

# WHISPER AGENTS

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SECRETS OF THE TRISKELION: PART SEVEN



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

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## SECRETS OF THE TRISKELION: PART SEVEN

**Introduction:** With the dreaded *felicity triskelion* in the hands of the Dimir, the party must find the accursed spies before they open the terrible device. Should they fail, 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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# INTRODUCTION

Welcome to **Whisper Agents**, an adventure for the **Guildmasters' Guide to Ravnica**. This adventure is designed to follow the events of **Assault on Precinct Four** or **Trostani Discordant**, allowing the characters from those adventures to reclaim the powerful artifact known as the *felicity triskelion* from the clutches of the Dimir.

This adventure takes place in two distinct areas. Depending on what information the party already has, they may need to venture into the West Plaza Basilica in Precinct One. There, they meet with **Pontiff Launa Boonad**, who is able to provide them knowledge that they need to progress, for a price.

Either with the assistance of Launa, or their own skills, the party must then venture into the Undercity below the Whitestone neighborhood in Precinct Two. There, a hidden Dimir safehouse, as well as the *felicity triskelion*, awaits them. The party must fight their way through this safehouse in order to reach the artifact before it causes certain devastation to consume Ravnica.

The majority of 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 designed for a party of three to five characters of 6th or 7th Level, the Dungeon Master can easily scale the adventure up by adding additional enemies or increasing the hit points and damage output of the listed antagonists.

## 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.

After **Komni**, a precognitive mage, had a vision of the *triskelion* causing great destruction, the adventurers were sent to the Selesnya Conclave. There **Trostani** revealed the true nature of the *felicity triskelion*. Shortly after leaving Vitu-Ghazi, the adventurers were ambushed by desperate Dimir agents.

### ROGAD NAR

Rogad Nar was a Dimir spy who was infiltrating the Orzhov. As a Syndic enforcer, he was tasked with collecting overdue payments from a guildless curio collector named **Peren**.

While trying to hunt down the Devkarin, he sabotaged an Izzet laboratory and released a galvanice weird, resulting in the events of the adventure **Off to A Weird Start**. This allowed him to sneak aboard the **Palace of Pain's Pleasures**. What he found was notes on where Peren lived, as well as on the mysterious artifact known as the *felicity triskelion*. Unfortunately for Rogad, Peren died before he could collect his payments. Rogad is presumably killed by the party during the events of **The Felicity Triskelion**, after the still active artifact transformed him into a **Horror**.

Rogad's connection to the Orzhov means that he now exists as an **indentured spirit**.

## THE ROAD AHEAD

At the end of **Assault on Precinct Four** or **Trostani Discordant**, it is possible that the Dimir have acquired the Triskelion. **Whisper Agents** offers the opportunity to resolve that portion of the investigation, after which you will want to run **Trostani Discordant** if you have not done so yet, before moving onto **Crosstown Couriers**.

If the party is following a Dimir operative after the events of **Trostani Discordant** and is therefore already headed towards the location of the *felicity triskelion*, skip ahead to Part 2.

# PART 1: ROGAD NAR

Players that have played through the adventures earlier in the campaign might have enough clues to know, or guess, that the spirit of Rogad Nar is under Orzhov control. However, the exact Basilica that Rogad Nar is indentured to may still be unknown. If they do know where he is, skip right ahead to The Orzhov Basilica section of this part.

If the party is unaware of Rogad's connection to the Orzhov, perhaps having no idea that his spirit still exists, finding more about him and his contacts is still their best bet with proceeding.

Either way, the party needs more information on Rogad to continue.

## INVESTIGATING ROGAD NAR

If a party member has an Orzhov contact that they can ask, a successful **DC 12 Intelligence (Investigation)** check will reveal that Rogad had debts with the Pontiff of the West Plaza Basilica.

If the party returns to Brobourg, the neighborhood that Peren lived in, and Rogad was turned into a Horror in, they will discover that it was common knowledge in Brobourg that both of them dealt with the Orzhov. While asking the neighbors, a successful **DC 14 Intelligence (Investigation)** check will allow a party member to find out that these Orzhov members all came from the same Basilica.

If the party is unsure of how to proceed, a **winged thrull** finds them, carrying a letter from the Pontiff of the West Plaza Basilica. The letter explains that she has information they might be interested in, and to follow the **winged thrull** if they want to meet with her. If this action is necessary, the Pontiff will be acutely aware of how much leverage she has over the party and will demand more from them when they barter for information.

## THE ORZHOV BASILICA

The Basilica itself is in Precinct One. Dungeon Masters looking to make this journey more eventful may generate random encounters by rolling on the **People on The Street - Precinct One** table in **Guildmasters' Guide to Ravnica**.

When the party arrives at the Basilica they can ask to speak with the Pontiff. By doing so, the two **knights** in area 1 will escort the party to area 19 of the Basilica, the Pontiff's office. The Pontiff is **Launa Boonad** (F LE **blood drinker vampire**).

### 1. VISITORS ENTRANCE

This entrance, like most of the Basilica, is made out of pristine white marble. 2 **knights** are at the door and 3 **indentured spirits** are floating in the ceiling waiting for orders. There are benches near the doors to the Ministrant offices so that people who have appointments can wait.

**Treasure.** None

### 2. BUSY MINISTRANT'S OFFICE

The Ministrant (NB LN Elf **priest**) in here is busy and will not be of much help to anyone.

**Treasure.** A **DC 15 Intelligence (Investigation)** check on the shelves will allow a character to collect information on three people who owe the syndicate, but it must be done without the Ministrant being aware or the character will be arrested.

### 3. AVAILABLE MINISTRANT'S OFFICE

The Ministrant (M N Human **priest**) in this office is accompanied by a servitor thrull. He'll happily offer himself to guide the party to the Pontiff's office. A **DC 14 Wisdom (Insight)** check will reveal that this Ministrant wants any excuse to be near the Pontiff.

**Treasure.** A sack rests on top of the desk, it contains 10d6 10-zino coins.

### 4. WAITING ROOM

A row of chairs lines one of the walls of this room. On the opposite side, a wrought iron gate guards the stairway down to the lower floor of the Basilica. The knights all have a key that will unlock this gate.

**Treasure.** None

### 5. ROOM OF REDEMPTION

A large wooden table covered in impeccable white cloth is in the center of this room. A small walk in storage room keeps several silver chalices and expensive wine bottles safe.

