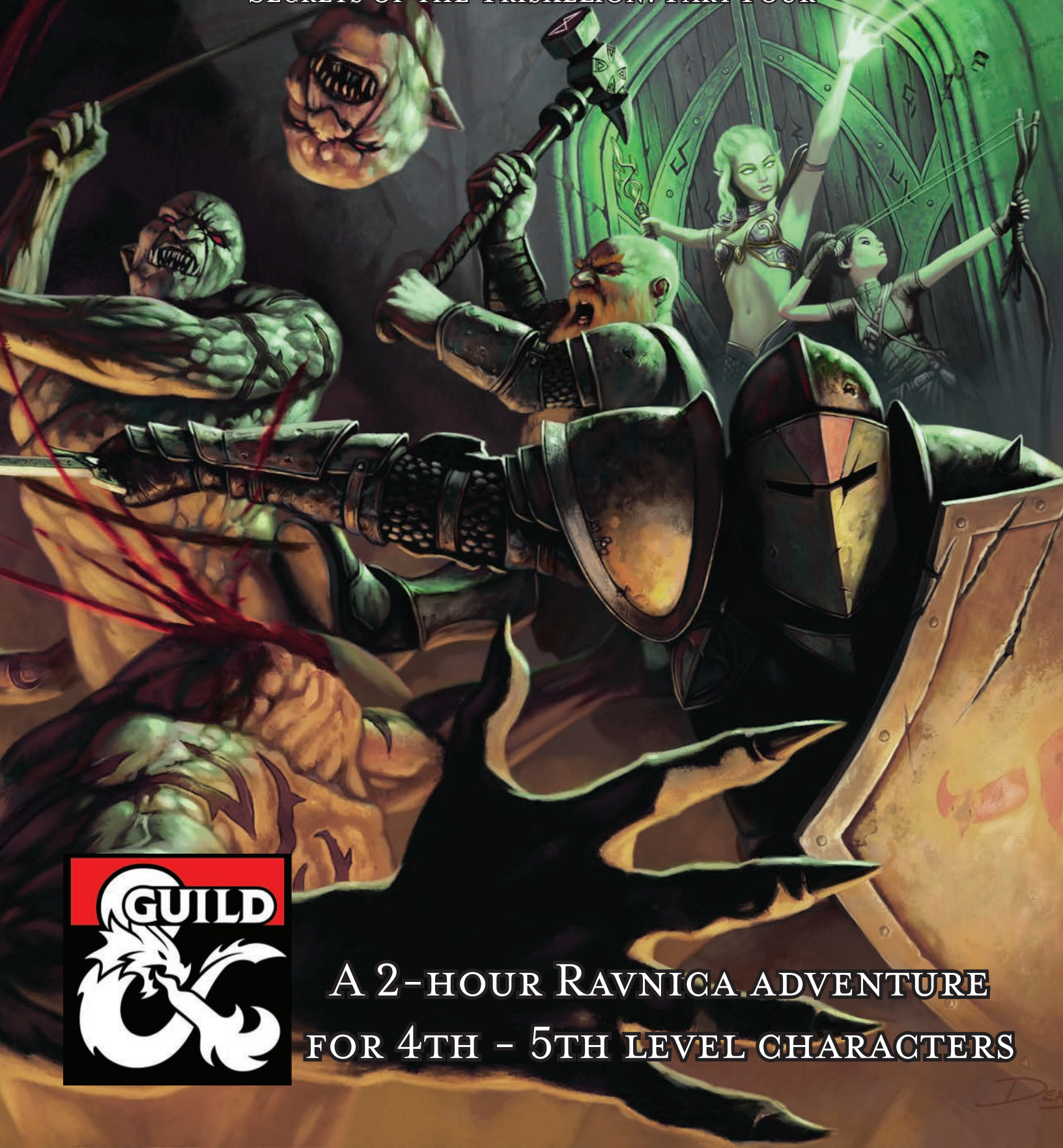


ASSAULT ON PRECINCT FOUR

SECRETS OF THE TRISKELION: PART FOUR



A 2-HOUR RAVNICA ADVENTURE
FOR 4TH - 5TH LEVEL CHARACTERS

ASSAULT ON PRECINCT FOUR

SECRETS OF THE TRISKELION: PART FOUR

Introduction: The activities of the party have caused enough chaos to warrant their arrest. With the Felicity Triskelion confiscated, the adventurers await trial at a remote Azorius Arrester Station 13 in Precinct Four. Unfortunately, they are not alone in the holding cells. When a prominent figure of a brutal Gruul clan is also incarcerated, the Gruul lay siege to the Arrester Station. Other parties, interested in the power of the Felicity Triskelion, join the fray in hopes of making off with the relic. When chaos rises in Precinct Four, will the party survive?

