



KRENKO'S WAY

A Guildmasters' Guide to Ravnica™ Adventure



AN INTRODUCTORY ADVENTURE FOR 1ST-LEVEL CHARACTERS

The notorious goblin crime boss Krenko has escaped confinement in the Udzec prison under suspicious circumstances. Now he plots to reestablish control over his criminal enterprise, raising the specter of a goblin gang war that could jeopardize the tenuous peace among the guilds.

You must find Krenko and secure him before all-out war ensues!





KRENKO'S WAY

“Krenko’s Way” is a short adventure for a party of four to six 1st-level adventurers, who might advance to 2nd level by the adventure’s conclusion. It is set in the Tenth District of Ravnica and serves as an introductory adventure to the setting. A balance of character classes is helpful, since the adventurers will face a variety of challenges. Adventurers can be affiliated with any of the guilds.

STORY OVERVIEW

Krenko is the boss of a notorious goblin mob, and he has made his fortune and built his reputation by mostly staying out of the guilds’ way. He has managed to cause no end of trouble for the citizens of the Tenth District,

GUILDLESS VILLAINS

Not every villain in a Ravnica campaign is a member of a guild, and not every scheme originates in the guildhalls. As you build your own adventures in Ravnica, you can use the suggestions in the *Dungeon Master’s Guide* for creating villains to craft a guildless villain, one who prefers the independence of operating outside the guild structure or even seeks to undermine that structure entirely. More often than not, though, the guilds turn out to be involved in the schemes of even minor villains.

but not without attracting the attention of the guilds. A cunning opportunist, Krenko has spent years consolidating goblin street rabble into his fiercely loyal gang. He cultivated connections among the ruthless and powerful, specializing in high-value theft and mayhem. At the apex of his influence, he got into a nasty turf war with the Shattergang Brothers, a rival goblin gang that often deals in illicit arms. Rumors swirled that Krenko killed Dargig, the youngest of the three brothers, after a weapons drop went bad.

The remaining two brothers, Rikkig and Gardagig, attempted to kill Krenko in retaliation for the death of their kin. Before they could do the deed, Krenko was apprehended by the Boros Legion and thrown into Sawtooth Prison—near the legion’s headquarters of Sunhome—to spend the rest of his life behind bars. But someone as well connected as Krenko has ways of shortening his own sentence.

Inciting a riot in prison secured him a transfer to Udzec, a maximum-security facility in Precinct Two of the Tenth District, administered by the Azorius Senate. During the transfer, agents of a former associate of Krenko’s created a distraction, and he was able to slip away to rendezvous with his gang. He now plots his next move as he reestablishes power over his criminal enterprise.

Krenko's escape is no small matter. The Chamber of the Guildpact gets involved, alarmed at the possibility of another goblin gang war that could threaten the tenuous peace between the guilds. During the adventure, the Shattergang Brothers catch wind of Krenko's freedom, and are desperate to make him pay.

RUNNING THE ADVENTURE

This adventure requires the fifth edition D&D rulebooks (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*). You should read the entire adventure before attempting to run it. If you'd prefer to play, you shouldn't read any farther.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

The *Monster Manual* contains statistics for many of the creatures found in this adventure. When a creature's name appears in **bold** type, that's a visual cue pointing you to the creature's stat block in the *Monster Manual*. If the stat block appears elsewhere, the adventure's text tells you so.

ADVENTURE SUMMARY

The adventure begins at Sawtooth Prison as the party is summoned by Nassius Ven, an official from the Chamber of the Guildpact. He explains that Krenko has escaped during a prison transfer, and it's urgent that the characters locate him and bring him back to justice as soon as possible and with discretion.

The characters can retrace the route of the transfer, interview the guards for more information, and use their contacts in the city to find out more about Krenko. If they are indiscreet in their investigation, they could attract the attention of the Shattergang Brothers, a rival gang intent on murdering Krenko. Members of that gang will trail the party throughout the city in an attempt to find the goblin mob boss's location.

Eventually, the adventurers find Krenko's hideout: a warehouse near a canal. A final showdown with the goblin mob boss, his retinue, and possible Shattergang interlopers ensues. Then it's merely a matter of delivering Krenko back to Nassius before more trouble breaks out.

KRENKO'S PATRON

Krenko arranged a deal with a faction while in prison. During his transfer, members of that faction struck down his escort and freed him.

At the beginning of the adventure, you can roll a patron from the table below, or you can

choose one (preferably a guild that isn't represented by an adventurer in the party). The patron affects the story of Krenko's escape in a specific way (as indicated following the table) and, if you so choose, might influence future adventures.

KRENKO'S PATRON

d6 Guild

- 1 **Dimir.** An impenetrable fog appeared, confusing the escort and obscuring their view. Krenko slipped his restraints and scurried off in the mist.
- 2 **Golgari.** A swarm of centipedes burst out of a nearby sewer and overwhelmed the guards, knocking them unconscious with venomous bites. When the guards were revived, Krenko was gone.
- 3 **Gruul.** A Gruul warband screamed through the streets, smashing anything that got in the way. The guards clashed with the Gruul; during the fight, one of them broke Krenko's bonds and the goblin fled the scene.
- 4 **Izzet.** A pair of armored mages descended from the sky on hovering discs. They aimed devices attached to their arms at the guards and blasted them back with a concussive wave. While the guards were recovering, the mages magically dissolved Krenko's bonds and he escaped.
- 5 **Rakdos.** A troupe of performers crossed paths with the guards, who became transfixed by a fiery acrobatic street display. When the performance was over, Krenko had gone missing.
- 6 **Simic.** A skyswimmer intercepted and attacked Krenko's escort. It unleashed a powerful discharge of lightning, which knocked out all the guards. When they woke up, Krenko had disappeared.



STARTING THE ADVENTURE

Once the players are ready to begin, read or paraphrase the following introductory text:

Life in the Tenth District is never dull. A hub of constant activity, it always offers a new opportunity, a new challenge, a new intrigue. It is a place where a promising adventurer like you can find your path to glory, riches, or power through your allegiance to your guild. But first you'll need a job that will help you prove your worth.

Today is your lucky day. This afternoon, you received a brief note from one of your contacts: "I heard today from someone who is looking for help finding something. Seems serious. Might be a good opportunity for you. Meet outside Sawtooth Prison at dusk."

At the appointed time, you find yourself gathered with other like-minded individuals outside the front door to the functional and unremarkable Sawtooth Prison.

Have the players introduce their characters to each other, if they aren't acquainted already. This might also be a time for the characters to identify or discover personal connections that might link them, such as common acquaintances or contacts, a shared background, or living in the same neighborhood. Once the characters have had a chance to get to know one another, read:

Light rain begins to patter on the cobblestones as the sun sets behind the spires and towers of the city. You see a male vedalken in well-tailored clothes approach your group from around the side of the prison. His deep blue face bears a gentle but concerned expression. He raises his hand to hail you and speaks in a low tone as his eyes take in your group and the nearby environs. "Are you here to help us find something?"

This is Nassius Ven, a vedalken **noble** and a proctor from the office of the Guildpact. While the Azorius and Boros help maintain the law and keep the peace, the office of the Guildpact tries to help quell disputes between the guilds while the Living Guildpact is away. Nassius is here to hire the characters to track down Krenko because he suspects the involvement of one or more guilds in the goblin boss's escape but doesn't know who is involved.

ROLEPLAYING NASSIUS VEN

After receiving affirmative answers from the party, Nassius hands the characters a dossier from Sawtooth Prison with an image of a smug, tough-looking male goblin on it. Nassius offers up the following information, which can be conveyed through conversation with him:

- "We have need of your particular skills to assist in the retrieval of a convict who got loose just before sunrise this morning. He escaped during his transfer to Udzec, a maximum-security prison where he would have spent the rest of his days."
- "His name is Krenko. He's the boss of a large gang of goblins that operates around Foundry Street. He was apprehended to answer for a long list of crimes, including murder. He allegedly incited a riot that led to the deaths of a guard and two inmates at this prison a week ago. The warden decided enough was enough and put through his transfer."
- "Krenko has made a lot of enemies, but the Shattergang Brothers are his biggest threat. They're a rival goblin gang specializing in illicit weapons, and they want Krenko dead in reprisal for the murder of one of their lieutenants. The dead lieutenant also happens to be the youngest of the three siblings that run the gang. They'll tear apart the neighborhood to find him once they know he has escaped."
- "Normally, we'd let the Azorius deal with this situation, but we suspect that Krenko might have had help from one of the other guilds when he escaped. We are enlisting others to investigate that connection, as it could point to a bigger problem."
- "We need you to track down Krenko and bring him back alive. Then we can interrogate him and keep him off the streets for good."
- "I am prepared to give you ten zinos right now to cover any expenses you might incur during your investigation. Upon delivery of the criminal, you'll receive one hundred zinos and my gratitude, which I will convey to your guild leaders. Under no circumstances should you attempt to question Krenko yourselves."

