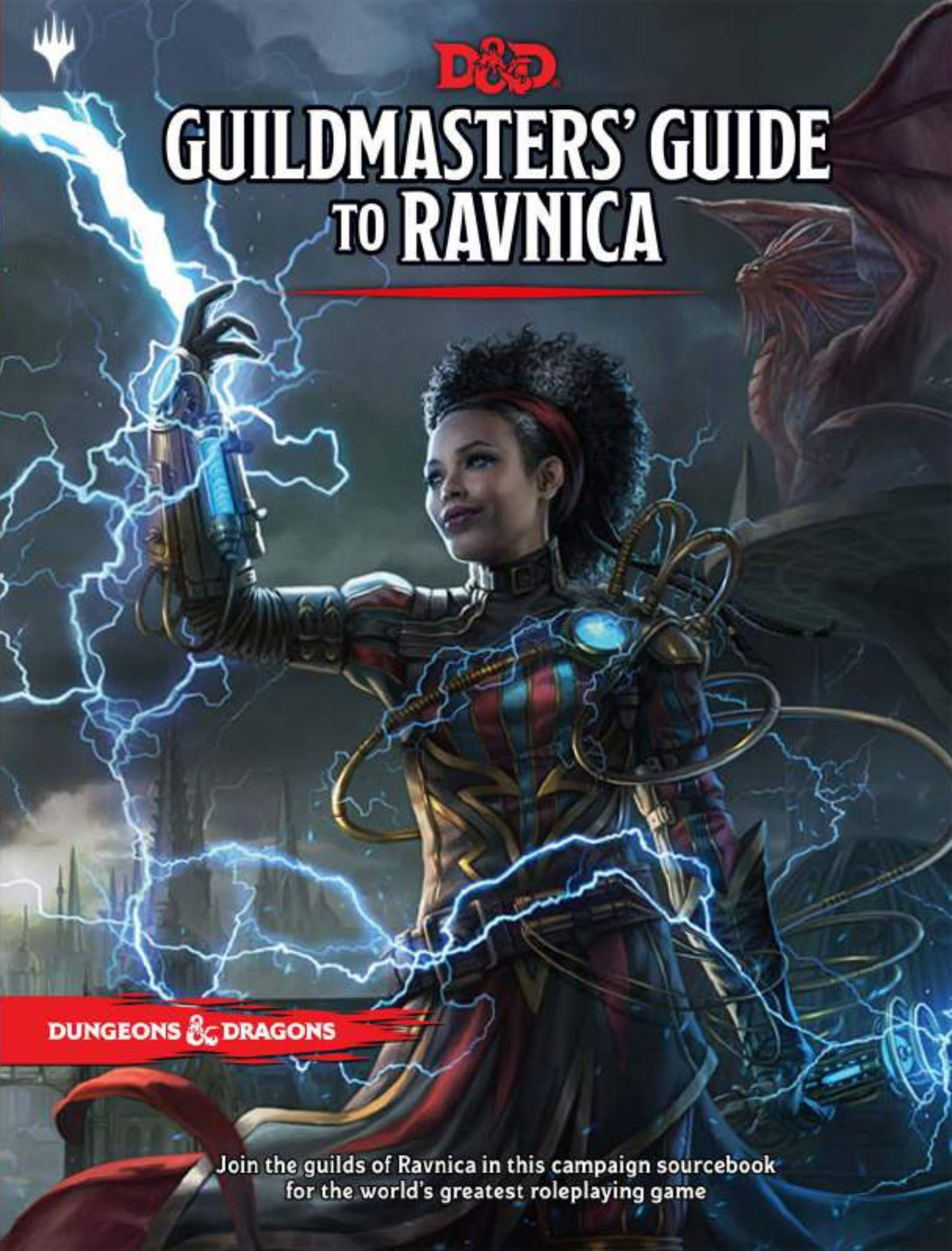

D&D
GUILDMASTERS' GUIDE
TO RAVNICA
DUNGEONS & DRAGONS
Join the guilds of Ravnica in this campaign sourcebook
for the world's greatest roleplaying game

GUILDMASTERS' GUIDE TO RAVNICA™



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ON THE COVER

A wizard of the Izzet League exults in the success of her latest experiment, while the draconic master of her guild looks on—and a detachment of Boros Legion angels hurries to ensure no innocents are harmed. Artist Magali Villeneuve has been painting Magic™ cards since 2013.