A 2-HOUR RAVNICA ADVENTURE FOR 4TH-5TH LEVEL CHARACTERS

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INTRODUCTION

Welcome to *Assault on Precinct Four*, an adventure for the *Guildmasters' Guide to Ravnica*. This adventure is designed to follow the events of the adventure *The Felicity Triskelion*, allowing the characters from that adventure to continue their pursuit of the truth behind this strange artifact.

This adventure takes place in Arrester Station 13, an isolated and underfunded Azorius outpost in Precinct Four. As described in the *Guildmasters' Guide to Ravnica*, Precinct Four is, “a dynamic and dangerous place. Its buildings include ramshackle tenements damaged by conflict, impregnable fortresses and laboratories, and bustling markets filled with merchants ready to defend themselves and their wares.” The Precinct is not exactly friendly to the Azorius and Boros representatives who strive to bring order here. Many see these Guilds as nothing more than another group of gangs vying for territory in the streets of Precinct Four.

The majority of the following content is devoted to fleshing out Arrester Station 13 and its occupants as well as forwarding the plots and subplots introduced in *Off to a Weird Start*, *The Palace of Pain's Pleasures*, and *The Felicity Triskelion*. While this adventure is designed for a party of three to five characters of 4th or 5th Level, the Dungeon Master can easily scale the adventure up by adding additional enemies or increasing the hit points and damage output of the listed antagonists.

ADVENTURE BACKGROUND

The past several days have been a whirlwind of chaos. When a **galvanice weird** that nearly destroyed an Izzet Laboratory, the adventurers stepped in to lend a hand and soon became swept up in mysterious intrigue surrounding an artifact known as the *felicity triskelion*.

Investigating the circumstances of the weird's attack, the adventurers visited a Cult of Rakdos mobile performance platform run by the infamous pain artist **Ophyira**. While there, they learned that the weird was unleashed in some scheme to access Ophyira's records and gather information about the sale of the *felicity triskelion*. Following this lead, the adventurers traveled to the neighborhood of Brobourg, in the upper reaches of the Undercity. There they encountered a group of Kraul who run the neighborhood as well as the man behind the weird's rampage, or at least, what was left of him. After facing **Rogad Nar**, who had been mutated into a lesser Horror, the adventurers hopefully defeated the creature, recovered the artifact, and made their way out of Brobourg just in time to be arrested by a large force of Azorius law enforcement officers. The adventurers were then taken to Arrester Station 13 in Precinct Four to await a hearing regarding their involvement in the violence and chaos that tore up a portion of Tin Street, an Undercity neighborhood, and perhaps the property of a Rakdos carnival, depending on how the previous sessions played out.



When the party arrives at the Arrester House, they encounter a few other prisoners who are also awaiting trial. Among them is **Nyrvolas Sid**, a Gruul shaman and leader of a war band. Nyrvolas's clan has no intention of allowing their shaman to stand trial and shortly after the adventurers are booked, a siege begins. In the confusion of the siege, another mysterious party seeks to sneak into the Arrester Station and steal the *felicity triskelion* for their own ends.

ADVENTURE HOOKS

Parties who are following the events of *The Felicity Triskelion* should have all the hooks they need to begin this adventure. However, this story also affords the opportunity for new characters to join the party. Perhaps a party member died or one of the players wishes to switch characters. The table below offers potential hooks for members of each Guild to join the story. The DM may choose to use multiple hooks, especially if the party introduces members of different Guilds. Alternatively, the DM may choose to create their own hooks using this table as inspiration.

Guild	Hook
Azorius	I must have upset someone to get assigned to work in this backwater Arrester Station.
Boros	I wanted to be where the action is, and the action is in Precinct Four.
Dimir	There can be no evidence linking the madman Rogad Nar to the Dimir. It is up to me to protect our anonymity.
Golgari	In protecting the swarm, I have fallen into disfavor of the Azorius. No matter. I serve wherever I am.
Gruul	The clan led by Nyrvolas is my enemy. That makes these Azorius my ally, for the moment.
Izzet	I supply the Arrester Station with weapons. Good thing I was here when the siege started!
Orzhov	There are unanswered questions about Syndic Nar and his role in the recent chaos. I must see to it that an accurate accounting is provided for the Ministrant.
Rakdos	Ophyira has asked me to follow up on this mess. If I please them, I may be able to join their show.
Selesnya	The voda spoke of a terrible threat to the worldsoul, here, in this area. I am to find it and learn more.
Simic	The Azorius contacted me to perform a study on the corpse of this mutated creature they discovered. Its origins are something of a mystery.