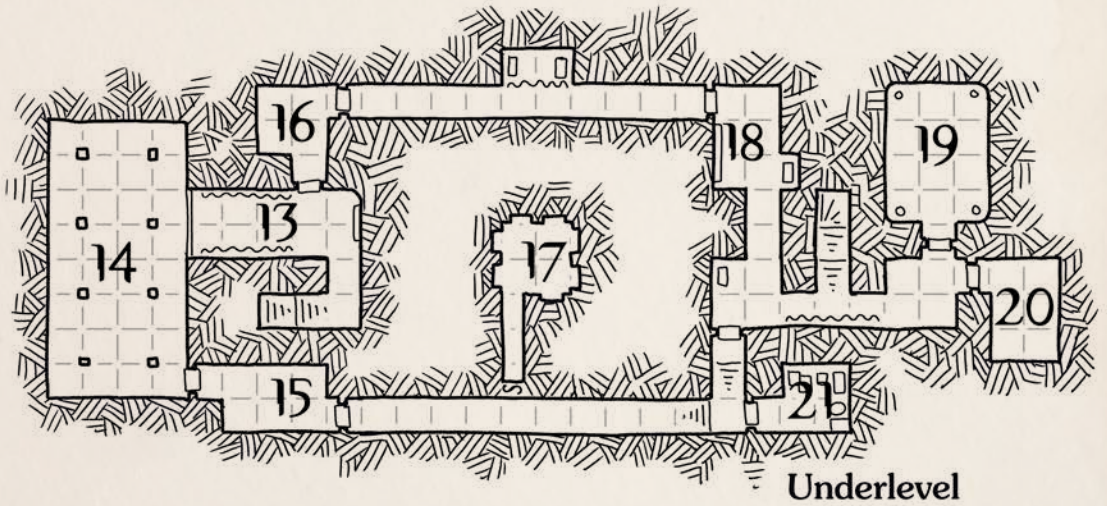
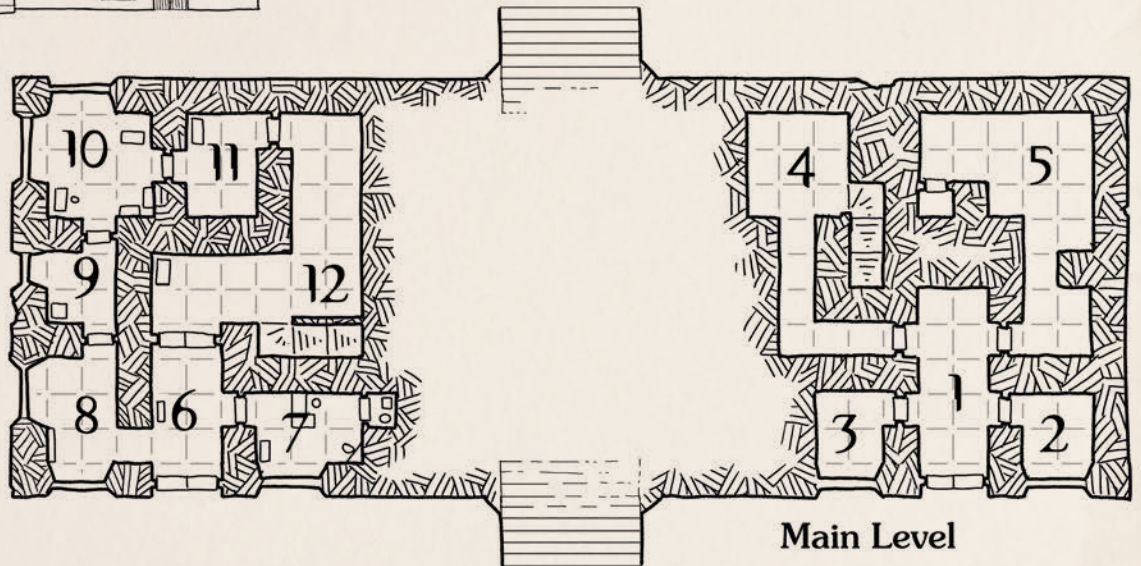
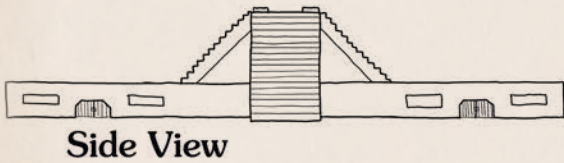
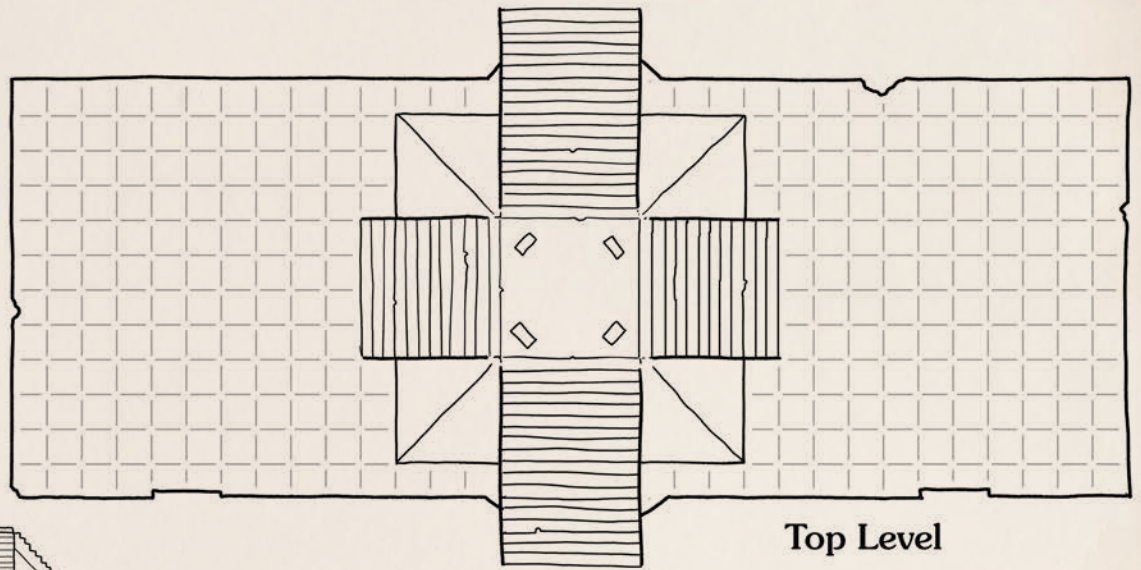
**Treasure.** 7 wine bottles worth 100 1-zino coins each, a set of silver chalices worth 30 1-zino coins.

### 6. ORZHOV ENTRANCE

This entrance features a wooden mail box. A **knight** (NB Human LG) guards this room, checking for Orzhov Insignias.

**Treasure.** None







## 7. LOUNGE

A warm red rug and several armchairs give this room a cozy feeling. 2 Priests (**acolytes**) and an Advokist (**mage**) are relaxing here.

**Treasure.** None

## 8. MEETING AREA

Chairs with comfortable cushioned seats surround a round wooden table engraved with the Orzhov symbol.

**Treasure.** None

## 9. COMMON ROOM

A few armchairs are scattered around the room, interspersed with small tables. Despite it clearly being a lived in space, all of the surfaces are immaculate.

**Treasure.** None

## 10. SYNDIC SLEEPING QUARTERS

Bunk beds are flush against the walls with locked chests beneath them.

**Treasure.** A successful **DC 16 Dexterity** check using thieves' tools is needed to open one of the locked chests. Each chest contains some changes in clothes and 2d10 10-zino coins.



## 11. KITCHEN

Some stoves are flush against the walls of this small kitchen. A big rough wooden table is right in the center. 2 **indentured spirits** are cooking something.

**Treasure.** Inside a cabinet there are 10 rations.

## 12. UPPER CORRIDOR

This long corridor connects the kitchen back round to the entrance. A staircase leading down to area 13 can also found here.