If he is asked, Nassius provides the guards' account of the circumstances of his escape (see "Krenko's Patron"). The guards have already been thoroughly questioned, and Krenko's trail has gone cold. Nassius is eager to get the characters started as soon as possible to prevent the Shattergang Brothers from learning of Krenko's escape.

Nassius asks the party to bring Krenko to an old Selesnya granary that was damaged in a Gruul raid at the edge of the district. There, he'll take Krenko into custody.

Nassius is evasive about any questions regarding why Krenko shouldn't be interrogated or why the characters should bring him to the granary. His eyes dart back and forth when confronted with these sorts of questions. A character who succeeds on a DC 15 Wisdom (Insight) check knows that Nassius isn't being completely forthright. Even if pressed, Nassius doesn't offer up any other information beyond the mission objectives.

THE SEARCH FOR KRENKO

Once Nassius has departed, the characters can get to work. They can conduct their investigation however they choose, but time is of the essence since eventually word on the street gets back to the Shattergang Brothers and they start another turf war to flush Krenko out.

TIMELINE OF EVENTS

Here's a timeline of what has happened since Krenko escaped and what happens in the future, absent interference. As soon as the adventurers get involved, events might change drastically, but the following timeline can still help you determine how the various NPCs involved in the story will react to the player characters' actions.

Early Morning, Day 1: Krenko escapes.

Late Morning, Day 1: Krenko meets with his gang and prepares a disguise for himself.

Noon, Day 1: Krenko and his gang secure an abandoned warehouse as a temporary hideout for the mob boss.

Sunset, Day 1: The adventurers receive the mission.

Late Evening, Day 1: Krenko places a weapons order with Falish, a human arms dealer.

Noon, Day 2: Additional enforcers from Krenko's gang arrive at Krenko's hideout.

Sunset, Day 2: The Shattergang Brothers hear about Krenko's escape and mobilize to find him. Falish leaves a cache of weapons at a drop point on Foundry Street, and a goblin carries the weapons back to Krenko's hideout.

Late Evening, Day 2: Explosions rock Foundry Street as the Shattergang Brothers start violently coercing citizens who are known to have dealings with Krenko. The Lye Column (Azorius law enforcement) is dispatched to Foundry Street to investigate the disturbance.

Predawn, Day 3: The Shattergang Brothers find out Krenko's location, and a great explosion goes off there, leveling the building and killing many goblins (Krenko survives).

Noon, Day 3: The Foundry Street vicinity is subject to terrible goblin gang violence. The Boros Legion is called in to pacify the area.

THE DOSSIER

The adventurers can find the following information in the Sawtooth Prison dossier:

- Krenko has been a goblin mob boss for several years. His turf was around Foundry Street. He has been a person of interest in numerous crimes befitting a mobster but managed to evade the law—until recently.
- Krenko was brought into custody by Gideon Jura, a freelancer working with the Boros Legion at the time. Krenko was found guilty of murdering Dargig, one of the Shattergang Brothers, and of assault with a deadly weapon against Gideon Jura.
- The weapon on his person at the time of arrest was a magic shiv (a prison knife). Reportedly, it could punch through force barriers. It isn't known how Krenko obtained the weapon.
- Krenko's notable associates include the mysterious Mr. Taz (no other information provided) and a renegade Izzet weapons inventor named Falish (female human, seen around Tin Street). Both are also persons of interest to the Azorius.

HITTING THE STREETS

The characters can take several approaches to investigating Krenko's whereabouts: meeting with contacts, sussing out rumors, or visiting important locations.

MEET WITH CONTACTS

If a character has an appropriate contact to press for information, they can reach out to that contact for assistance. It takes 1 hour to arrange a meeting with the contact and 1d6 hours for the contact to find one previously unknown piece of information, unless that contact would have the information on hand.

GATHER RUMORS

Characters can go to public gathering places to attempt to obtain information. After 1d6 hours, a character sifting through rumors makes a DC 15 Charisma (Persuasion) check. On a success, they find out one previously unknown piece of information from among those given below:

- Krenko's absence has hurt his gang's reputation. Other gangs have been encroaching on his territory, and it's only a matter of time before there's another power struggle played out in the streets.
- Tin Street is a bustling center of trade and the territory of the Shattergang Brothers. They have become emboldened since Krenko was put away and are readying for war to take out his gang once and for all.
- Foundry Street is where you'll find manufacturing facilities for the Tenth District, and it's Krenko's gang's turf. His enforcers are still squabbling over who should lead. For now, they all have an uneasy truce with each other.
- Some goblins were pulling up a sewer grate at a very early hour west of the plaza. They didn't look like maintenance workers and threatened anyone that came too close. The approximate location of this incident is obtained.

Three locations important to the adventure are mentioned in the information above: the sewers, Foundry Street, and Tin Street. Each site is described in detail below. The travel time (on foot) between any two of these locations is 30 minutes to 1 hour.

THE SEWERS AT PLAZA WEST

Characters heading west of the plaza on a tip they received earlier might look for a sewer grate that is out of place. It takes 1 hour and a successful DC 10 Wisdom (Perception) check to find a grate with scrapes from a crowbar on it. Alternatively, the characters can interview residents in the area, in which case it takes half an hour and a successful DC 10 Charisma (Persuasion) check to find the location of the grate.

The grate can be pulled up with a successful DC 15 Strength check. Once the grate is opened, read:

A circular maintenance shaft plunges down into the darkness. An iron ladder is bolted to one side of the shaft. The pungent smell of the sewers wafts up to your nose. A faint light is visible at the bottom, illuminating refuse-filled water.

There is no light source in the shaft, which continues down 50 feet until it ends in a folding ladder with a dangling cord. When unfolded, the ladder reaches another 20 feet to the sewer tunnel floor. When the characters descend to the floor, read:

You stand shin-deep in sewer water, in a dimly lit tunnel. There's a raised walkway on either side that gets you out of the smelly, muck-filled water. Small lamps housing magical flames shed dim light. The walls are covered in moss and lichen.

The tunnel is dimly lit by small *continual flame* beacons positioned every 30 feet or so on alternating sides of the 20-foot-high tunnel. The sewer tunnel is 30 feet wide and continues in both directions. The tunnel has a raised walkway 5 feet wide and 5 feet tall along both sides. The main passage is flowing with 1-foot-deep water and smelly refuse.

Krenko and three other goblins came this way, heading to his new hideout. The characters can spot signs of grimy boot prints made by Small creatures on one of the walkways by succeeding on a DC 10 Wisdom (Perception) check. After finding the prints, they can continue to track them through the sewer tunnels by succeeding on a DC 15 Wisdom (Survival) check. For every day since the goblins came through here, add 5 to the DC of the check. It takes 2 hours to navigate the twisting tunnels at normal walking speed. The tunnels are near Golangari territory, but above the undercity.

For each hour the party spends in the sewers, roll a d20. On a 15 or higher, the party has an encounter determined by rolling on the Sewer Encounters table.

SEWER ENCOUNTERS

d20	Encounter
1–4	1d4 cultists of Rakdos
5–9	2d4 giant rats
10–11	1 gray ooze
12–14	1 kraul warrior (see the appendix for the stat block)
15–18	1 swarm of insects (centipedes)
19–20	1d4 zombies covered in fungus

The tracks end at another maintenance shaft in the ceiling of the tunnel. A cord dangles down from the shaft; pulling on it releases a folding ladder that can easily be climbed. The shaft terminates in a grate, which can be pushed aside with a successful DC 15 Strength check.