INCARCERATED

The adventurers are taken to the Arrester Station and put through the booking process. This includes the removal of weapons, armor, and personal items. Anyone wishing to try to sneak something into their cell must succeed on a **DC 22 Dexterity (Sleight of Hand) check**. Failing this check alerts the **Azorius arrester** who is handling the booking and results in the contraband being taken and the incident added to the list of crimes being charged. Nothing larger than a small dagger may be smuggled in without the aid of magic.

Once they are taken to their cells in area 5, read or paraphrase the following:

You see a filthy elven woman with long, ratty hair that looks like it has not been cleaned since before the Guildpact. She chuckles as you are escorted in and mutters a simple phrase in elvish. On a bench on the opposite side of the cell, a male goblin looks you up and down as you are brought into the cell. It seems that he is sizing you up.

Characters who speak Elvish can clearly understand that the elven woman says “more meat for my men” as the party enters. This woman is **Nyrvolas Sid** (female elf **druid of the old ways**), a Gruul shaman. Nyrvolas thinks very little of her cellmates and is certain that her stay in this facility is near its end.

The goblin is **Kutk Loz** (Male goblin, **spy**), a guildless thief who awaits trial for robbing a local merchant. Kutk puts on a hard face, but is terrified,

especially of any exceptionally muscular members of the party.

If spoken to, Nyrvolas simply states that she is not here to make friends and that her friends will come for her. Kutk drops his hard facade almost immediately at the opportunity for conversation. He is nervous, but more importantly, he is bored.

THE ASSAULT

The assault effectively begins when the Gruul send a small goblin messenger demanding the release of their shaman. The messenger gives the Azorius one hour to comply, lest the Gruul “rain the fury of the clan” on the Arrester Station. To punctuate his threat, four Gruul **anarchs** bombard the eastern entry to area 3 with alchemist’s fire one minute after the messenger leaves through that door. This kills the two **guards** stationed there.

These explosions can be clearly heard by the party and the other occupants of area 5. Nyrvolas immediately begins laughing. If asked why she simply replies, “It has begun. To the death, my friends.”

It takes the Azorius three rounds to extinguish the flames, after which **Caipei Nidaal** (female human, **lawmage**, lawful good) storms into area 5 and begins chastising Nyrvolas, explaining that the Azorius will not negotiate with terrorists to release a prisoner. Nyrvolas simply laughs and states, “then you will all die and I will still walk out of here, free.”

At this point, the adventurers have some choices to make. Will they try and volunteer to help the Azorius? Do they wish to ingratiate themselves to the Gruul shaman? Will they protest about the dangers of the *felicity triskelion* emphasizing the need to get it to a safe location? Let the roleplaying guide how this scene plays out. If the party can make a compelling case to be let out and help in warding off the assault, let the character making the argument make a **Charisma (Persuasion) check** resisted by Caipei’s **Charisma saving throw**. Success compels Caipei to summon the aid of **Komni Desurt**, to determine if the party can be trusted. If they are honest, Caipei releases them from their cell and returns their equipment.

The assault will stop if the Gruul are given their shaman, or if the party manages to incapacitate the members of the Gruul Clan, all of whom intend on fighting to the death. For the duration of the siege, unless they are dispatched by outside intervention, 12 goblin **scouts** are perched on rooftops surrounding the Arrester Station. These archers fire on anyone who tries to leave the station building.

WAVE 1

After 1 hour has passed a group of Gruul consisting of 6 **rubblebelt stalkers**, 2 **anarchs**, and 2 **berserkers** will try to barge into area 3 from the entrance in area 1. This group throws globes of alchemist’s fire (each member of the group has one globe) and is focused on being as loud and damaging as possible. This is because they are acting as a distraction. On the second round of this wave, a small group consisting of 4 **anarchs** and 2 **berserkers** will try to enter through the northern entrance in area 2 into area 11.

Some Dimir agents that want to get their hands on the *felicity triskelion* caught wind of what is happening. When the siege begins, these Dimir cast powerful illusion magic around the area of the precinct, making it seem as everything is okay to outside observers and concealing the siege. The Dimir are waiting for the best opportunity to quietly sneak into the station and steal the artifact.

WAVE 2

With the first attempt being unsuccessful the Gruul now try to bomb the entry to the courthouse. 4 **anarchs** and two **berserkers** carry a coffin-sized box up to the courthouse entry (the door from area 2 leading into area 9). Once the device is in place, they press a button and run away. When the button is pressed, a countdown begins. The bomb will detonate in one minute unless disarmed, dealing 24 (7d6) fire damage and 24 (7d6) force damage to anything within 5 feet of the device. Each damage type is reduced by 3 (1d6) per 5 feet of distance from the device. Characters within the blast radius may make a DC 15 Dexterity saving throw, taking half damage on a successful save. The damage from this bomb is doubled against objects and structures. When the force of the blast encounters a structure (such as a door or wall) it deals damage to that structure, but the structure prevents the damage from continuing to areas beyond.