**Treasure.** None

## 13. LOWER CORRIDOR

3 **knights** and one Advokist (**mage**) are standing in this corridor. They are discussing something but will immediately become quiet as soon as they notice someone approaching. The staircase here leads up to area 12.

**Treasure.** None

## 14. ALTAR

This large room contains an ornate Altar across the back wall, decorated with statues of the Ghost Council. Church pews fill the rest of the room. There are 3d6 **indentured spirits** here, unsure of what they should be doing.

**Treasure.** None

## 15. GUARD POINT NORTH

Two of the chairs in this room point towards the door leading to the Basilica's north tunnel. The other two chairs point towards area 13.

**Treasure.** None

## 16. GUARD POINT SOUTH

Four chairs occupy this room. A sleeping **knight** is slumped on one of them.

**Treasure.** None

## 17. SECRET SANCTUM

The entrance to this room can only be detected with a **DC 19 Wisdom (Perception)** check. To enter requires a password known only by the Pontiff or a **DC 18 Intelligence (Arcana)** check to bypass the magic door. Inside, a single wooden chair can be found. Flushed against the west wall is a shelf containing several vials of blood, some of which are labeled.

**Treasure.** None



## 18. HIGH SECURITY INTERSECTION

This intersection marks the most heavily guarded corridors in the whole Basilica. There are 2 **knights** at each of the doors leading inside the Basilica's tunnels, and 3 **knights** guarding the area to the Pontiff's office and the safe.

**Treasure.** None

## 19. PONTIFF'S OFFICE

This is the office of Pontiff Launa Boonad. Its decorations are exquisite, from the silk curtains decorating the walls to the details carved in the marble floor. The desk centering the room looks like it could sell for enough to feed 5 families for the rest of their lives. The Pontiff is at said desk, writing and reading letters. 2 **servitor thrulls** are standing in a corner, awaiting instructions. If the Pontiff's **winged thrull** is with the party, it joins the two other thrulls in the corner and rests on a perch.

**Treasure.** The desk has 2 shelves that have 50 10-zino coins in each of them.

## 20. SAFE

In addition to the knights outside it, this safe is also protected by a magical ward. It requires a **DC 22 Intelligence (Arcana)** check to disarm, and any failed attempt will sound the alarm on the entire Basilica.

**Treasure.** Inside the safe is the gold belonging to this Basilica, which is used mostly to make more loans. All of the coins and gold inside will total an amount of 10 000 zinos.

## 21. STORAGE ROOM

This room is filled to the top with a mixture of cleaning supplies, extra cloths.

**Treasure.** There is a 2 ft. tall wooden statue in here worth 75 zinos.

## TALKING TO THE PONTIFF

Once faced with Launa the party can ask questions regarding Rogad Nar. The party can proceed in a diplomatic fashion, the Orzhov are nothing but welcome to negotiation.

### ROLEPLAYING LAUNA BOONAD

Born into the Syndicate, Launa grew up surrounded by treachery and greed. She chose to be turned into a vampire. The flaws of human life expectancy were but shackles to her own ambitions.

**Ideal.** I will attain such power and wealth that people will beg to work under me.

**Bond.** The Obzedat achieved what no one else could, I admire that.

**Flaw.** My ambitions know no bounds.





The Pontiff will barter for information on Rogad Nar. Below are some of the things she will accept as payment. If anyone in the party is an Orzhov member, and has 25 or more renown in the guild, Launa will simply ask for a favor in the future that will most likely to increase her own rank.

- **Payment with Loyalty.** Launa will be pleased if someone in the party leaves their own guild and pledges allegiance to the Orzhov. The more party members that choose to do this, the happier Launa will be.
- **Payment with Blood.** Launa will perform a bite attack on all willing party members. If a party member succeeds in a **DC 15 Intelligence (Arcana)** check, they will be aware that performing this will create a Blood Bond between them and the Pontiff.
- **Payment with Zinos.** Launa will ask for 1000 zinos from each party member. They are not required to pay at this moment, the party can sign a contract of debt.
- **Payment with Compliance.** If someone in the party is allied with the Azorius, Launa will suggest putting them under a geas, so they do not willingly interfere with Orzhov business during the next month.

If Rogad's spirit has not been destroyed the Pontiff will snap her fingers and call for him, allowing the party to question him all they want. Due to his debt to Launa, Rogad will answer truthfully any questions the party asks and will say that, if his cohorts got their hands in the Triskelion, they would take it to the safe house.

If Rogad's spirit has been destroyed, the Pontiff reveals that she started her own investigation. Through her own means, she has discovered the location of the Dimir safehouse where Rogad and his cohorts met. She believes that this is where the Triskelion now waits.

Before they leave, Launa will make a proposition to the party. If they retrieve the Triskelion and give it to her, she will wipe away any debt they have with the Orzhov and offer them high ranks within the Syndicate.





## PART 2: HUNTING THE DIMIR

However they managed to discover it, the party is now aware of the location of the Dimir safehouse in Precinct Two's Undercity. The safehouse can be found by entering the sewers through a loose grate in the Whitestone neighborhood, and traversing the uncomfortable heat of the second pipe tunnel that is encountered until it opens into the Undercity. After walking in the opposite direction of the pipe tunnel, they eventually encounter the safehouse, protected by wards aimed to misdirect and confuse those who come across it.

If the party talked with Rogad or the Pontiff, they know the hand movements required to bypass the wards.

If the party is tailing Dimir operatives, they need to make a **DC 13 Wisdom (Perception)** check and a **DC 16 Intelligence** check to realize that the operatives hand movements are what makes passage to the safehouse possible. If those checks fail, the wards cause those affected to become confused, causing them to forget the nature of their errand and directing them back to the Whitestone neighborhood. Once they are back on the surface, they remember why they went down to the Undercity again.

If that occurs the party must stake out the entrance and wait for more operatives to try to enter. To recognize a Dimir operative a party member must make a **DC 17 Wisdom (Perception)** check, a Dimir guild member has advantage on the check.

### SAFEHOUSE RAID

While the party is assaulting the safehouse, the Dimir **assassin** is tinkering with the felicity triskelion. If the party takes too long getting to the assassin, and removing the artifact from their hands, it will be opened.

#### 1. INTERROGATOR'S HALL

Natural light seeps into the safehouse through the crumbling stone ruins here, creating some shadowy areas in the process. There is a ward in the northern part of this area. If triggered, it will cause a silent explosion dealing 3d8 psychic damage to anyone in it that fails a **DC 15 Wisdom** saving throw. This silent explosion will also sound an alarm that alerts about intruders to every Dimir character in the safehouse. To spot the ward a character must make a **DC 18 Wisdom (Perception)** or **Intelligence (Arcana)**

check. It can be disarmed by *dispel magic* or a similar spell.

**Treasure.** None

#### 2. LOUNGE

This large area contains a large amount of fairly comfortable chairs and is always occupied by a mixture of 1d6 **spies** and 1d6 **thought spies**.

**Treasure.** None

#### 3. ARMORY

This room is locked and requires a **DC 16 Dexterity check** using thieves' tools check or a **DC 18 Strength (Athletics)** check to be opened.