The characters emerge in an alley beside an old warehouse on a canal dock near Foundry Street, in Precinct Six of the Tenth District. The tracks continue up to the warehouse.

TIN STREET

This bustling market area is busy with the flow of merchants, entertainers, shoppers, and revelers. During daytime hours, Tin Street is a prime destination for shopping and dining. At night, theaters and taverns come alive.

Tin Street is one of the two avenues that traverse the entire Tenth District. Where it passes through Precinct Six, the Shattergang Brothers have claimed much of it as their turf. They keep a keen eye out for Azorius arsters, rival gang members, and anyone who asks too many questions.

Tin Street is also the home of Falish, a renegade Izzet arms dealer who, for the right price, supplies criminals with weapons and explosives.

SHATTERGANG EAVESDROPPING

If a check to gather rumors fails by 5 or more, or the characters are otherwise indiscreet while investigating around Tin Street, word gets to the Shattergang Brothers that someone has been asking about Krenko. They send an unremarkably dressed, beady-eyed **goblin** named Erko to tail the characters (about 60 feet) and sneak up to eavesdrop on conversations. If a character's passive Wisdom (Perception) score equals or exceeds the goblin's Dexterity (Stealth) check, that character notices that they're being followed or observed.

If Erko notices the party has seen him, he tries to run away, back to one of his gang's hideouts. As he makes his way down the busy market of Tin Street, you can conduct this scene as a chase, using the chase rules and the Urban Chase Complications table in chapter 8 of the *Dungeon Master's Guide*.

In addition to his weapons, Erko carries a flask of alchemist's fire, which he hurls at the first creature that threatens him. See chapter 5 of the *Player's Handbook* for rules on using alchemist's fire.

If a character interrogates Erko and succeeds on a DC 10 Charisma (Intimidation) check, the goblin reveals that he works for the Shattergang Brothers, and they have an interest in knowing what goes on in their turf. He doesn't reveal their hideout under any circumstances.

If Erko tails the adventurers long enough to discover Krenko's location, the Shattergang Brothers arrive at Krenko's hideout in force 2 hours later.

FINDING FALISH

The renegade Izzet arms dealer Falish lives and works on Tin Street. Characters can ask around the neighborhood to discover the location of her secret shop, but the information doesn't come easy.

Taverns. Falish is a regular at the Millstone, a seedy tavern that caters to the rough and rowdy. The tavern's owner and barkeep is Wyroon, a male minotaur with a cracked horn and a surly disposition. He was drummed out of the Boros Legion for insubordination a few years ago. His starting attitude is indifferent, but if a character succeeds on a DC 10 Charisma (Persuasion) check, he'll tell the characters that Falish comes down some nights for a drink or two. Falish stops by early in the evening of Day 2, without her flamethrower.

Merchants. Very few merchants on Tin Street know Falish, except for a female goblin alchemist named Noggra, who runs an apothecary shop called Noggra's Remedies. Noggra often patches up injured gang members after their scuffles, and occasionally hides them from the law. She sometimes sells Falish alchemical substances to enhance her weapons. Her starting attitude toward the party is indifferent. If a character asks her about Falish and succeeds on a DC 20 Charisma (Intimidation or Persuasion) check, she gives up Falish's location. A character who offers Noggra 10 gp or more makes this check with advantage.

Street Talk. Characters can simply ask around the neighborhood to try to find Falish. If so, use the rules for gathering rumors under "Hitting the Streets."

FALISH'S WORKSHOP

Once the characters determine Falish's location and travel there, read:

Following the directions to Falish's shop, you find yourself in an alley behind a restaurant. Near the back door to the establishment is a smaller, padlocked iron door that looks as if it came from a vault.

The door has a padlock that requires a successful DC 15 Dexterity check to pick with thieves' tools, or a successful DC 20 Strength check to force open. Once it is open, read:

Beyond the door, you see a narrow staircase that leads twenty feet down to a green-tinged copper door, with a closed sliding peephole in its center.



This copper door is locked and requires a successful DC 15 Dexterity check with thieves' tools to open. It can also be forced open with a successful DC 20 Strength check. The door is trapped with a *glyph of warding* spell that triggers when a character attempts to pick the lock or force open the door. The triggered glyph casts *sleep* at 3rd level, affecting 9d8 hit points of creatures. A character who searches the door for traps can detect the glyph with a successful DC 15 Intelligence (Investigation) check.

When the characters enter the room, read:

The flickering glow of lanterns reveals a haphazard room that is thirty feet long and twenty feet wide, packed with equipment, tools, and materials. Hanging from the wall are all manner of weapons. Boxes and small crates are stuffed under tables that overflow with flasks. A workbench is piled high with tools. There's a small living area with a bed and a large iron stove in the back of the room.

This room serves as a laboratory, showroom, and living quarters for Falish, a human **scorchbringer guard** (see the appendix for the stat block). She deals in alchemically treated weapons and explosives. A renegade who was expelled from the Izzet League, Falish maintains contacts within the guild, who provide her with the

materials she uses to upgrade weapons. She sells her wares to many of the gangs in the Tenth District.

If characters trigger the glyph trap on the door, Falish grabs her gear and heads out through a secret door in the back of her living quarters as quickly as possible, closing the door behind her. The secret door opens into a tunnel that leads down into the sewers. When closed, the secret door can be found with a successful DC 15 Wisdom (Perception) check.

If the characters surprise Falish or manage to sneak in, she realizes she has no quick escape and is willing to cooperate to a certain extent to get the characters out of her home. In exchange for freedom, she reveals the following information:

- Krenko contacted her to deliver some weapons, explosives, and any magic items she had to a drop point on Foundry Street, outside the Smokehouse Inn. She's supposed to make the drop at sunset on the day after Krenko's escape.
- Krenko is planning on using the weapons to launch a preemptive attack on the Shattergang Brothers to reassert that he's back in power.
- Krenko is probably hiding somewhere near the drop point. Falish knows that Krenko and his rescuers were spotted entering a sewer grate west of the plaza.

Treasure. Falish has one of each weapon in the *Player's Handbook* with a price of no more than 25 gp hanging from the walls of her quarters. On her work tables are three flasks of alchemist's fire, one vial of acid, alchemist's supplies, tinker's tools, a set of thieves' tools, and most of the components needed to assemble two bombs. Under one of the tables is a small, locked strongbox requiring thieves' tools and a successful DC 15 Dexterity check to open. Inside the strongbox are 200 zinos (gp), 3 strips of mizzium (a durable magical metal), and an *eversmoking bottle*.

FOUNDRY STREET

Foundry Street is where a lot of the manufacturing happens in the Tenth District. Workers toil day and night to make goods that Ravnicans buy in the market, and to supply the Boros Legion with armor and weapons.

Goblins are common in this part of the city, and it is Krenko's gang's turf. Most of the gang members now know that Krenko has escaped, and the bickering between his enforcers has subsided with Krenko back on the streets.

Most of the folk who live around Foundry Street know to report any Azorius presence or nosy outsiders to a goblin gang member that serves as the block captain. If the characters conduct their investigation here, Krenko's gang learns about it within half an hour and sends out a crew to deal with the situation.

WELCOMING PARTY

Krenko's goblin gang approaches the characters. Their starting attitude is hostile, and they hurl insults and try to get the characters to leave their turf. If the adventurers don't comply, the goblins fight them. If more than half the goblins are defeated, the remaining gang members try to escape.

The gang that approaches the groups consists of six **goblin gang members** (see the stat block). A character who interrogates a captured goblin and succeeds on a DC 20 Charisma (Intimidation) check learns Krenko's location. Alternatively, a character who offers the goblins a bribe of 10 gp or more and succeeds on a DC 20 Charisma (Persuasion) check can get the same information.

SHATTERGANG'S RESPONSE

Late in the evening on Day 2, the Shattergang Brothers blow up three of Krenko's safe houses along Foundry Street. The explosions attract the Azorius Senate, which sends twenty **soldiers** (see the appendix for the stat block) to secure the area and question bystanders.