Those defending the station can go outside and try to disarm the bomb. Doing so requires two successful **DC 15 Dexterity checks using thieves’ tools**. Each of these checks requires 1 action. The first check unlocks the casing of the bomb, while the second allows the detonation mechanism to be safely disarmed. Failing either of these checks by 5 or more causes the bomb to detonate early. If anyone attempts to disarm the bomb, they must do so while withstanding a volley of arrows from the **scouts** perched in front of the building. Each round 2 scouts

make 1 ranged weapon attack each with disadvantage at any characters attempting to disarm the bomb. If these attacks hit, the target is damaged normally, but also must make their **DC 15 Dexterity checks using thieves' tools** at disadvantage due to the distraction and pain.

If the defenders leave the bomb alone it detonates, destroying a significant portion of the north wall.

WAVE 3

If the bombing was successful:

- All surviving Gruul, including the **scouts** will try to rush into the precinct from the courthouse, relying on their numbers to overwhelm the Azorius and Boros within.
- 2 Dimir **mind mages** (see **Guildmasters' Guide to Ravnica** for this stat block) will try and enter through the Cavalry supply house door (area 15) in order to find and steal the *felicity triskelion*.

If the bomb from wave 2 was disarmed:

- The Gruul will split themselves into 3 groups, each one trying to enter the precinct through different areas, rooms 11, 15 and 3.
- The 2 Dimir **mind mages** will disguise themselves as Gruul tribesmen and join the assault in room 3, they intend to find and steal the *felicity triskelion*.

PRECINCT FOUR

ARRESTER STATION 13

The building has the construction and architecture typical of all the power the Azorius have. However, the dirt covering every wall, poorly covered holes and falling pieces of the roof reveal that this Arrester Station receives very little support.

GENERAL FEATURES: ARRESTER STATION 13

- **Light:** Thanks to continual flame spells, the interior of the station is brightly lit all times of day and night, with the exception of area 5, which is reduced to darkness during "lights out" periods.
- **Doors:** Each door, internal and external, is reinforced steel. The doors have locks that require a successful **DC 18 Dexterity check using thieves' tools** to pick. Breaking the lock on any of the doors requires a successful DC 26 Strength (Athletics) check. Each door has an AC 19, and 27 hit points. These are immune to poison and psychic damage, and resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons that are not adamantine.
- **Walls:** The walls of the station are dense and tough, with an AC of 21 and 35 hit points. These are immune to poison and psychic damage, and resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons that are not adamantine.
- **Scale:** On the arrester station map 1 square = 5 feet.



1. WELCOME PLAZA

This is the eastern entrance to the Officer Station, the doors here have an exterior facade of heavy, carved wood depicting the Azorius Senate's symbol. Two human **guards** stand watch at the exterior of this door, but are killed at the beginning of the siege.

2. MAIN STREET ACCESS

Entrances to Officer Station, Court House, Dispatch and Meeting room are all present on this street. The door to the Prisoner Hold in area 8 is sealed shut but has a little barred window so that those inside can communicate with their barristers or loved ones if necessary.

3. OFFICER STATION

There are two desks in each of the areas of this room, some of them have more due papers stacked on top of them than others. At the beginning of the siege, **Vaurn Goblan** (male minotaur, **reckoner**, lawful good) and **Ek Droibarm** (male goblin **soldier**, neutral good) are the only people in this area. The goblin messenger delivers his message to Ek to start off the siege. Varun and Ek only receive superficial wounds in the initial fire that marks the beginning of the siege.

Treasure. There is little by way of treasure in this area, however, there are case files on a number of active investigations spread across the desks in the region. There is also a set of 3 *beads of force* in the top drawer of one of the desks in the southern section of the room.

Each of the six desks has an AC of 14, 27 hit points and weighs 200 lbs. These desks can be used to provide cover or moved to create barricades as needed.

4. BOOKING CENTER

A small wooden table in the northwest corner of the room is the only furniture in the small area. There is a stack of papers glued to the south wall with basic information related to the prisoners currently in the cells. This information includes their names and charges.

5. CELLS

Each cell has a metal bench which is affixed to the wall and a heavy metal door. The northernmost cell's door creaks so loudly that it is audible in the whole building when it's quiet.

A lavatory and shower occupies the north area to give some decency to prisoners that need it.

6. GUARD OFFICES

This room has two desks, each desk has a locked drawer. A successful **DC 13 Dexterity check using thieves' tools** is required to pick the lock and open the drawer quietly. A successful **DC 16 Strength (Athletics) check** can break the drawer open, causing enough noise to be heard in the adjacent rooms.

