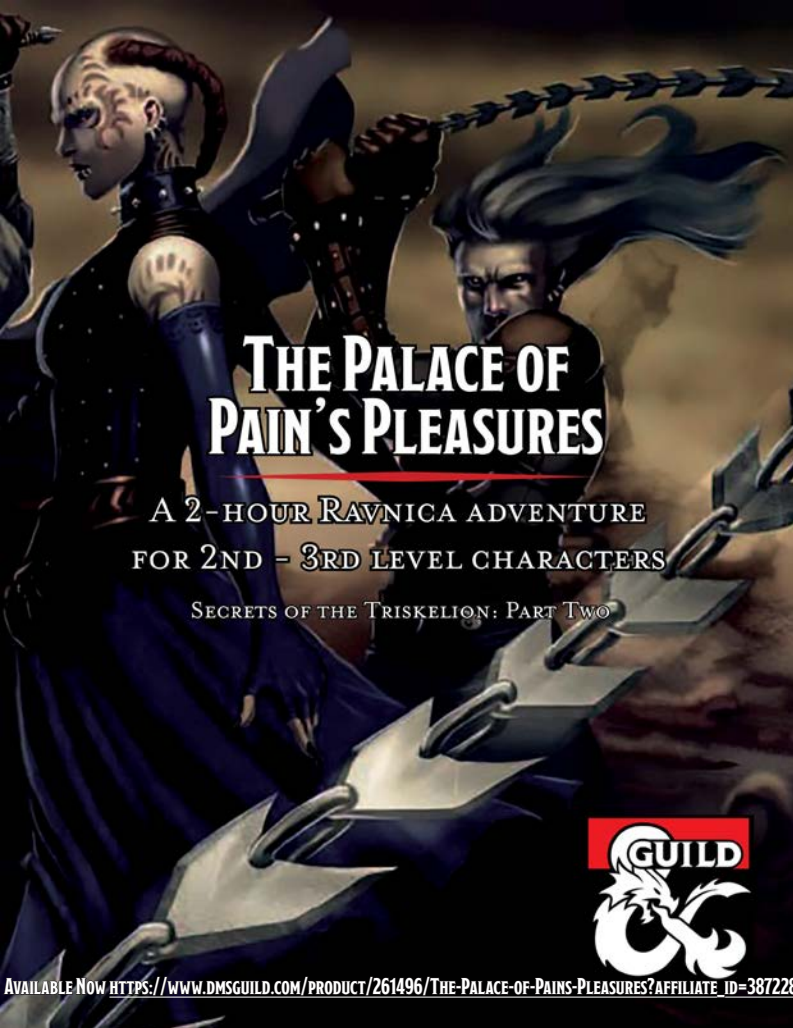
Cast a Spell. Zejogud casts one of his innate spells.

Attack. Zejogud makes a weapon attack.

Time for Chaos (Costs 3 Actions). Zejogud intensifies its aura, all creatures within 50 ft. must succeed on a DC 20 Wisdom saving throw or become hostile towards its allies until Zejogud's next turn.