Characters who are causing trouble with the locals around Foundry Street during this time might be detained at the Foundry Street arrester station for questioning. Characters are detained for 1d4 hours unless one of them succeeds on a DC 20 Charisma (Persuasion) check, which shortens the time to 10 minutes.



KRENKO'S HIDEOUT

The characters can locate Krenko's hideout either by interrogating members of his gang, following the tracks from the sewer, or following a goblin back from the drop point where Falish leaves Krenko's weapons. Once they have found the warehouse, read:

A large, soot-stained wooden building with a faded symbol of the Boros Legion sits at the edge of a canal, its timbers cracked and singed. A closed bay door faces north toward the water, and a wooden track runs from the building all the way to the edge of a pier. A similar bay door faces south toward the main street. On the alley sides of the building are two doors—a double door on the west side, and a single door on the east side.

This old warehouse used to store equipment finished from the nearby foundries for the Boros Legion's use. It was badly burned in a gang war a few years ago and has since been abandoned by the Boros. Krenko's gang has used it occasionally as a secret meeting spot, and now Krenko is using it as his hideout.

The warehouse is 40 feet tall, 60 feet wide, and 120 feet long. It has no windows, but the outer walls are brittle and fire-damaged; a number of small holes, 1 or 2 feet in diameter, have opened up in various places. Dealing 5 damage to a section of the wall creates an opening that a Medium or smaller creature can walk through.

KRENKO'S GANG

All members of Krenko's gang are **goblin gang members** (see the stat block). Each goblin carries a whistle (worn on a rope around its neck), which it can blow as an action to sound the alarm. A goblin might carry an

GOBLIN GANG MEMBER

Small humanoid (goblinoid), neutral evil

Armor Class 14 (leather armor)

Hit Points 10 (3d6)

Speed 30 ft.

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

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

ACTIONS

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

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

other item it obtained elsewhere, employing it in combat if an opportunity presents itself. You can roll or choose from the items on the Goblin Gang Possessions table. More information on these items can be found in chapter 5 of the *Player's Handbook*.

GOBLIN GANG POSSESSIONS

d20	Item
1–10	No additional item
11–12	Vial of acid
13–14	Flask of alchemist's fire
15–16	Ball bearings
17–18	Caltrops
19–20	Vial of basic poison

LOOKOUTS

A goblin (see "Krenko's Gang" for modified statistics) is posted outside each door. If a guard sees one or more characters approaching the warehouse, it signals the other guards by blowing a whistle around its neck. It remains vigilant but doesn't signal the others if the characters are visible on the street but don't make their way to the warehouse. The goblins don't use a light source at night, relying on their darkvision.

Characters might take the time to observe the lookouts from afar. The rooftops of nearby buildings make excellent vantage points. The buildings across the main street are 50 feet away; those in the alleys are 20 feet away.

CHANGING OF THE GUARD

Every 4 hours, new goblins from Krenko's gang arrive to relieve the lookouts. During this time, they're usually distracted as they chat among themselves for 1d10 minutes. While they're distracted, characters have advantage on any Dexterity (Stealth) checks to hide or move quietly in the area.

DAY 2 ARRIVALS

At noon on the second day, four more goblins arrive. Two position themselves inside on the catwalk, and two walk the warehouse floor.

DAY 3 CHAOS

In the small hours of the third day, the Shattergang Brothers finally manage to discover Krenko's whereabouts and send a team of ten **goblins** to toss bombs at the warehouse and its occupants.

In addition to their normal gear, these goblins each carry one bomb. As an action, a goblin can light a bomb and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) fire damage.

Any survivors of Krenko's gang flee the warehouse and scatter into the city after this assault.

WAREHOUSE LOCATIONS

The following locations are keyed to map 4.11, which shows the interior of the warehouse.

OFFICE

This room is unlit. If the characters have darkvision or a light source, describe the room as follows:

This room is twenty feet square and has a ten-foot-high ceiling. It appears to be an office and makeshift living quarters. A heavy wooden table stands in the center of the room, ringed by six chairs. Under it is an iron box. To the south is a cot covered in blankets. Beside it is a sack full of clothes and the remains of several meals served on fine dinnerware. A door sits in the middle of the wall to the east, with a large window beside it offering a view of the warehouse beyond.

Krenko (see below) is holed up here—with two **goblin bosses** that serve as his enforcers—planning a preemptive strike on the Shattergang Brothers. In addition to his weapons, Krenko carries a vial of acid, a flask of alchemist's fire, a bag of caltrops, a vial of basic poison, and the key to the iron strongbox (see "Treasure" below).

KRENKO

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)
Hit Points 21 (6d6)
Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1 (200 XP)

Nimble Escape. Krenko can take the Disengage or Hide action as a bonus action on each of his turns.

ACTIONS

Multiattack. Krenko makes two attacks with his scimitar.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 2 (1d4) poison damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

Redirect Attack. When a creature Krenko can see targets him with an attack, Krenko chooses another goblin within 5 feet of him. The two goblins swap places, and the chosen goblin becomes the target instead.

TREASURE

The iron strongbox under a desk contains funds Krenko was gathering to pay off Falish. It is locked and can be opened with the key in Krenko's possession, or with thieves' tools and a successful DC 15 Dexterity check. Inside the box are 350 zinos (gp), two gold rings inset with small rubies (worth 50 gp each), and a *potion of giant strength* (hill).

CATWALK

A 3-foot-wide wooden catwalk is attached to the inside walls of the warehouse 20 feet above the floor. A creaky, charred, narrow, wrap-around wooden staircase near the center of the east wall leads up to it.

Two **goblin gang members** (see the stat block) patrol the catwalk at all times, rotating in a similar way to the lookouts outside.

WEAKENED STAIRCASE

One of the steps of the catwalk staircase is ready to collapse. This fragile board is located 10 feet off the ground and can be spotted by anyone on the stairs who has a passive Wisdom (Perception) score of 13 or higher. A creature that weighs more than 100 pounds that steps on the board must succeed on a DC 10 Dexterity saving throw or fall 10 feet to the ground below. The gap that the collapsing board creates can be easily avoided by other creatures walking up the stairs.

If one side of the catwalk takes 10 or more damage, that side collapses. Creatures on the walkway when this happens fall 20 feet to the warehouse floor below.

MAIN FLOOR

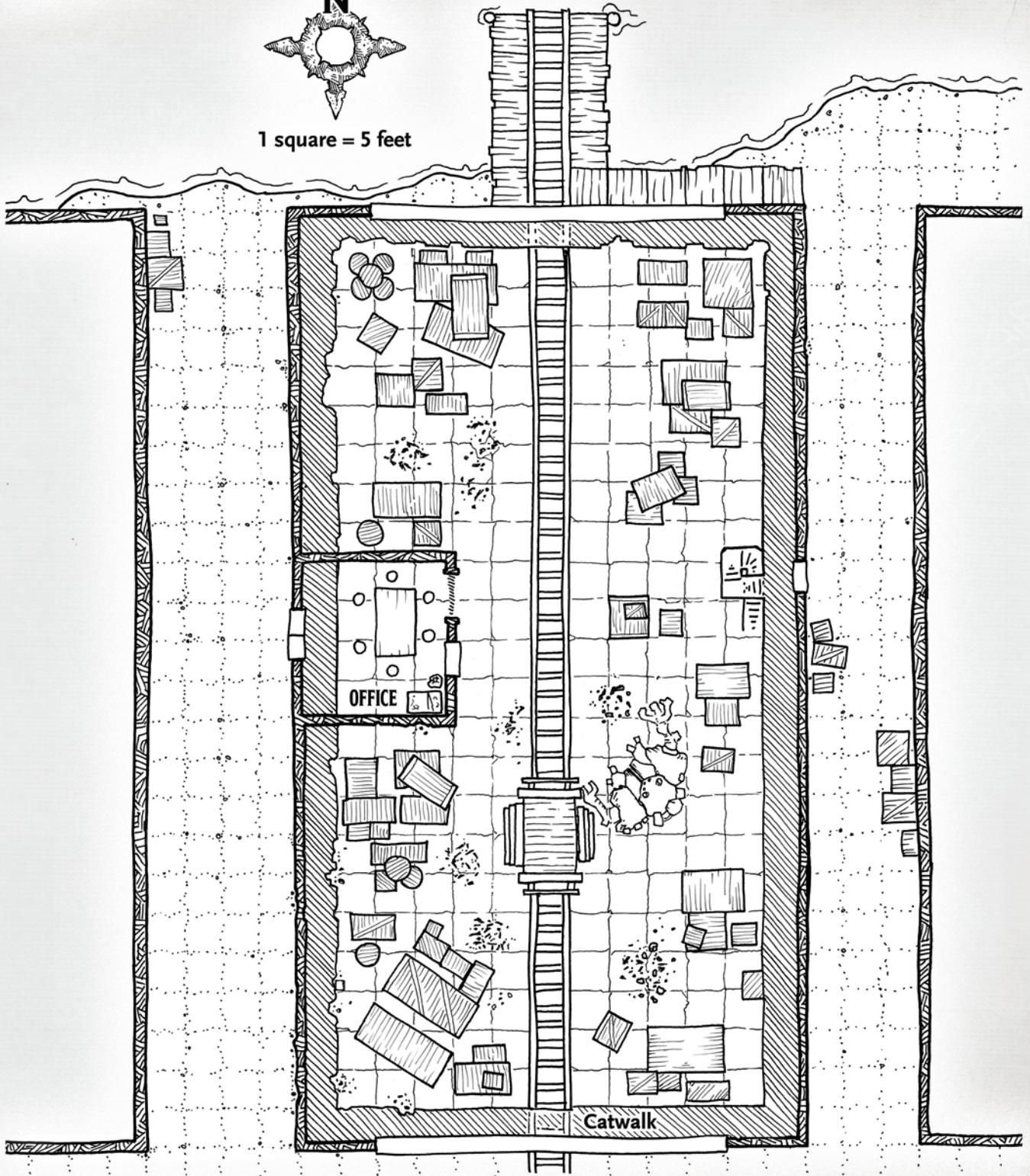
The warehouse is lit inside by lanterns placed on hooks located 5 feet up on the wall every 30 feet or so, below the catwalk. The goblins keep this area brightly lit, since their darkvision only extends for 60 feet. When the characters enter, read:

The glowing lantern light reveals a warehouse charred by a fire. To the north and south are large, iron-reinforced bay doors, operated from the ground by chains and pulleys. The western wall has a square room in the center that fills a twenty-foot-by-twenty-foot section of the warehouse floor. The room has a door and window on the side facing the center of the warehouse floor.

A catwalk encircles the interior twenty feet above the floor. Stairs lead up to it near the center of the eastern wall. Dozens of large boxes and crates are scattered around the warehouse, their integrity in question due to fire damage. A pair of wooden rails runs through the center of the room. On the rails sits a giant wooden wheeled cart. Towering over the cart is a ten-foot-high, soot-stained iron statue. It looks vaguely humanoid, with claw-like appendages at the ends of its arms. In place of its head is a cavity containing a seat with a series of levers all around it.



1 square = 5 feet



MAP 4.11: KRENKO'S HIDEOUT



LOADING RIG

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

Antimagic Susceptibility. The rig is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the rig must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Unstable. If the rig takes damage, it must succeed on a DC 10 Constitution saving throw or be incapacitated with a speed of 0 until a creature activates it with a successful DC 10 Intelligence (Arcana) check made as an action.

ACTIONS

Multiattack. The armor makes two melee attacks.

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

Dealing 20 damage or more to a bay door creates a hole that a Medium or smaller creature can walk through. A character can use an action to open a bay door using its pulley system.

Charred and cracked wooden containers are scattered around the room. Nothing of value remains in any of them.

Resting on the rails that run through the center of the room is a Large cart. The north and south walls of the cart can be lowered to create ramps leading up to the cart's bed.

Near the cart is a **loading rig** (see the stat block) covered in soot and currently inactive. A seat cavity built into the top the rig contains a series of small plates and levers. A creature in the seat can attempt a DC 10 Intelligence (Arcana) check to figure out how to press the plates in the correct sequence to activate or deactivate the rig. Pressing the plates requires an action. Once the rig is activated, a creature in the seat can pilot it using the levers. The rig moves as its controller directs it, and the controller can use an action to direct the rig to take the Dash, Disengage, or Dodge action, or the Multiattack or Slam actions as given in its stat block.

A creature with tinker's tools can try to repair damage to the rig. After spending 1 hour making repairs, the creature makes a DC 15 Intelligence (Arcana) check. If the check succeeds, the rig regains 1d6 hit points.

CONFRONTING KRENKO

Krenko tries to escape if he is reduced to half his hit points or fewer, ordering his goblin enforcers cover him as he makes his getaway. He runs to the loading rig on the warehouse floor and activates it in an effort to fight his way out and flee. If he can get outside, he makes his way to the dock and jumps into the canal to swim away.

If Krenko is captured, he tries to convince the adventurers that bringing him to justice isn't in the best interest of the city. He might make any or all of the following arguments in his defense:

- Without his leadership, the goblin gangs have been thrown into chaos, and the only thing keeping the Shattergang Brothers from blowing things up is his gang—with him leading it.
- He is emphatic that his killing of Dargig was an act of self-defense and that he was framed by the Boros Legion, which he suspects is in league with the Shattergang Brothers. Characters who succeed on a DC 16 Wisdom (Insight) check sense he's lying, as he subtly looks past them while making his plea.
- Krenko is willing to offer the party a deal. He'll give them everything in his office strongbox if they tell Nassius they didn't find him.
- Krenko warns the party that Nassius isn't all he appears to be. Krenko suspects that Nassius is in someone's pocket but doesn't know who that someone is.

Krenko doesn't offer up any information on the allies that aided him in his escape, but he identifies them if pressed. He also remains tight-lipped on the subject of Mr. Taz, offering only the following if a character makes a successful DC 20 Charisma (Persuasion) check: "Mr. Taz gave me a nice shiv as a present for a job once, and I'd love to get my mitts on another one someday."

THE HANDOFF

When the characters reach the meeting point that Nassius specified, read the following:

As the rain intensifies into a downpour, you head to the outskirts of the Tenth District. You're directed to the old granary that Nassius picked as the rendezvous point. The wet, crumbling clay building sits out in an untended field and is overgrown with all manner of vegetation, almost completely reclaimed by the wild. Nassius steps out of the entryway into the field, holding a small purse and flanked by two heavily armed guards.

Nassius has asked for Azorius assistance but has also brought two human **veterans** wearing no obvious guild identifiers to help take Krenko into custody. Six Azorius **soldiers** (see the appendix for the stat block) are hidden in various spots between 50 and 100 feet of the front of the granary, ready to subdue characters who make a wrong move, or to take down Krenko if he tries to flee.

Nassius wants the characters to complete the exchange without a fuss and head home. He asks them if they questioned Krenko, and to recount what the goblin said to them. Krenko attempts to call out Nassius as a liar and a corrupt official, but Nassius's veterans move to gag Krenko to stop him from talking.

Nassius doesn't answer any questions about where he's taking Krenko, nor does he address the veracity of any claims of corruption. He remarks that he serves the office of the Guildpact, and he's taking Krenko in for the good of the city. The Shattergang Brothers might still take over the turf of Krenko's gang, but probably without a destructive gang war.

NASSIUS'S PATRON

Krenko was right about one thing: Nassius Ven has been using his position to keep himself wealthy and protected. A patron approached Nassius and made a deal to have Krenko delivered to them instead of to his rightful place in his new cell at Udzec. Nassius was assured that Krenko would eventually make his way back to the prison alive, but the patron wanted to have a few words with him first.

To determine whom Nassius Ven cut a deal with, you can roll to determine a patron from the table below, or you can choose one. If the patron is a guild, you should select a guild that isn't represented by an adventurer in the party. The patron might influence future dealings with both Nassius Ven and Krenko.

NASSIUS'S PATRON

d6	Patron
1	Azorius Senate
2	Boros Legion
3	Mr. Taz
4	Orzhov Syndicate
5	Shattergang Brothers
6	Selesnya Conclave

THE END?

The characters earn 1 renown in their guild if they deliver Krenko to Nassius.