Disclaimer: The Living Guildpact is not responsible for the fate of those who are arrested by the Azorius, beaten by the Boros, dodged by the Cloric, grossed out by the Golgari, gored by the Gruul, impinged by the Izzet, subverted by the Orzhov, roasted by the Rakdos, subsumed by the Selesnya, or sickened by the Simic. Join or leave a guild at your own risk, and get caught up in guild politics at your peril.

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To: Jace Beleren
From: Deputy Lavinia
Re: The Guildpact

Listen up, "Living Guildpact." You think you know everything, but you have much to learn about Ravnica, the guilds, and this role you had the audacity to assume.

You don't appreciate how delicate the balance is among the ten guilds. Every time one guildmaster decides to make a play for the tiniest scrap of extra influence, it sets off a chain reaction that you have to stop. Because if you don't stop it, it will grow and grow until the whole damned city is at war.

The original Guildpact took ten distinct cultures with their own ways of life, belief systems, and authority structures; put an end to their raging war; and forged them into one society.

Now, like it or not, the Guildpact is you. All the magical authority that keeps the guilds from one another's throats is embodied in you.

That's why I've pulled these notes together. Read them, Jace, and remember that the lives of millions of people depend on you. And don't just read. Emerge from your stuffy "sanctum" and be among the people. Every guild. Understand them.

Do that long enough, and may be someday you'll deserve the title you carry.

And for Ravnica's sake, stop disappearing all the time.

Lavinia

Thanks. I've got something to attend to, but I'll give this my full attention when I return.

—Jace

Welcome to Ravnica

From the back of her soaring roc, a sky knight surveys the spire-studded cityscape below. As the morning fog dissipates under the chill autumn sun, the city spreads out as far as she can see: lofty cathedrals, squat courthouses, towering apartments, sprawling tenements, cobblestone plazas, and broken ruins where once-majestic buildings have crumbled to rubble. She imagines the teeming masses below her: humans, elves, vedalken, minotaurs, goblins, loxodons, and other peoples, as some of them rise to greet the morning and others retire after a hard night of work or play. They are the reason she is here: sworn to protect them, she leads a flight of roc riders toward the fires raging in Precinct Three. Soldiers on the ground will put out the flames, while it's her job to deal with their source: the dragon she can just make out, clinging to the spire of a distant tower. Standing in her stirrups and raising her sword, she turns her mount toward the dragon, ready to battle once again for the sake of Ravnica.

Ravnica is a whole new world for your Dungeons & Dragons campaign to explore. A vast, sprawling city that covers the whole of the known world, Ravnica teems with intrigue and adventure, driven by the conflicts among the ten powerful guilds that rule the city.

Ravnica originally appeared as a setting for the Magic: The Gathering trading card game. It has been the subject of eight card sets: 2005–6's *Ravnica: City of Guilds*, *Guildpact*, and *Dissension*; 2012–13's *Return to Ravnica*, *Gatecrash*, and *Dragon's Maze*; and 2018–19's *Guilds of Ravnica* and *Ravnica Allegiance*. Among fans of Magic, Ravnica is one of the most popular settings, in part because the world's ten guilds strongly support the way players build Magic decks.

As it turns out, Ravnica's ten guilds also provide a great framework for a Dungeons & Dragons campaign. They offer character archetypes, competing factions that player characters can join, and abundant opportunities to develop and drive a campaign driven by the guilds' schemes and interactions.

This book, then, is your point of entry into Ravnica as a setting for your D&D campaign. It guides you through the process of creating characters and adventures set here.

Chapter 1 is all about building characters. It offers new race and class options, reflecting the unique character of Ravnica as a Magic setting, and the creatures and characters seen on Magic cards. You can also use this material in any other D&D setting.

Race and class are only the skeleton of a character, though, and chapter 2 is aimed at helping you add flesh to those bones in order to make a character who is an integrated part of Ravnica's tapestry of guilds. The ten guilds are detailed in chapter 2, and each section includes a background that reflects a character's membership in the guild. This chapter also describes opportunities for characters to advance in rank and position within their guilds by acquiring renown.

The focus of chapter 3 is on the city itself—and particularly on the Tenth District, which is the heart of Ravnica. The important precincts and neighborhoods of the district are described in broad overview, allowing you, as DM, plenty of leeway for developing the specifics of places and NPCs.

Chapter 4 is all about adventures in Ravnica, expanding on the material in the *Dungeon Master's Guide* with hundreds of seeds that can grow into full-fledged adventures in the fertile ground of a DM's imagination. This chapter also includes a short starting adventure you can use to launch a Ravnica campaign.

Chapter 5 includes magic items and other treasures for use as rewards in a Ravnica campaign. Many of these magic items are D&D interpretations of specific Magic artifact cards—not literal translations of their mechanics from one rules system to the other, but game elements inspired by the flavor and abilities of the cards.