When the siege begins, Caipei Nidaal and **Komni Desurt** (nonbinary vedalken **precognitive mage**, lawful neutral) are at the desks in this room.

Treasure. Inside the drawers of each desk are some case files and a set of keys for the cells and the evidence lockers. These desks have the same stats as those listed in area 3.

7. PRIVATE SEARCH/VISITORS CELL

This room is bare except for two wooden chairs that sit against the west wall, used for longer visits.

8. PRISONER HOLD – PRETRIAL

A large, wooden bench sits flush against the east wall. While the door to the courtroom is solid the one to the street has a small window, allowing prisoners to see a bit of the sun.

9. COURTROOM

This is the largest room in the building. The room is immaculate, in stark contrast to the filth and decay seen throughout the rest of the station. The marble floor is so clean that it is reflective. There are several wooden pews, wooden tables for defense and prosecution teams, a wooden jury box with 12 wooden seats, and a large wooden desk for the judge to be seated at. When the siege begins, **Haziell** (female angel **frontline medic**, chaotic good) is in this chamber, praying.

Treasure. There are a few personal files of the judge, which could serve as hooks or information for future subplots. The judge's **gavel** is also enchanted with a magical effect. Whenever a creature utters a lie while within 30 feet of the gavel, that creature takes 5 psychic damage and flinches visibly.

10. EVIDENCE LOCKERS

Even if empty all lockers are locked, the keys are in the guard offices, but they can be opened quietly with a successful **DC 16 Dexterity check using thieves' tools**. Or they can be broken with a **DC 20 Strength (Athletics) check**.

Inside the top middle locker is the *felicity triskelion*.

For the contents of the other lockers roll on the table below

1d12	Loot
1	A leather sac with 3 dead snakes inside
2	A black box with a red button that shocks anyone who presses it
3	Traveller's clothes coated in blood
4	A <i>dagger</i> coated with poison (1d4 poison damage in addition to any wound inflicted by the blade, poison coating lasts for 2 days)
5	2 <i>shortswords</i>
6	A bundle of very steamy love letters
7	A quiver with 10 <i>Arrows</i> +1
8	A set of clean fine clothes
9	Silver locket worth 2d6 gold zinos
10	A silver ring with an obsidian worth 25 gold zinos
11	Bag with 2d20 small diamonds, each worth 10 gold zinos
12	2 <i>potions of healing</i>

11. DISPATCH

This room has hooks with coats ready to be taken in case officers need to run into aggressive weather. There is also a desk which uses the same statistics described in area 3.

12. ARMORY

Spears, swords and shields cover all the walls in this room. They are all meticulously polished and ready to use. There is a table in the middle of the room to help preparations.

Treasure. The weapons racks in this room hold a dozen each of the following: *shortsword*, *longsword*, *shield*, and *dagger*. There are also two dozen *spears*.

13. OFFICER MESS/LAVATORIES

Long, wooden benches stand along the north area of this room, where the officers of the station can enjoy a meal. There is a small kitchen on the south wall containing 3 sets of *cook's utensils* and enough supplies to feed 12 adults for 30 days. **Mark Fasona** (male human **veteran**, neutral good) is in this room, eating, when the siege begins.

14. MUSTERING & MEETINGS

Probably the best decorated room, second only to the Courtroom, an old tapestry covers the east wall. And a new, very cheap tapestry, covers the west one, hiding a hole on the wall made by an angry minotaur punch. The room contains several wooden benches, and a large chalkboard for writing assignment details.

15. CAVALRY SUPPLY HOUSE

Saddles and bridles for several different types of mounts hang on racks here. There are also sacks of feed sufficient to sustain a dozen mounts for 10 days. The house does not currently have any mounts stabled, however.



AFTERMATH

When dust finally settles on the Arrester Station 13 there are several different consequences awaiting the party depending on their actions.

If the characters stayed in the station and helped fight the Gruul they will still be in custody, but the survivors of the siege will speak in the party's defense, allowing their crimes to be cleared.

If the party completed the events of **Off to a Weird Start** and saved Bellov's life, the Izzet supervisor, will also come to the trial and speak on behalf of the party.

If the characters ran away from the station, they will be wanted by the Azorius from this point forward. If they helped repel the siege before escaping, the Azorius will be less active in their hunt for the adventurers, but will still arrest them if they cross paths.

Regarding the *felicity triskelion*, Komni will have a terrible vision. The precognitive mage sees that the artifact is somehow the cause of great destruction all around Ravnica. Caipei will order the artifact to be brought to the Selesnya conclave. She knows a loxodon Sagittar there named Vasool that may help shed more light on what exactly the artifact is. This sets the party up for the events in **Trostani**

Discordant, the next adventure in this campaign, coming soon to DMsGuild.