You can build on the events of this adventure to chart a course for the party's next adventures. Consider these questions:

- Who were Krenko's and Nassius's allies? How might they respond to the characters' actions?
- What's the balance of power between Krenko's gang and the Shattergang Brothers? Is either gang likely to take revenge on the characters for what they did? Or did the characters earn the gratitude of either gang?
- How might Nassius, Krenko, Falish, and other NPCs interact with the adventurers in the future? Could one of them ask for the characters' help with a new crisis, or turn into a dangerous antagonist?
- Did the characters use any of their contacts to gather information? Might those individuals' involvement cause them trouble that could involve the adventurers?

APPENDIX



KRAUL WARRIOR

KRAUL WARRIOR

Medium humanoid (kraul), neutral evil

Armor Class 18 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	10 (+0)	11 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Kraul, understands Common but can't speak it

Challenge 1/2 (100 XP)

Hive Mind. The kraul is immune to the charmed and frightened conditions while within 30 feet of at least one other kraul.

Pack Tactics. The kraul has advantage on an attack roll against a creature if at least one of the kraul's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spider Climb. The kraul can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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.

SCORCHBRINGER GUARD

Medium humanoid (any race), chaotic neutral

Armor Class 16 (breastplate)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 9

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Explosive Tank. When the guard dies, or if it rolls a 1 when checking whether its Scorchbringer action recharges, the tank on its back explodes in a 10-foot radius sphere. Each creature in that area must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects that aren't being worn or carried, and it destroys the scorchbringer.

ACTIONS

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

Scorchbringer (Recharge 4–6). The guard's scorchbringer spouts a stream of flame in a line that is 30 feet long and 5 feet wide. Each creature in the line must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

SOLDIER

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail, shield)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Perception +2, Athletics +3

Senses passive Perception 12

Languages any one language (usually Common)

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.



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Wizard 1

Azorius Functionary

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Vedalken

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

8

-1

DEXTERITY

10

+0

CONSTITUTION

12

+1

INTELLIGENCE

17

+3

WISDOM

14

+2

CHARISMA

14

+2

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- 1 Strength
- +0 Dexterity
- +1 Constitution
- +5 Intelligence
- +4 Wisdom
- +2 Charisma

SKILLS

- +0 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +5 Arcana (Int)
- 1 Athletics (Str)
- +2 Deception (Cha)
- +5 History (Int)
- +4 Insight (Wis)
- +4 Intimidation (Cha)
- +5 Investigation (Int)
- +2 Medicine (Wis)
- +3 Nature (Int)
- +2 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +3 Religion (Int)
- +0 Sleight of Hand (Dex)
- +0 Stealth (Dex)
- +2 Survival (Wis)

10* ARMOR CLASS

+0 INITIATIVE

30 SPEED

Hit Point Maximum 7

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6 HIT DICE

SUCCESSES FAILURES DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+0	1d4 piercing
Ray of Frost	+5	1d8 cold**

*AC 13 with mage armor
**Reduces speed by 10 when hit

Veldaken Dispassion (advantage on all Intelligence, Wisdom, and Charisma saving throws)

Tireless Precision (add d4 to History checks and checks using a dragonchess gaming set)

Partially Amphibious (breathe underwater for up to an hour, refreshes on long rest)

Spellcasting (PH pg. 114)

Arcane Recovery (PH pg. 115)

Legal Authority (you have the ability to enforce the laws of Ravnicia, and showing your Azorius insignia gets you an audience)

FEATURES & TRAITS

14 PASSIVE WISDOM (PERCEPTION)

Common, Veldaken

Gaming set - dragonchess

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- CP
- SP
- EP
- GP 10
- PP

Dagger, an arcane focus, a scholar's pack, a spellbook, an Azorius insignia, a scroll containing the text of a law important to you, a bottle of blue ink, a pen, a set of fine clothes, and a belt pouch

Wizard

SPELLCASTING CLASS

Intelligence

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

Mage Hand

Message

Ray of Frost

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- Charm Person
- Command
- Detect Magic
- Mage Armor
- Magic Missile
- Sleep

2

3

6

7

4

8

5

9

SPELLS KNOWN

Fighter 1

Boros Legionnaire

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Minotaur

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

17

+3

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

8

-1

WISDOM

12

+1

CHARISMA

10

+0

INSPIRATION

+2

PROFICIENCY BONUS

- +5 Strength
- +2 Dexterity
- +4 Constitution
- 1 Intelligence
- +1 Wisdom
- +0 Charisma

SAVING THROWS

- +2 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- 1 Arcana (Int)
- +5 Athletics (Str)
- +0 Deception (Cha)
- 1 History (Int)
- +1 Insight (Wis)
- +2 Intimidation (Cha)
- 1 Investigation (Int)
- +1 Medicine (Wis)
- 1 Nature (Int)
- +3 Perception (Wis)
- +0 Performance (Cha)
- +2 Persuasion (Cha)
- 1 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +3 Survival (Wis)

SKILLS

16

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greatsword	+5	2d6 + 3 slashing
Longbow	+4	1d8 + 3 piercing
Handaxe	+5	1d6 + 3 slashing

Horns (attack bonus +5; Hit: 1d6 + 3 piercing damage)

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Common, Minotaur

Gaming set - playing cards

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

GP

PP

2

Greatsword, a longbow, a quiver with 20 arrows, two handaxes, chain mail, an explorer's pack, a Boros insignia, a feather from an angel's wing, a tattered piece of a Boros banner (a souvenir from a famous battle), a set of common clothes, and a belt pouch

EQUIPMENT

Horns (unarmed strikes deal 1d6 + 3 piercing damage)

Goring Rush (after using Dash action and moving at least 20 feet, can make a horn attack as a bonus action)

Hammering Horns (after you hit a creature with a melee attack on your turn, use a bonus action to push that creature 10 feet if it fails on a DC 13 Strength saving throw)

Fighting Style - Great Weapon Fighting (PH pg. 72)

Second Wind (PH pg. 72)

Legion Station (you can request simple equipment, and gain access to Boros garrisons to safely rest and recover)

FEATURES & TRAITS

Rogue 1

Dimir Operative (Orzhov Representative)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
11
+0

DEXTERITY
16
+3

CONSTITUTION
13
+1

INTELLIGENCE
14
+2

WISDOM
9
-1

CHARISMA
15
+2

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +0 Strength
- +5 Dexterity
- +1 Constitution
- +4 Intelligence
- 1 Wisdom
- +2 Charisma

SKILLS

- +5 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- +2 Arcana (Int)
- +3 Athletics (Str)
- +4 Deception (Cha)
- +2 History (Int)
- 1 Insight (Wis)
- +2 Intimidation (Cha)
- +2 Investigation (Int)
- 1 Medicine (Wis)
- +2 Nature (Int)
- +1 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +2 Religion (Int)
- +5 Sleight of Hand (Dex)
- +7 Stealth (Dex)
- 1 Survival (Wis)

15 ARMOR CLASS

+3 INITIATIVE

30 SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8 HIT DICE

SUCCESSES FAILURES DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Rapier	+5	1d8 + 3 piercing
Shortbow	+5	1d6 + 3 piercing
Dagger	+5	1d4 + 3 piercing

ATTACKS & SPELLCASTING

Sneak Attack (PH pg. 96)

False Identity (you are disguised to appear as a member of the Orzhov Syndicate most of the time, possess documents showing you are a member, have acquaintances among the Orzhov, and a role within their guild; at any time you can drop this persona and appear as though you are guildless)

FEATURES & TRAITS

11 PASSIVE WISDOM (PERCEPTION)

Common, Draconic, Elvish, Thieves' Cant

Disguise kit, thieves' tools

OTHER PROFICIENCIES & LANGUAGES

CP SP EP GP PP 1

Rapier, a shortbow, a quiver with 20 arrows, two daggers, leather armor, a burglar's pack, thieves' tools, a Dimir insignia, three small knives, a set of dark-colored common clothes an Orzhov insignia, a foot-long chain made of ten gold coins, vestments, a set of fine clothes, and a belt pouch

EQUIPMENT

Druid 1 **Golgari Agent**
 CLASS & LEVEL BACKGROUND PLAYER NAME
Elf (Devkarin/Dark)
 RACE ALIGNMENT EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
10
+0