Chapter 6 presents new monsters and NPCs, again reflecting the creatures seen on Magic cards as well as the nature of each guild. The guildmaster of each guild is detailed in this chapter, as are a variety of guild members.

City of Guilds

In all their fantastic diversity, the cosmopolitan citizens of Ravnica go about their daily business in bustling markets and shadowy back alleys. Shambling pack animals (mammals, reptiles, insects, and bizarre hybrids alike) carry their loads through the streets, while untamed wild things lurk in verdant greenbelts, rubble-strewn ruins, and sewers. And interwoven throughout it all, ten guilds vie for power, wealth, and influence:

Azorius Senate. The Azorius Senate functions as the government of Ravnica, built on the three columns of a legislative, a judicial, and an executive branch under the leadership of Isperia, the sphinx Supreme Judge.

Boros Legion. Led by the angel Aurelia, the Boros Legion pursues the cause of justice, not merely law enforcement. Boros serves as Ravnica's standing army.

House Dimir. House Dimir is in the business of information, operating an espionage organization behind a facade of messengers, investigators, and archivists. Its enigmatic leader, Lazav, wears many faces.

Random Guilds

Sometimes you might want to choose a guild at random. Here's a table you can use in those situations.

d10	Guild
1	Azorius Senate
2	Boros Legion
3	House Dimir
4	Golgari Swarm
5	Gruul Clans
6	Izzet League
7	Orzhov Syndicate
8	Cult of Rakdos
9	Selesnya Conclave
10	Simic Combine

Golgari Swarm. An elf lich named Jarad guides the Golgari Swarm's masses as they lurk in the undercity, where they process the city's waste and see to the new life that emerges from death and decay.

Gruul Clans. Raging against civilization and its defilement of the natural world, the loose alliance of the Gruul Clans is led by the cyclops Borborygmos.

Izzet League. Led by the dragon Niv-Mizzet, the Izzet League is a guild of scientists and engineers who build and sustain Ravnica's infrastructure while conducting wild experiments in magic—efforts that usually involve barely controlled elemental energy.

Orzhov Syndicate. A sinister combination of church, bank, and organized crime syndicate, the Orzhov Syndicate is controlled by the Obzedat, a cabal of ancient spirits often called the Ghost Council.

Cult of Rakdos. The demonic Cult of Rakdos is the jester in Ravnica's culture, using satire and performance to skewer the powerful and embolden the weak. But it is a cruel and bloodthirsty jester, in the manner of its demonic leader, and it supplements parody and levity with blood and fire.

Selesnya Conclave. The Selesnya Conclave is led by Trostani, three dryads who are fused together with one another and with Mat'Selesnya, a manifestation of the soul of the world. The guild seeks to bring nature and the city into balance.

Simic Combine. Under the leadership of Prime Speaker Zegana, the biomancers of the Simic Combine apply magic to the life sciences. Striving to create a harmonious future where creatures of all kinds are perfectly adapted to their ever-changing environment, the Simic magically hasten the process of evolution and adaptation of life.

These ten guilds stand as the foundation of power on Ravnica. Each maintains a distinctive identity and civic function, a diverse collection of creatures, and a subculture of its own. The guilds' history is a web of wars, intrigue, and political machinations stretching over the millennia during which they have vied for control of the world. Their roles were established thousands of years ago in a magical treaty called the Guildpact, which not only assigned each guild a function, but also enforced an uneasy peace among them.

History of Ravnica

More than ten thousand years ago, a war tore across the world of Ravnica. Ten armies battled for control of the world in a conflict that ended with the creation of a magical contract of immense power known as the Guildpact. The leaders of each of the ten armies—ancient beings known as paruns—were the signatories to the Guildpact, and they became the first guildmasters of Ravnica.

The text of the Guildpact spelled out specific roles for each guild within the infrastructure of Ravnica, allowing the city to grow while the guilds coexisted in relative peace. But the true power of the Guildpact was the strength of its magically binding force, which absolutely prevented large-scale violence among the guilds.

For ten millennia, the city grew and flourished under this structure as the guilds evolved into unique and powerful forces, often venturing far from their original purpose.

The signing of the Guildpact marked the beginning of the modern Ravnican calendar. Years prior to that pivotal event are denoted as "Al Concordant," or AC, and counted backward from 1 AC. Years after the signing are "Zal Concordant," ZC. The current date is 10,076 ZC, usually referred to as '76.