If the party ran away from the station, this vision will be relayed to them by Ophyira, the Rakdos pain artist from **Palace of Pain's Pleasures** (if the party killed Ophyira, have her spirit inform them). Ophyira also refers the adventurers to Vasool for more information.

If any Gruul loyal to Nyrvolas survived the siege, they will not soon forget the insult of their defeat by the party. These Gruul are now sworn enemies of the adventurers. However, if other Gruul should learn of the party's victory here it will earn them the begrudging respect of those clans, for it is no small feat to survive an ongoing siege by an angry clan.

DMs using milestone advancement should allow the adventurers to increase their level at the end of this adventure, as well as granting any non-xp benefits listed on the table below. Those using experience points should grant appropriate awards for the enemies defeated or overcome in addition to the bonus xp rewards listed on the table below.

Objective	Reward
Saved the Station from being totally destroyed	1 000 XP, + 5 renown
Nyrvolas is still arrested	+500 XP +500 gold zinos
The Triskelion was not stolen by the Dimir	+500 XP
Station NPCs still alive	+100 XP per surviving NPC

APPENDIX: NPCs

The following stat blocks are used in this adventure.

CAIPEI NIDAAL

Female human, lawmage, lawful good

Unbending would be Caipei's most well-known characteristic. She never excuses breaking the laws of Ravnica, no matter the reason. That's what got her assigned to Precinct Four. If someone did something wrong, she always convicted them, and that made all the processes in the Precinct faster.

Personality Traits. Once I make up my mind, nothing can change it. I fear enclosed spaces irrationally.

Bond. The Azorius Senate saved me. So, I'll always be there for the Guild.

Flaw. The rules of the law are what stops the world from total chaos, they must always be obeyed.

Ideals. Everyone living harmoniously under the Azorius Law.

Armor Class 15 (Breastplate)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws INT +6, WIS +5

Skills Arcana +6, Perception +5, Persuasion +4

Senses passive Perception 15

Languages Common plus any one language

Challenge 6 (2,300 XP)

Spellcasting. The lawmage is an 8th-level Azorius spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The lawmage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *friends*, *light*, *message*

1st level (4 slots): *alarm*, *expeditious retreat*, *shield*

2nd level (3 slots): *arcane lock*, *detect thoughts*, *hold person*

3rd level (3 slots): *clairvoyance*, *dispel magic*, *slow*

4th level (2 slots): *locate creature*, *stoneskin*

ACTIONS

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

EK DROIBARM

Male goblin, soldier, neutral good

Always upbeat and energetic, Ek's antics are the source of fun of the Precinct. Especially when he decides to test one of his devious inventions.

Personality Traits. I overcomplicate situations by over thinking them. And I can't stand still for too long, that gets me anxious.

Bond. My family is very proud of my work as an officer. And I love telling them stories about the antics in the Precinct.

Flaw. I freeze under pressure.

Ideals. Never have a boring life

Armor Class 12 (Leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Athletics +3, Perception +2

Senses passive Perception 12

Languages Any one language

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The soldier makes two melee attacks.

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

HAZIEL

Female angel, **frontline medic**, chaotic good

She used to be a high-ranking angel in the Boros army, but during a battle a decision she made cost the lives of hundreds of soldiers, so Haziel was punished by having her wings bound and her rank stripped from her.

Personality Traits. I hate seeing someone suffer, for I feel their pain as well. And I don't mind looking like an idiot if it makes someone smile.

Bond. I have a sister that means everything to me. I must atone so I can stand next to her in battle again.

Flaw. I will always do what I think it's right, no matter the consequences.

Ideals. I want to be able to fly again.

Armor Class 20 (Plate, shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	10 (+0)	13 (+1)	12 (+1)

Skills Medicine +5, Perception +3

Senses passive Perception 13

Languages Any one language

Challenge 1/4 (50 XP)

Spellcasting. The medic is a 3rd-level Boros spellcaster. Its spellcasting ability is Wisdom (spell save DC 11). The medic has the following cleric spells prepared:

Cantrips (at will): *mending*, *resistance*, *spare the dying*

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

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

ACTIONS

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

KOMNI DESURT

Nonbinary Vedalken, **precognitive mage**, lawful neutral

Komni's talent for precognitive magic was spotted early in life. There was not much socializing for the young Vedalken, just diligent study. They are now assigned to work under Caipei Nidaal, to learn how to be a proper member of the Azorius Senate.

Personality Traits. I am incredibly shy and feel anxious in every social interaction with strangers.