DEXTERITY
14
+2

CONSTITUTION
13
+1

INTELLIGENCE
14
+2

WISDOM
15
+2

CHARISMA
9
-1

INSPIRATION

+2 PROFICIENCY BONUS

- SAVING THROWS**
- +0 Strength
 - +2 Dexterity
 - +1 Constitution
 - +4 Intelligence
 - +4 Wisdom
 - 1 Charisma

- SKILLS**
- +2 Acrobatics (Dex)
 - +4 Animal Handling (Wis)
 - +2 Arcana (Int)
 - +0 Athletics (Str)
 - 1 Deception (Cha)
 - +2 History (Int)
 - +2 Insight (Wis)
 - 1 Intimidation (Cha)
 - +2 Investigation (Int)
 - +4 Medicine (Wis)
 - +4 Nature (Int)
 - +4 Perception (Wis)
 - 1 Performance (Cha)
 - 1 Persuasion (Cha)
 - +2 Religion (Int)
 - +2 Sleight of Hand (Dex)
 - +2 Stealth (Dex)
 - +4 Survival (Wis)

16 ARMOR CLASS **+2** INITIATIVE **30** SPEED

Hit Point Maximum **9**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1d8** HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+4	1d8 + 2 piercing
Hand crossbow	+4	1d6 + 2 piercing
Poison spray (10 ft. range)	DC 12 Con	1d12 poison

ATTACKS & SPELLCASTING

- Trance (PH pg. 23)
 - Superior Darkvision (PH pg. 24)
 - Sunlight Sensitivity (PH pg. 24)
 - Dark Elf Magic (PH pg. 24)
 - Dark Elf Weapon Training (PH pg. 24)
 - Spellcasting (PH pg. 66)
 - Undercity Paths (you know hidden underground pathways that allow you and your companions to travel twice as fast to your destination, but they could be unsafe)
- FEATURES & TRAITS**

14 PASSIVE WISDOM (PERCEPTION)

Common, Druidic, Elvish, Kraul

Herbalism kit, poisoner's kit

OTHER PROFICIENCIES & LANGUAGES

- CP Rapier, a hand crossbow, a quiver with 20 bolts, wooden shield, leather armor, an explorer's pack, druidic focus, a Golgari insignia, a poisoner's kit, a pet beetle or spider, a set of common clothes, and a belt pouch
 - SP
 - EP
 - CP **10**
 - PP
- EQUIPMENT**



Druid

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

CANTRIPS

Dancing Lights

Druidcraft

Poison Spray

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

choose 3 to prepare

3

6

7

4

8

5

9

SPELLS KNOWN

Barbarian 1

CLASS & LEVEL

Gruul Anarch

BACKGROUND

PLAYER NAME

Human

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
16
+3

DEXTERITY
14
+2

CONSTITUTION
15
+2

INTELLIGENCE
9
-1

WISDOM
11
+0

CHARISMA
13
+1

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +5 Strength
- +2 Dexterity
- +4 Constitution
- 1 Intelligence
- +0 Wisdom
- +1 Charisma

SKILLS

- +2 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- 1 Arcana (Int)
- +5 Athletics (Str)
- +1 Deception (Cha)
- 1 History (Int)
- +0 Insight (Wis)
- +3 Intimidation (Cha)
- 1 Investigation (Int)
- +0 Medicine (Wis)
- 1 Nature (Int)
- +0 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- 1 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +2 Survival (Wis)

14 **ARMOR CLASS** +2 **INITIATIVE** 30 **SPEED**

Hit Point Maximum 14

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d12 **HIT DICE**

SUCCESSES ○○○○
FAILURES ○○○○ **DEATH SAVES**

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Greataxe	+5	1d12 + 3 slashing
Spear	+5	1d6 or 1d8 + 3 piercing
Javelin	+5	1d6 + 3 piercing

Rage (PH pg. 48)

Rubblebelt Refuge (you are familiar with ruined or abandoned spaces in the city, can find shelter and rest there, and can provide food and water for yourself and up to five others)

FEATURES & TRAITS

10 **PASSIVE WISDOM (PERCEPTION)**

Common, Giant, Goblin

Herbalism kit

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 10

PP

Greataxe, a spear, four javelins, an explorer's pack, a Gruul insignia, a hunting trap, a herbalism kit, the skull of a boar, a beast-hide cloak, a set of traveler's clothes, and a belt pouch

EQUIPMENT

Sorcerer 1 (Wild Magic)

Izzet Engineer

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Goblin

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
10
+0

DEXTERITY
16
+3

CONSTITUTION
14
+2

INTELLIGENCE
12
+1

WISDOM
8
-1

CHARISMA
15
+2

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +0 Strength
- +3 Dexterity
- +4 Constitution
- +1 Intelligence
- 1 Wisdom
- +4 Charisma

SKILLS

- +3 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- +3 Arcana (Int)
- +0 Athletics (Str)
- +4 Deception (Cha)
- +1 History (Int)
- 1 Insight (Wis)
- +2 Intimidation (Cha)
- +3 Investigation (Int)
- +1 Medicine (Wis)
- +1 Nature (Int)
- 1 Perception (Wis)
- +2 Performance (Cha)
- +4 Persuasion (Cha)
- +1 Religion (Int)
- +3 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- 1 Survival (Wis)

13 **ARMOR CLASS** +3 **INITIATIVE** 30 **SPEED**

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6 **HIT DICE** **DEATH SAVES** (5 circles)

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+5	1d4 + 3 piercing
Light Crossbow	+5	1d6 + 3 piercing
Shocking Grasp	+4	1d8 lightning + no reactions

Size Small

Darkvision (60 feet)

Fury of the Small (when you damage a creature with a spell or attack and they're at least one size larger than you, you can deal 1 extra damage; can't use this again until after a short or long rest)

Nimble Escape (you can take the Disengage or Hide action as a bonus action on each of your turns)

Spellcasting (PH pg. 101)

Wild Magic Surge (PH pg. 103)

Tides of Chaos (PH pg. 103)

Urban Infrastructure (basic knowledge of buildings and how they're built, can get blueprints to structures)

Spell: Chaos Bolt 1st-level evocation

Casting Time: 1 action Range: 120 feet
Components: V, S Duration: Instantaneous

You hurl an undulating, warbling mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown below.

d8 Damage Type

1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Poison
7	Psychic
8	Thunder

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again.

A creature can be targeted only once by this casting of the spell.

FEATURES & TRAITS

9 PASSIVE WISDOM (PERCEPTION)

Common, Draconic, Goblin

Tinker's tools

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

Light crossbow, a quiver with 20 bolts, two daggers, an arcane focus, a dungeoneer's pack, an Izzet insignia, one set of artisan's tools, the charred and twisted remains of a failed experiment, a hammer, a block and tackle, a set of common clothes, and a belt pouch



Sorcerer

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

CANTRIPS

- Light
- Mage Hand
- Mending
- Shocking Grasp

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- Chaos Bolt (see page 1: Features & Traits)
- Grease

7

4

8

2

5

9

SPELLS KNOWN

Cleric 1 (Order Domain) Orzhov Representative
 CLASS & LEVEL BACKGROUND PLAYER NAME
 Human
 RACE ALIGNMENT EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
11
+0

DEXTERITY
9
-1

CONSTITUTION
13
+1

INTELLIGENCE
14
+2

WISDOM
16
+3

CHARISMA
15
+2

INSPIRATION

+2 **PROFICIENCY BONUS**

SAVING THROWS

- +0 Strength
- 1 Dexterity
- +1 Constitution
- +2 Intelligence
- +5 Wisdom
- +4 Charisma

SKILLS

- 1 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +2 Arcana (Int)
- +0 Athletics (Str)
- +2 Deception (Cha)
- +4 History (Int)
- +5 Insight (Wis)
- +4 Intimidation (Cha)
- +2 Investigation (Int)
- +3 Medicine (Wis)
- +2 Nature (Int)
- +3 Perception (Wis)
- +2 Performance (Cha)
- +4 Persuasion (Cha)
- +4 Religion (Int)
- 1 Sleight of Hand (Dex)
- 1 Stealth (Dex)
- +3 Survival (Wis)

18 **ARMOR CLASS**

-1 **INITIATIVE**

30 **SPEED**

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8 **HIT DICE**

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Mace	+2	1d8 bludgeoning
Handaxe	+2	1d6 slashing
Sacred Flame	DC 13 Dex	1d8 radiant

ATTACKS & SPELLCASTING

Spellcasting (PH pg. 58)

Voice of Authority (when you cast a spell of 1st level or higher that targets an ally, the ally can use their reaction to make one weapon attack; only affects one ally per spell cast)

Leverage (you have influence over lower ranking members in your guild, and can demand tasks from them)

FEATURES & TRAITS

13 **PASSIVE WISDOM (PERCEPTION)**

Common, Celestial, Giant, Infernal

Tinker's tools

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- CP
- SP
- EP
- GP
- PP 1

Mace, a handaxe, a suit of chain mail, a shield, a priest's pack, a holy symbol, an Orzhov insignia, a foot-long chain made of ten gold coins, vestments, a set of fine clothes, and a belt pouch



Cleric

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

- Light
- Sacred Flame
- Thaumaturgy

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- command*
- heroism*
- choose 4 additional to prepare

*Domain spell, always prepared.