The Guildpact

During the Decamillennial Celebration of 10,000 ZC, commemorating a monumental anniversary of the Guildpact's signing, the pact was broken, the ancient balance was shattered, and Ravnica was thrown into chaos. It didn't take long for wealthy power-mongers to begin seizing control of elements in the city, turning the guilds to their service instead of the other way around. Eventually, the ten-thousand-year-old guild culture and division of duties reasserted itself. The ten guilds regained their dominant positions, but without the magically binding force of the Guildpact to maintain the balance among them.

Years later, in 10,075 ZC, the Izzet guildmaster discovered that Azor, founder of the Azorius Senate, had created a contingency plan that would take effect if the magic of the Guildpact were ever broken. An intricate network of ley lines sprawling across the districts of Ravnica, called the Implicit Maze, offered a test to the guilds: if they could cooperate to solve the maze, they would secure the power of a new Guildpact. That power was eventually bestowed—incarnated, actually—in the person of Jace Beleren, who became the Living Guildpact. His word became the binding law of Ravnica. Any law he verbally confirmed became magically unbreakable, and the responsibility of keeping the guilds in balance fell to him.

A Precarious Peace

Jace is a Planeswalker, with the ability to travel from world to world, and his attention never remains focused on Ravnica for long. Thanks to his involvement with other Planeswalkers, he spends extended periods of time away from Ravnica. During his absences, Ravnica has to fend for itself, and that means that the guilds return to their old habits of fighting with each other over

Ravnica's Calendar

Ravnica's year of 365 days is made up of twelve months, each of which has the same number of days as its counterpart in the Gregorian calendar. The year begins with 1 Seleszeni, which corresponds to March 1.

Month	Name
1	Seleszeni (March)
2	Dhazo (April)
3	Prahz (May)
4	Mokosh (June)
5	Paujal (July)
6	Cizarm (August)
7	Tevnember (September)
8	Golgar (October)
9	Quaegar (November)
10	Xivaskir (December)
11	Griev (January)
12	Zuun (February)

The annual celebration of the Guildpact begins on 28 Zuun and extends overnight into 1 Seleszeni.

the smallest scraps of influence that could tilt the balance of power in their favor.

These conflicts erupt in a variety of forms. Sometimes guilds clash violently in the streets: Boros forces try to quell Gruul riots, Azorius arresters raid a Rakdos murder show, or Selesnya forces come together to repel a Golgari incursion. More often, sinister plots unfold in secret, through infiltration, sabotage, theft, and deception. Schemes are hidden beneath layers of other schemes, making the intention behind them nearly impossible to discover. The guildmasters are often the source of these plots, but sometimes subordinates attack other guilds to gain more influence within their own. In the absence of the Guildpact, some people believe that it's only a matter of time until these schemes and skirmishes escalate into all-out war on a scale that Ravnica hasn't known for ten millennia.

With the precarious peace always hanging in the balance, opportunities abound for adventurers to serve their guilds or advance their own agendas. Whether delving into the dungeons of the undercity, pursuing assassins through the bustling streets, negotiating accords among the rich and powerful, or sniffing out corruption in the halls of law, the characters in a Ravnica campaign have a world of adventure to explore.

Life in the Big City

Ravnica is a vast city, covering the entirety of the world in many layers of construction, from deep sewers and catacombs to sky-raking spires. No single map can encompass the tremendous scope of its sprawl, and its borders (if it has any) are unknown, except possibly to those who live near the edges.

The story of Ravnica focuses on its core. Sometimes called the city proper, this core is divided into ten districts, each of which is a huge urban environment in its own right. The districts are named in simple numerical order from the First to the Tenth. No correlation exists between the ten guilds and the ten districts; all ten guilds are active in all ten districts. The Tenth District, in particular, is a hotbed of activity where all the guilds maintain their primary headquarters. It is the focus of chapter 3.

A huge avenue called the Transguild Promenade runs through all ten districts, making it the most notable landmark for navigation through the city's heart. Lined with markets, small parks, and colonnades, the Promenade is a commercial thoroughfare used to transport loads of cargo. On celebration days, it becomes the city's most popular parade route. Even when guild conflicts run hot, Ravnicans respect the sanctity of the Promenade as neutral ground.

Beyond the core are an uncounted number of other districts, which originated as outlying cities that gradually melded into the expanding metropolis. Well-known districts outside the core include the Smelting District, Irbitov (the mausoleum district), and Jezeru (the lake district).