Bond. I don't have much free time to spend with my family, but I love them greatly, and always carry around some of their letters.

Flaw. I follow orders from my superiors blindly.

Ideals. I want to gain the confidence to lead others like Mr. Goplan and Ms. Nidaal.

Armor Class 11 (14 With Mage Armor)

Hit Points 63 (14d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	10 (+0)	18 (+4)	13 (+1)	11 (+0)

Saving Throws INT +6, WIS +3

Skills Perception +3

Senses Truesight 120 ft., passive Perception 13

Languages Common plus any one language

Challenge 3 (700 XP)

Innate Spellcasting. The mage's innate spellcasting ability is Intelligence (spell save DC 14). It can cast the following spells, requiring no material components:

3/day: *detect thoughts*, *mage armor*

1/day each: *clairvoyance*, *locate object*

ACTIONS

Quarterstaff. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

Glimpse the Temporal Flood (Recharge 5–6).

The mage targets one creature within 120 feet of it that it can see. The target takes 18 (4d8) psychic damage, and it must succeed on a DC 14 Intelligence saving throw or be stunned until the end of its next turn.

REACTIONS

Precognitive Insight (3/Day). When the mage or a creature it can see makes an attack roll, a saving throw, or an ability check, the mage can cause the roll to be made with advantage or disadvantage.

KUTK LOZ

Male goblin, **spy**, neutral

Kutk made a living by stealing. Sure, it wasn't glamorous or easy. But everyone plays with the hand they are dealt.

Personality Traits. I don't like being belittled and overreact every time it happens.

Bond. I always keep a trinket from the people I steal, they are my trophies.

Flaw. There is no such thing as "too risky"

Ideals. Never needing to worry about money ever again.

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	12 (+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.

MARK FASONA

Male human, **veteran**, neutral good

Born in this neighborhood, Mark has seen the horrors of conflict with the Gruul first hand since he was a kid. And always with a genuine instinct to help out he joined the Boros, looking to make his childhood home feel safe.

Personality Traits. All my friends know they can rely on me, I'll always protect them.

Bond. Captain Vaurn is everything I want to be. I want to learn as much as possible from him

Flaw. I'm too naïve for my own good.

Ideals. I want these conflicts between the Gruul clans and citizens of my neighborhood to stop.

Armor Class 17 (Splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Any one language

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The veteran makes two melee attacks.

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

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

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

NYRVOLAS SID

Female elf, **druid of the old ways**, chaotic neutral

A strategist above everything, it is rare for Nyrvolas to be caught by surprise. She didn't expect for this small precinct to actually try to arrest her. She is the leader of a powerful clan, after all.

Personality Traits. I can stand perfectly still for hours on end, and I'm very good at whistling melodies.

Bond. The wildlands are my home, and I shall protect them.

Flaw. I'm blind to other people's emotions.

Ideals. The citizens will stop destroying the wilds for their greed of space in the world.

Armor Class 14 (Hide armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	10 (+0)	20 (+5)	14 (+2)

Saving Throws DEX +5, CON +6, WIS +8

Skills Nature +3, Perception +8, Survival +8

Senses passive Perception 18

Languages Common, Druidic

Challenge 7 (2,900 XP)

Spellcasting. The druid is a 12th-level Gruul spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *resistance*, *thorn whip*

1st level (4 slots): *cure wounds*, *faerie fire*, *thunderwave*

2nd level (3 slots): *beast sense*, *flame blade*, *pass without trace*

3rd level (3 slots): *conjure animals*, *dispel magic*, *plant growth*

4th level (2 slots): *dominate beast*, *freedom of movement*, *wall of fire*

5th level (2 slots): *commune with nature*, *conjure elemental*, *scrying*

6th level (1 slot): *transport via plants*, *wall of thorns*

ACTIONS

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

VAURN GOBLAN

Male Minotaur, **reckoner**, lawful good

Vaurn is big even by minotaur standards. He has fought many battles under the Boros flag. But due to power struggles above his station he was put in charge of Precinct four. He despised the idleness of the Precinct at the time, so Vaurn shaped his new squad to what it is now, and he's very proud of them.

Personality Traits. I was told my words come off as being too blunt, so I mostly communicate with grunts and nods when trying to be considerate.

Bond. The squad here at Precinct Four is my family.

Flaw. I refuse to stand by when there are battles to be fought.

Ideals. I want to live my whole life fighting for what is right, and eventually, die while doing it.

Armor Class 18 (Plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Arcana +4, Intimidation +2, Perception +3

Senses passive Perception 13

Languages Common, plus any one language

Challenge 4 (1,100 XP)

First Strike. The reckoner has advantage on initiative rolls.