2

4

7

8

5

9

SPELLS KNOWN

Bard 1

Rakdos Cultist

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Goblin

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

8

-1

DEXTERITY

15

+2

CONSTITUTION

16

+3

INTELLIGENCE

12

+1

WISDOM

10

+0

CHARISMA

14

+2

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- 1 Strength
- +4 Dexterity
- +3 Constitution
- +1 Intelligence
- +0 Wisdom
- +4 Charisma

SKILLS

- +4 Acrobatics (Dex)
- +0 Animal Handling (Wis)
- +1 Arcana (Int)
- 1 Athletics (Str)
- +4 Deception (Cha)
- +1 History (Int)
- +0 Insight (Wis)
- +4 Intimidation (Cha)
- +1 Investigation (Int)
- +0 Medicine (Wis)
- +1 Nature (Int)
- +0 Perception (Wis)
- +4 Performance (Cha)
- +2 Persuasion (Cha)
- +1 Religion (Int)
- +2 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +0 Survival (Wis)

14 ARMOR CLASS

+2 INITIATIVE

30 SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8 HIT DICE

SUCCESSES FAILURES DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Shortsword	+4	1d6 + 2 piercing
Dagger	+4	1d4 + 2 piercing
Vicious Mockery	DC 12 Wis	1d4 psychic*

*Also disadvantage on next attack roll before the end of its next turn

ATTACKS & SPELLCASTING

Size Small

Darkvision (60 feet)

Fury of the Small (when you damage a creature with a spell or attack and they're at least one size larger than you, you can deal 1 extra damage; can't use this again until after a short or long rest)

Nimble Escape (you can take the Disengage or Hide action as a bonus action on each of your turns)

Spellcasting (PH pg. 52)

Bardic Inspiration (PH pg. 53)

FEATURES & TRAITS

10 PASSIVE WISDOM (PERCEPTION)

Common, Abyssal, Goblin

Drum, lyre, pan flute, viol

OTHER PROFICIENCIES & LANGUAGES

Shortsword, a dagger, a suit of leather armor, entertainer's pack, a Rakdos insignia, a viol (musical instrument), a pan flute (musical instrument), a costume, a hooded lantern made of wrought iron, a 10-foot length of chain with sharply spiked links, a tinderbox, 10 torches, a set of common clothes, a belt pouch, and a bottle of sweet, red juice

10

EQUIPMENT



Bard

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

CANTRIPS

Minor Illusion

Vicious Mockery

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- Burning Hands
- Dissonant Whispers
- Hellish Rebuke
- Tasha's Hideous Laughter

2

3

6

7

4

8

5

9

SPELLS KNOWN

Paladin 1

CLASS & LEVEL

Selesnya Initiate

BACKGROUND

PLAYER NAME

Loxodon

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

15

+2

DEXTERITY

10

+0

CONSTITUTION

16

+3

INTELLIGENCE

8

-1

WISDOM

14

+2

CHARISMA

12

+1

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +2 Strength
- +0 Dexterity
- +3 Constitution
- 1 Intelligence
- +4 Wisdom
- +3 Charisma

SKILLS

- +0 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- 1 Arcana (Int)
- +4 Athletics (Str)
- +1 Deception (Cha)
- 1 History (Int)
- +4 Insight (Wis)
- +1 Intimidation (Cha)
- 1 Investigation (Int)
- +2 Medicine (Wis)
- +1 Nature (Int)
- +2 Perception (Wis)
- +1 Performance (Cha)
- +3 Persuasion (Cha)
- 1 Religion (Int)
- +0 Sleight of Hand (Dex)
- +0 Stealth (Dex)
- +2 Survival (Wis)

15* ARMOR CLASS

+0 INITIATIVE

30 SPEED

Hit Point Maximum 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10 HIT DICE

SUCCESSES FAILURES DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Maul	+4	2d6 + 2 bludgeoning
Longsword	+4	1d8/1d10 + 3 slashing
Javelin	+4	1d6 + 2 piercing

Unarmed strike (trunk; attack bonus +4, deal 3 bludgeoning damage)

*AC 17 when using longsword and shield

ATTACKS & SPELLCASTING

Powerful Build (count as Large size when determining carrying capacity and how much you can push, pull, and drag)

Loxodon Serenity (you have advantage on saving throws against being charmed or frightened)

Natural Armor (your base AC is 15 without armor)

Trunk (lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike; can reach 5 feet and lift 75 pounds)

Keen Smell (advantage on checks that rely on smell)

Divine Sense (PH pg. 84)

Lay on Hands (PH pg. 84)

Selesnya Conclave (you can request shelter and aid for you and your companions from your guild, as well as a place to rest and heal; will also shield you from the law)

FEATURES & TRAITS

12 PASSIVE WISDOM (PERCEPTION)

Common, Elvish, Loxodon

Healer's kit

OTHER PROFICIENCIES & LANGUAGES

CP SP EP GP PP

Maul, a longsword, five javelins, a shield, an explorer's pack, a holy symbol, a Selesnya insignia, a healer's kit, robes, a set of common clothes, and a belt pouch

5

EQUIPMENT

Monk 1

Simic Scientist

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Simic Hybrid

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
10
+0

DEXTERITY
16
+3

CONSTITUTION
16
+3

INTELLIGENCE
13
+1

WISDOM
12
+1

CHARISMA
8
-1

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +2 Strength
- +5 Dexterity
- +3 Constitution
- +1 Intelligence
- +1 Wisdom
- 1 Charisma

SKILLS

- +5 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +3 Arcana (Int)
- +0 Athletics (Str)
- 1 Deception (Cha)
- +1 History (Int)
- +1 Insight (Wis)
- 1 Intimidation (Cha)
- +1 Investigation (Int)
- +3 Medicine (Wis)
- +1 Nature (Int)
- +1 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- +1 Religion (Int)
- +3 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +1 Survival (Wis)

14 ARMOR CLASS +3 INITIATIVE 30 SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8 HIT DICE

SUCCESSES FAILURES DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Unarmed strike	+5	1d4 + 3 bludgeoning
Quarterstaff	+5	1d6/1d8 + 3 bludgeoning
Dart	+5	1d4 + 3 piercing

ATTACKS & SPELLCASTING

Darkvision (60 feet)

Animal Enhancement: Nimble Climber (climb speed 30 feet)

Unarmored Defense (PH pg. 78)

Martial Arts (PH pg. 78)

Researcher (when you attempt to recall a magical or scientific fact, you know where and from whom you can obtain it if you don't know the information yourself)

FEATURES & TRAITS

11 PASSIVE WISDOM (PERCEPTION)

Common, Elvish, Primordial, Vedalken

Alchemist's supplies

OTHER PROFICIENCIES & LANGUAGES

CP SP EP CP 10 PP

Quarterstaff, 10 darts, an explorer's pack, a Simic insignia, a set of commoner's clothes, a book of commoner's notes, an ink pen, a bottle of squid ink, a flask of oil (made from blubber), a vial of acid (derived from digestive juices), a vial of fish scales, a vial of seaweed, a vial of jellyfish stingers, a glass bottle of unidentified slime, and a belt pouch

EQUIPMENT