**Treasure.** This armory holds 10d6 scimitars, 5d10 hand crossbows and 10d12 sacks of 10 crossbow bolts.

#### 4. SECLUDED HALLWAY

This small area is used rarely. The doors are unlocked but rusty and make too much noise if handled carelessly. To open the doors quietly requires a successful **DC 10 Dexterity (Stealth)** check.

**Treasure.** None

#### 5. MESS HALL

A large wooden table, surrounded by many chairs, dominates the center of the room. Utensils and plates are scattered across its surface.

**Treasure.** None

#### 6. KITCHEN

This kitchen smells of recently cooked food. The stove at the far corner is still warm. Various pots and pans fill the sink.

**Treasure.** A **DC 13 Intelligence (Investigation)** check reveals 25 rations inside the cabinets.

#### 7. INTERROGATION ROOM

Shackles and torture instruments are scattered in this room, as well as one wooden chair with shackles attached to it. This room connects to a cell.

**Treasure.** None

#### 8. LOWER RAMP

This spiral ramp is dimly lit by *continuous flame* spells contained in interspersed wall sconces.

**Treasure.** None

## 9. PRISON

A **mind mage** (M Elf CN) is checking up on the unconscious prisoners.

**Treasure.** None

## 10. NORTH CELL

This cell contains 2 terrified citizens (**commoner**).

**Treasure.** None

## 11. SOUTH CELL

This cell contains 3 unconscious **goblins**. Their clothing indicates that they are part of the Gruul.

**Treasure.** None

## 12. SLEEPING QUARTERS

A dozen of bedrolls are spread out in this area, 2 of which are occupied by sleeping **spies**.

**Treasure.** A **DC 15 (Wisdom) Perception** check will allow a character to notice a lost *Dimir charm* and two Dimir Signets.

## 13. NORTH PRIVATE ROOM

The door to this private room is unlocked, a **thought spy** (F Human N) is inside working out.

**Treasure.** A **DC 14 Intelligence (Investigation)** check will reveal there are two potions of healing on a desk in the corner.

## 14. SOUTH PRIVATE ROOM

This private room is locked, and it requires a **DC 14 Dexterity** check using thieves' tools to be opened. For every failed check flip a coin. If it lands on tails, the spies sleeping in area 12 will wake up. Inside the room there is nothing of interest.

**Treasure.** None

## 15. LOWER LAUNCH BAY

The ceiling in this area is open to the outside, allowing flying creature access to areas 16 and 27.

**Treasure.** None

## 16. BALCONY

The lower ramp ends here with a balcony overlooking area 15.

**Treasure.** None

## 17. UPPER RAMP

This section of the ramp has large doors on their side in order to secure **flying horrors** for takeoff.

**Treasure.** None

## 18. STABLE

All but one of the enclosures in this stable have a **flying horror** inside them.

**Treasure.** None

## 19. SADDLE STORAGE ROOM

This room is filled with weird leather belts. Anyone that makes a **DC 13 Intelligence (Investigation)** check can deduce that these are saddles for **flying horrors**.

**Treasure.** 3 Exotic Saddles

## 20. UPPER FLOOR LANDING

The upper ramp ends in this room. There is a ward on the floor, clearly deactivated in a hurry.

**Treasure.** None

## 21. CLOAK ROOM

This room is unlocked and practically empty.

**Treasure.** A *hat of disguise* hanging on a coat rack.

## 22. HALLWAY

2 **spies** and 2 **thought spies** patrol this hallway.

**Treasure.** None

## 23. STORAGE ROOM

This room is locked requiring a **DC 14 Dexterity** check using thieves' tools to be opened.

**Treasure.** Inside a character will need to make a **DC 16 Intelligence (Investigation)** check to discover a sack of 5d10 1-zino coins and a Dimir signet.

## 24. NORTH OFFICE

This room appears to function both as an office and a meeting room. It has a very large desk and a couple of desks surrounding it. There are no documents here.

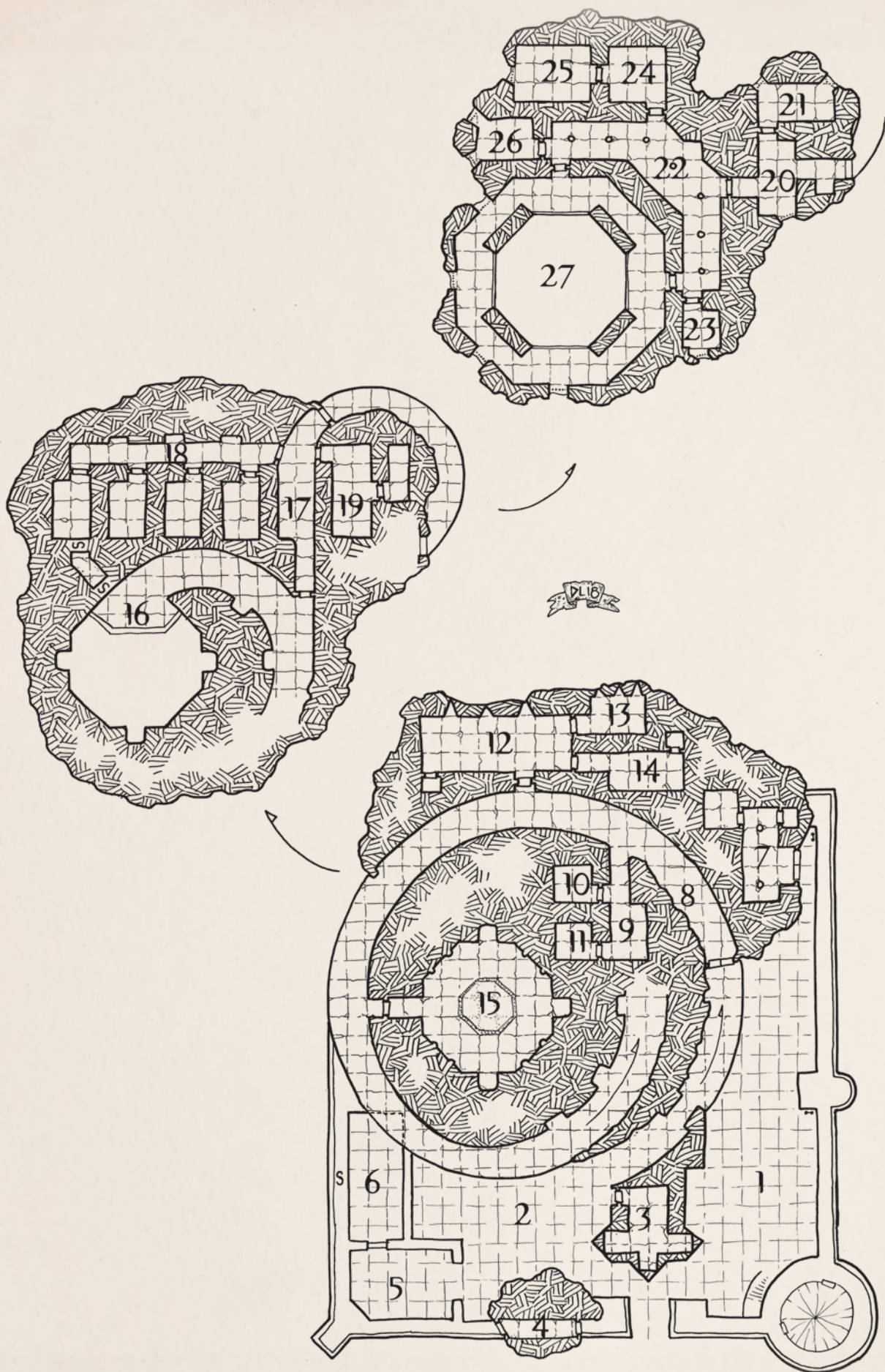
**Treasure.** None

## 25. INNER OFFICE

The largest and most secure private room in the safehouse. An **assassin** (M Vedalken CN) is within. He is currently fidgeting with the *felicity triskelion*.