Spellcasting. The reckoner is a 5th-level Boros spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The reckoner has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *light*, *message*, *shocking grasp*

1st level (4 slots): *guiding bolt*, *shield*, *thunderwave*, *witch bolt*

2nd level (3 slots): *blur*, *levitate*

3rd level (2 slots): *lightning bolt*

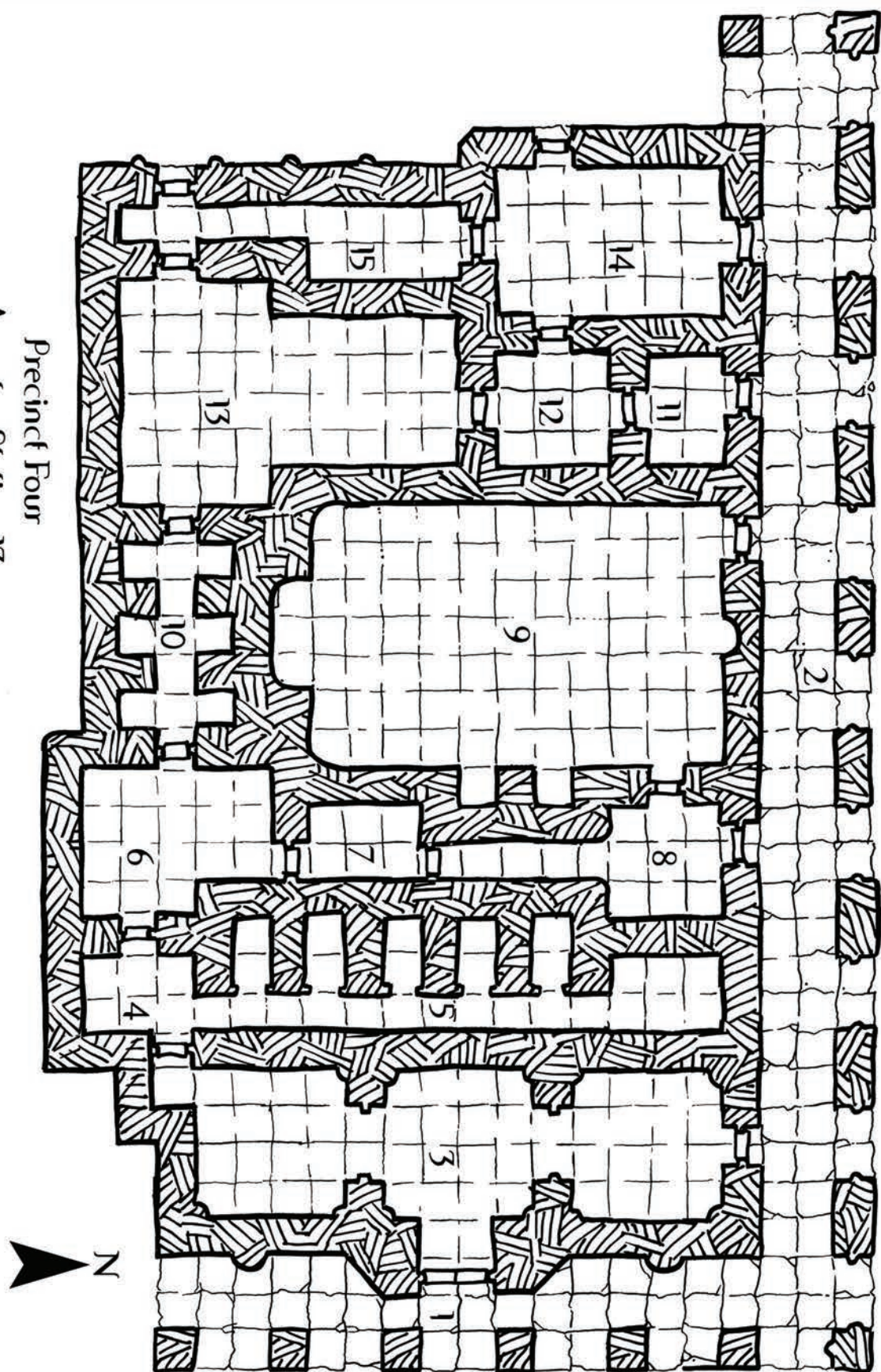
ACTIONS

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

REACTIONS

Lightning Backlash (Recharge 5–6). When a creature hits the reckoner with an attack, the attacker takes lightning damage equal to half the damage dealt by the attack.

Precinct Four
Arrester Station 13



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Long and thin tongue

for tearing marrow from
cracked bones.
mouth full of razor sharp
teeth for tearing flesh.

SOUL DEVOURER

Soul of unfortunate victim
trapped within chest cavity
of the devourer

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