NIVIX MAP






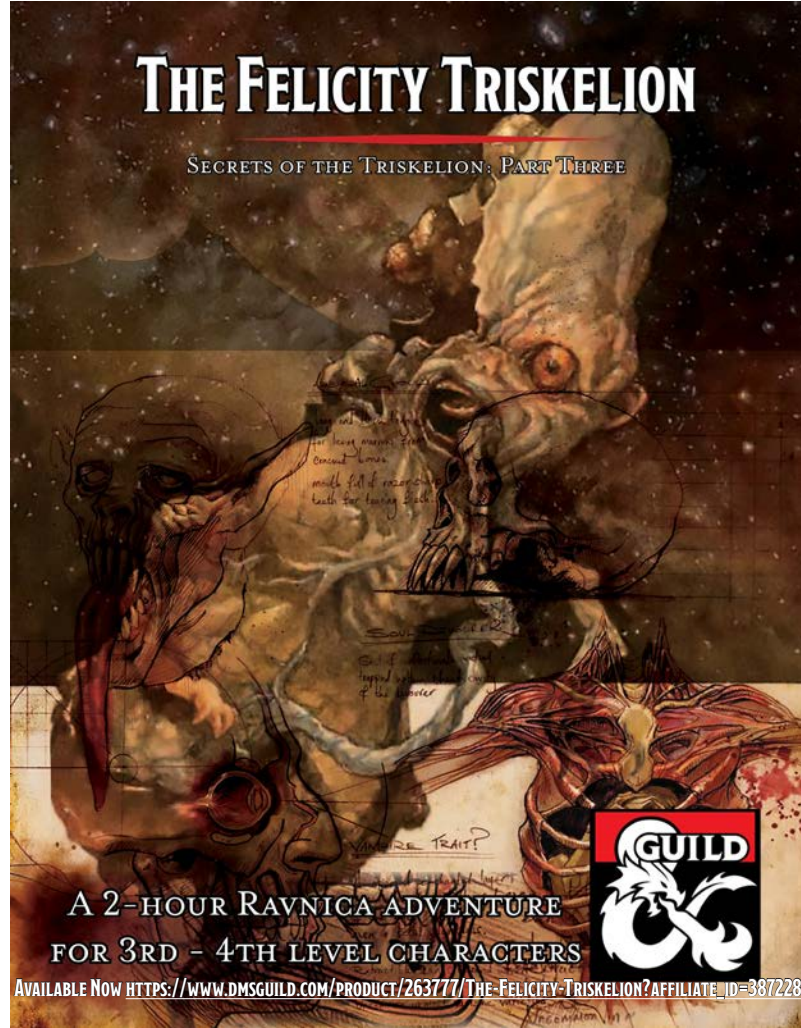
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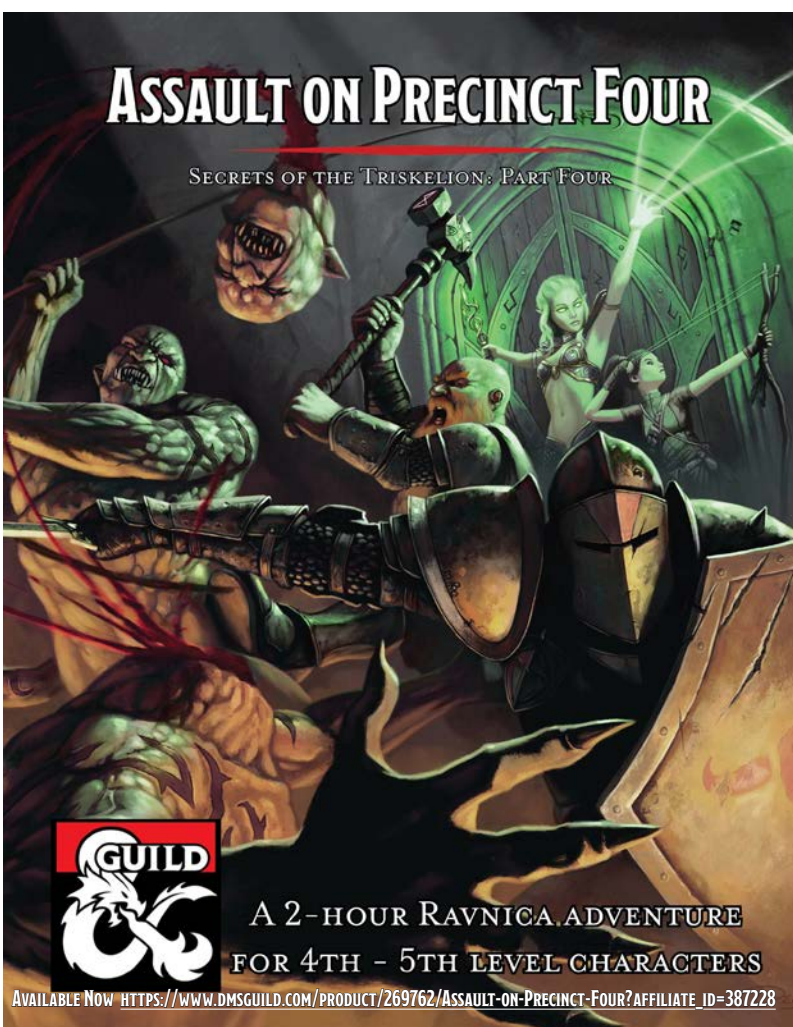
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