**Treasure.** None







## 26. WEST OFFICE

A **mind mage** (M Human CG) is sitting at a desk in this room. He is investigating a coded Wojek letter.

**Treasure.** None

## 27. UPPER LAUNCH BAY

This pit leads to area 15 and connects to the open sky, but it has a ward on it. The ward makes the ceiling look like solid stone to anyone outside the safehouse.

**Treasure.** None

## DENOUEMENT

By the end of this adventure the party will either have the *felicity triskelion* in their hands or they took too long and the artifact has been opened. From here, the campaign diverges dramatically depending the status of the Triskelion.

If the party successfully retrieved the artifact from the Dimir's hands, subtract 1 renown with the Dimir from everyone in the party. Escaping the safehouse and returning to the surface is possible without any

major complications. With the Triskelion safely in their possession, the party must now decide what to do with it.

If the party has not visited the Selesnya Conclave for information on the Triskelion, that should be their next stop. If they are unaware of Komni's vision, have either **Caipei** or **Ophyira** find and inform them of it, leading them to the events of **Trostani Discordant**.

If the party has already been informed by Trostani of the true nature of the Triskelion, they must now decide which of the Guildmaster's plans that they want to follow. The outcomes for each of the three plans can be found in **Crosstown Couriers**.

If the Triskelion has been opened or given to Launa proceed to **Thousand Year Storm**, where all of Ravnica shall face the consequences.

No matter the outcome, the party has gone through quite the ordeal. DMs using milestone advancement should allow the adventurers to increase their level at the end of this adventure. Those using experience points should grant appropriate awards for the enemies defeated or overcome.





## APPENDIX: NPCs

The following NPCs are utilized in this adventure.

### ACOLYTE

*Medium humanoid (any race), any alignment*

**Armor Class** 10

**Hit Points** 9 (2d8)

**Speed** 30 ft.

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

**Skills** Medicine +4, Religion +2

**Senses** passive Perception 12

**Languages** Any one language

**Challenge** 1/4 (50 XP)

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

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

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

#### ACTIONS

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

### ASSASSIN

*Medium humanoid (any race), any alignment*

**Armor Class** 15 (Studded Leather)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

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

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

**Skills** Acrobatics +6, Deception +3, Perception +3, Stealth +9

**Damage Resistances** Poison

**Senses** passive Perception 13

**Languages** Thieves' cant plus any two languages

**Challenge** 8 (3,900 XP)

**Assassinate.** During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

**Evasion.** If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Sneak Attack.** Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

#### ACTIONS

**Multiattack.** The assassin makes two shortsword attacks.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

**Light Crossbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

## BLOOD DRINKER VAMPIRE

*Medium undead, lawful evil*

**Armor Class** 16 (natural armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 40 ft., fly 40 ft. (hover)

**STR DEX CON INT WIS CHA**

16 (+3) 18 (+4) 17 (+3) 16 (+3) 13 (+1) 19 (+4)

**Saving Throws** DEX +7, CON +6, WIS +4

**Skills** Intimidation +7, Perception +4, Stealth +7

**Damage Resistances** Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Vulnerabilities** Radiant

**Condition Immunities** Frightened

**Senses** Darkvision 60 ft., Passive Perception 14

**Languages** the languages it knew in life

**Challenge** 8 (3,900 XP)

### ACTIONS

**Multiattack.** The vampire makes three melee attacks, only one of which can be a bite attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage. If the target is humanoid, it must succeed on a DC 15 Charisma saving throw or be charmed by the vampire for 1 minute. While charmed in this way, the target is infatuated with the vampire.

The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains **Hit Points** equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

**Rapier.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Unarmed Strike.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. The vampire can also grapple the target (escape DC 14) if it is a creature and the vampire has a hand free.

### REACTIONS

**Parry.** The vampire adds 3 to its AC against one melee attack that would hit it. To do so, the vampire must see the attacker and be wielding a melee weapon.

## 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.



## FLYING HORROR

*Medium aberration, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 49 (9d8 + 9)

**Speed** 30 ft., fly 60 ft.

**STR DEX CON INT WIS CHA**  
9 (-1) 20 (+5) 12 (+1) 2 (-4) 15 (+2) 16 (+3)

**Skills** Perception +4, Stealth +7

**Damage Resistances** Necrotic, Psychic

**Damage Vulnerabilities** Radiant

**Condition Immunities** Frightened

**Senses** Darkvision 120 ft., Passive Perception 14

**Languages** --

**Challenge** 3 (700 XP)

**Fear Frenzy.** The horror has advantage on attack rolls against frightened creatures.

**Keen Smell.** The horror has advantage on Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) checks that involve smell.

**Sunlight Sensitivity.** While in sunlight, the horror has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage plus 14 (4d6) psychic damage.

**Frightening Screech (Recharge 5–6).** The horror screeches. Each creature within 30 feet of it that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened of it for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the horror's Frightening Screech for the next 24 hours.

## GOBLIN

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 15 (Leather Armor, Shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

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

**Skills** Stealth +6

**Senses** Darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 1/4 (50 XP)

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

### ACTIONS

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

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

## INDENTURED SPIRIT

Medium undead, any alignment

**Armor Class** 11

**Hit Points** 13 (3d8)

**Speed** 0 ft., 40 ft. (hover)

**STR** 7 (-2) **DEX** 13 (+1) **CON** 10 (+0) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 11 (+0)

**Damage Resistances** Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Cold, Necrotic, Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

**Senses** Passive Perception 11

**Languages** the languages it knew in life

**Challenge** 1 (200 XP)

**Incorporeal Movement.** The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

### ACTIONS

**Withering Touch.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage.

## KNIGHT

Medium humanoid (any race), any alignment

**Armor Class** 18 (Plate)

**Hit Points** 18 (Plate)

**Speed** 30 ft.

**STR** 16 (+3) **DEX** 11 (+0) **CON** 14 (+2) **INT** 11 (+0) **WIS** 11 (+0) **CHA** 15 (+2)

**Saving Throws** CON +4, WIS +2

**Senses** passive Perception 10

**Languages** Any one language

**Challenge** 3 (700 XP)

**Brave.** The knight has advantage on saving throws against being frightened.

### ACTIONS

**Multiattack.** The knight makes two melee attacks.

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

**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

### REACTIONS

**Parry.** The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.



## 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.

## MIND MAGE

Medium humanoid (any race), neutral evil

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

**Hit Points** 49 (11d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	20 (+5)	15 (+2)	13 (+3)

**Saving Throws** INT +8, WIS +5

**Skills** Arcana +8, Deception +6, Insight +5, Persuasion +6

**Senses** passive Perception 12

**Languages** Common, Draconic, Sylvan, Vedalken, Elvish

**Challenge** 5 (1,800 XP)

**Innate Spellcasting (Psionics).** The mage's spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: *encode thoughts*, *friends*

3/day each: *charm person*, *detect thoughts*, *mage armor*, *sleep*, *suggestion*

1/day each: *dominate person*, *mass suggestion*, *modify memory*

**Special Equipment.** The mage wears a spies' murmur (see *Guildmasters' Guide to Ravnica* chapter 5).

### ACTIONS

**Dagger (x5).** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## PRIEST

*Medium humanoid (any race), any alignment*

**Armor Class** 13 (Chain Shirt)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

**Skills** Medicine +7, Persuasion +3, Religion +5

**Senses** passive Perception 13

**Languages** Any two languages

**Challenge** 2 (450 XP)

**Divine Eminence.** As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

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

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

### ACTIONS

**Mace.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

## SERVITOR THRULL

*Small construct, unaligned*

**Armor Class** 11

**Hit Points** 22 (4d6 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	6 (-2)	6 (-2)	3 (-4)

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 8

**Languages** understands Common but can't speak

**Challenge** 1/4 (50 XP)

### ACTIONS

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

### REACTIONS

**Self-Sacrifice.** When a creature within 5 feet of the thrull is hit by an attack, the thrull swaps places with that creature and is hit instead.



## SPY

Medium humanoid (any race), any alignment

**Armor Class** 12

**Hit Points** 27 (6d8)

**Speed** 30 ft.

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

**Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

**Senses** passive Perception 16

**Languages** Any two languages

**Challenge** 1 (200 XP)

**Cunning Action.** On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (1/Turn).** The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** The spy makes two melee attacks.

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

**Hand Crossbow.** Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

## THOUGHT SPY

Medium humanoid (any race), neutral evil

**Armor Class** 13 (Leather Armor)

**Hit Points** 27 (6d8)

**Speed** 30 ft.

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

**Skills** Deception +6, Insight +3, Investigation +5, Perception +3, Sleight of Hand +4, Stealth +4

**Senses** Darkvision 30 ft., Passive Perception 13

**Languages** Common plus any one language

**Challenge** 1 (200 XP)

**Cunning Action.** On each of its turns, the thought spy can use a bonus action to take the Dash, Disengage, or Hide action.

**Innate Spellcasting (Psionics).** The thought spy's innate spellcasting ability is Intelligence (spell save DC 13). The thought spy can innately cast the following spells, requiring no components:

At will: *charm person*, *disguise self*, *encode thoughts*

1/day each: *blur*, *detect thoughts*, *gaseous form*

### ACTIONS

**Multiattack.** The thought spy makes two melee attacks, or it makes three ranged attacks with its daggers.

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

**Rapier.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## WINGED THRULL

*Small construct, unaligned*

**Armor Class** 12

**Hit Points** 31 (7d6 + 7)

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

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

9 (-1) 15 (+2) 12 (+1) 8 (-1) 9 (-1) 8 (-1)

**Saving Throws** DEX +4

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 8

**Languages** understands Common but can't speak

**Challenge** 1/4 (50 XP)

### ACTIONS

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**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

**Rock.** *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

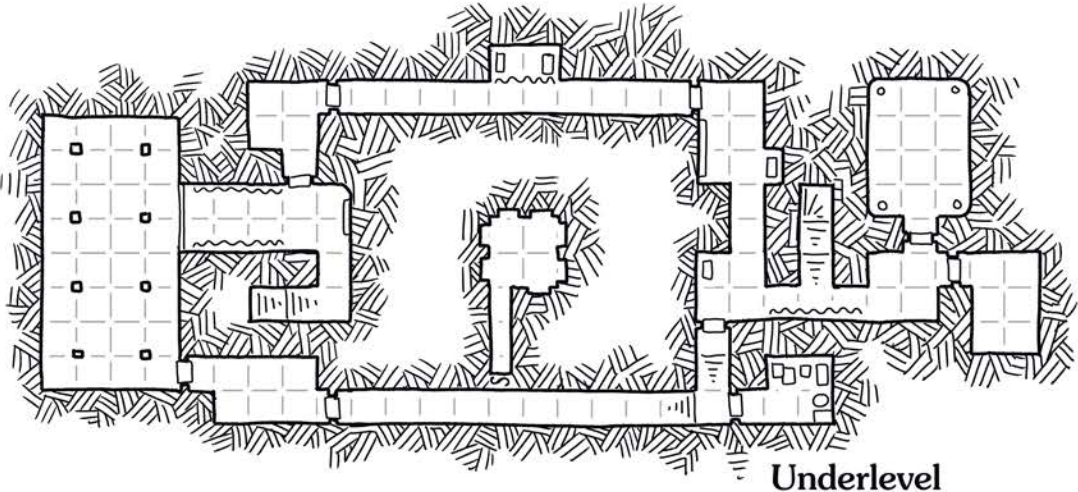
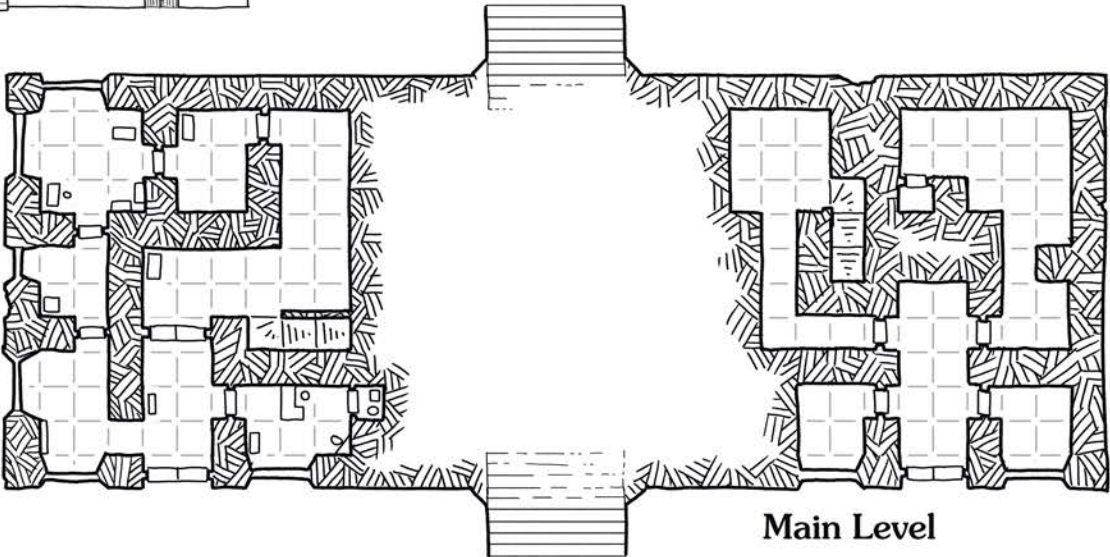
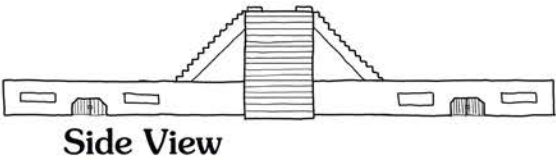
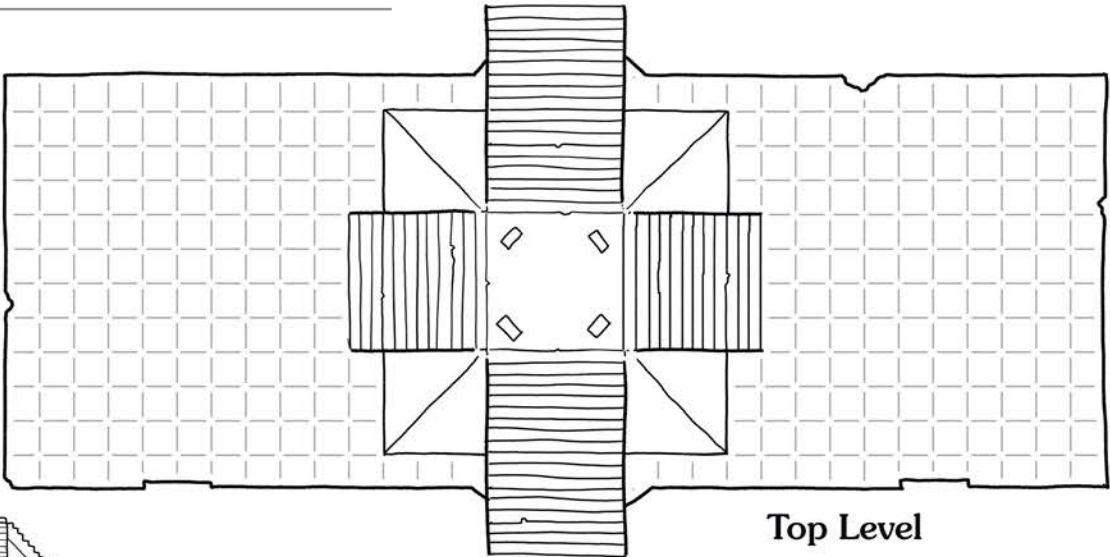
### REACTIONS

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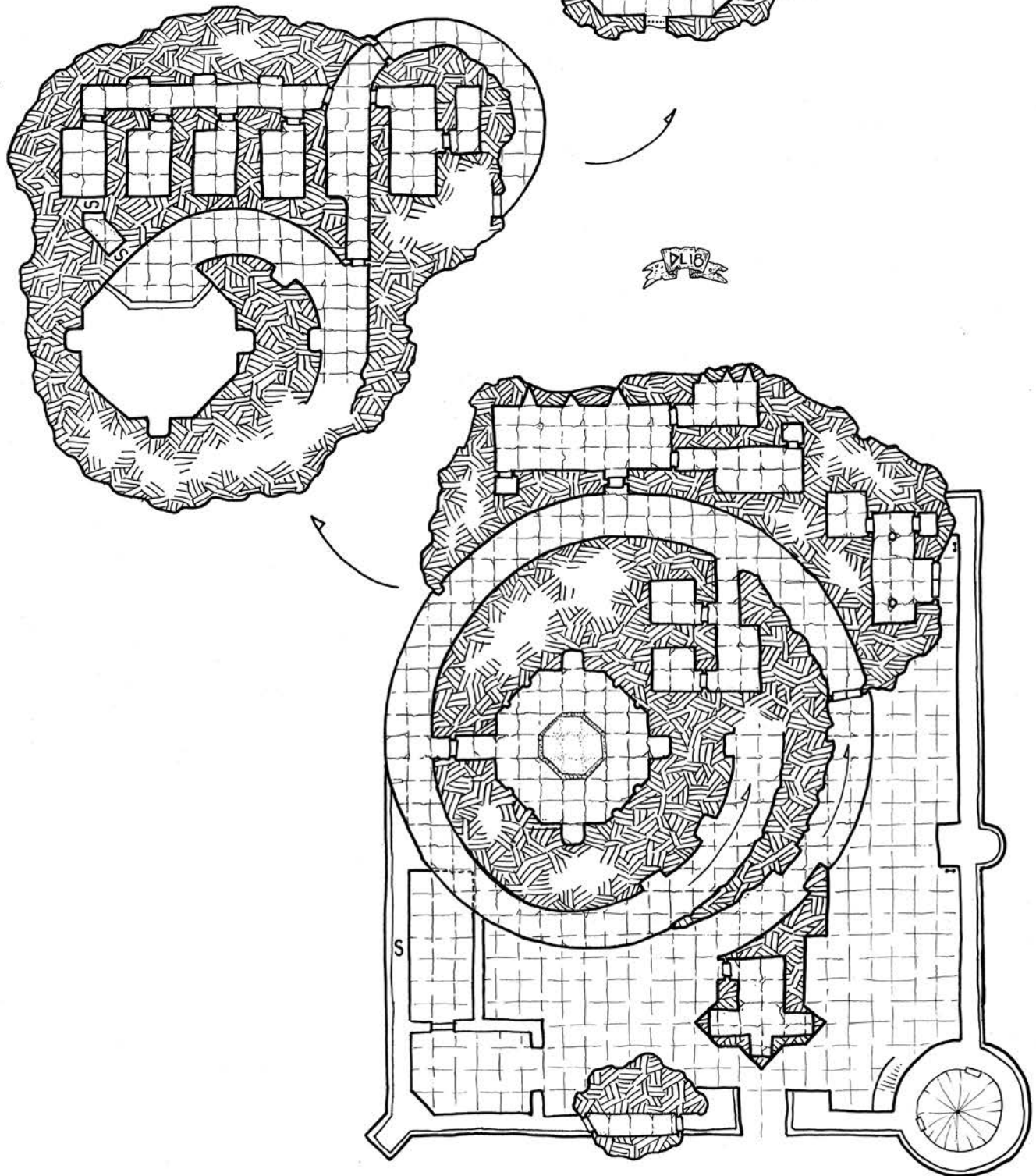
**Self-Sacrifice.** When a creature within 5 feet of the thrull is hit by an attack, the thrull swaps places with that creature and is hit instead.



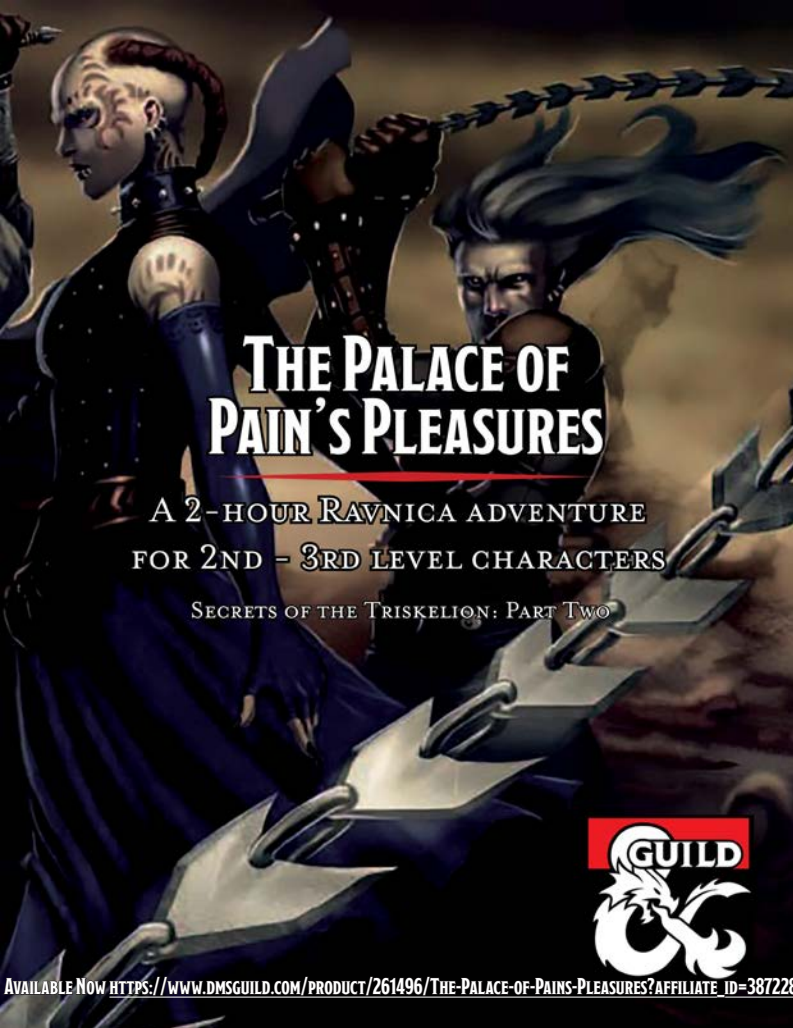
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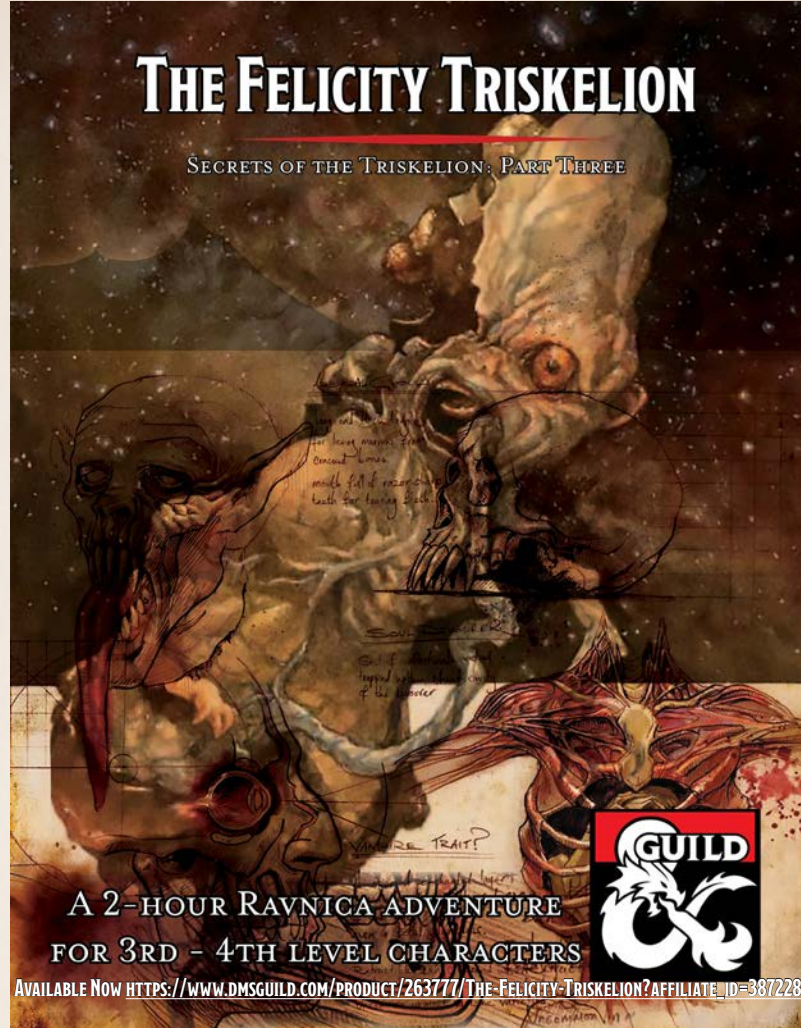
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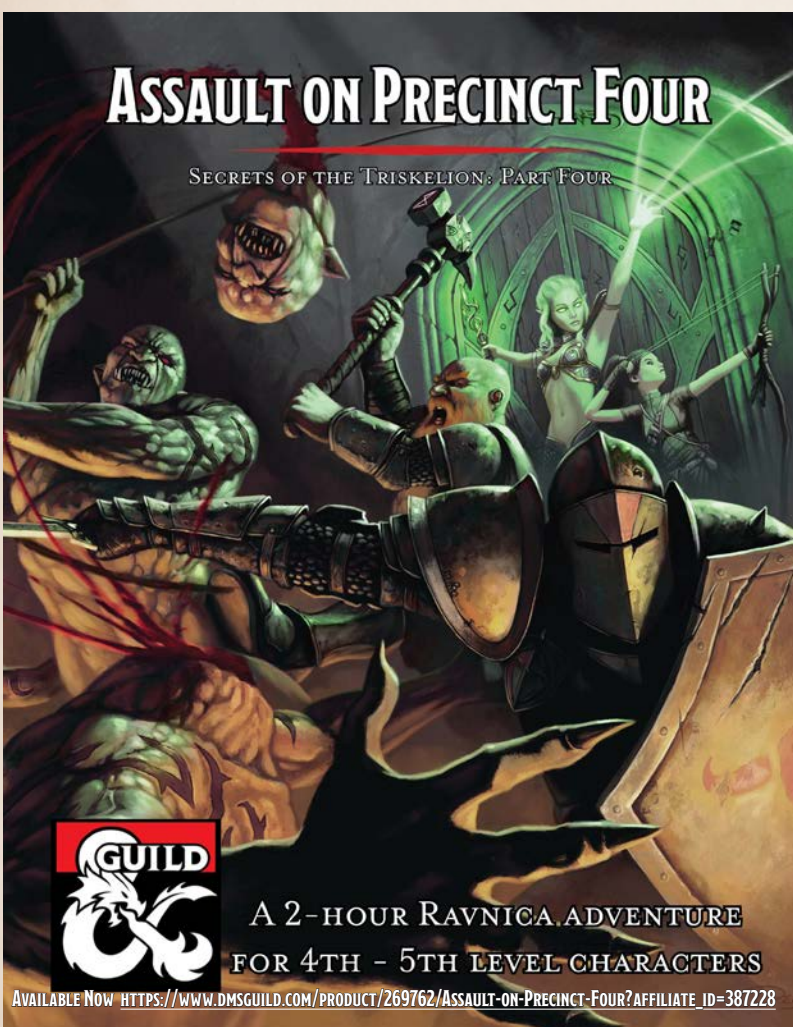
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