Districts, whether in the city proper or beyond it, are the fundamental configurations that define Ravnica. They are informally divided into various quarters, neighborhoods, and the like. Some of these areas extend across district boundaries. Deadbridge, for example, existed as a well-defined neighborhood before Ravnica City was formally divided into ten districts, and that division was made without consideration of Deadbridge's informally acknowledged boundaries. Part of Deadbridge, known as Deadbridge Chasm, occupies much of the Tenth District's Precinct Six, but it extends out into the neighboring area. Similar neighborhoods, both within and outside the city proper, include the Steambath Quarter, the Wrights' Quarter, and Mahovna, the Haven of Moss.



Guild Insignia

Members of Ravnica's guilds typically carry guild insignia with them, though in some cases (notably House Dimir) the insignia might be carefully hidden. A replacement insignia costs 5 gp and is available only to members of the guild. Any character can use the insignia of their guild as a spellcasting focus, as described in chapter 10 of the *Player's Handbook*.

Currency: Zibs and Zinos

This book uses standard D&D coinage, as detailed in the *Player's Handbook*, but in Ravnica, citizens refer to their money as zibs and zinos, with 100 zibs to 1 zino. There is no central mint, as coins are created by the Azorius, the Boros, and the Orzhov. The Ravnica Currency table summarizes the various guilds' coinage and its value.

Ravnica Currency

Value	Azorius	Boros	Orzhov
1 cp	copper zib	—	copper alms-coin
25 cp	silver 25-zib coin	—	—
1 ep	electrum 50-zib coin	—	—
1 gp	gold zino	gold zino	—
5 gp	—	gold 5-zino coin	—
1 pp	—	—	platinum 10-zino coin
10 pp	—	—	platinum 100-zino coin

Comforts of Civilization

A mixture of technological advancement and sophisticated magic offers amenities to the people of Ravnica that would be extraordinary to folk in most D&D worlds, except one like Eberron. The nicer neighborhoods of the city enjoy central heating and plumbing (thanks to the work of the Izzet League), elevators, and spacious apartments. Even poorer neighborhoods boast clean and smooth roads and sturdy construction. No one needs to go hungry in Ravnica, because the Golgari Swarm provides a bare minimum of sustenance to anyone who can't afford better food, though it is best not to think too much about where the thick gruel comes from. (In practical terms, even a character who can't afford more than a wretched lifestyle doesn't need to go hungry.)

The citizens of Ravnica enjoy plenty of leisure time, and the city offers an abundance of ways to fill it. Ravnica features restaurants with extensive collections of fine wines, cafés serving coffee and tea, street vendors offering portable meals, and bakeries that sell a wide variety of breads and pastries. Travelers can stay in luxury hotels or simple hostels, or they can rely on their personal or guild-related contacts to find housing. Diversions and entertainments abound, including raucous street-side theater (including the circus-like spectacles of the Cult of Rakdos), operas and symphonies, illegal fight clubs, sporting events held in vast arenas, throwaway popular novels, and great works of literature. These things are shared by the city's diverse peoples, who enjoy a life adorned by a variety of species, gender identities, and sexual orientations.

Well-established systems undergird society, largely through the efforts of the guilds. The Azorius Senate crafts, codifies, and enforces a comprehensive (some would say oppressive) set of laws. The banks of the Orzhov Syndicate offer secure vaults and complicated financial arrangements. The Izzet League maintains the city's infrastructure, and the Golgari Swarm ensures that waste is disposed of (or recycled). House Dimir couriers deliver messages and parcels across the city, and the Simic Combine addresses issues of public health.

Ravnica lacks any large-scale agriculture operations, its citizens depending on food produced in Selesnya gardens and underground Golgari rot farms. Few parts of Ravnica could be considered wilderness; the rubble-belts, areas where the city has decayed and been reclaimed by natural forces, are the only truly wild areas.

Cosmopolitan Conveniences

Item	Cost
Cup of coffee	10 cp
Newspaper	15 cp
Pendulum clock	100–250 gp
Spectacles	25 gp
Spyglass	50–100 gp

Languages

Dozens of languages can be heard in any of Ravnica's marketplaces, and every tongue has dialects and regional variations. In order for the guilds to function, the Common language is essential. But other languages remain widely used in homes and clan gatherings.

Standard Languages

Language	Typical Speakers	Script
Abyssal	Demons, devils	Infernal
Celestial	Angels	Celestial
Common	Humans	Common
Draconic	Dragons	Draconic
Elvish	Elves	Elvish
Giant	Ogres, giants	Minotaur
Goblin	Goblins	Common
Kraul	Kraul	Kraul
Loxodon	Loxodons	Elvish
Merfolk	Merfolk	Merfolk
Minotaur	Minotaurs	Minotaur
Sphinx	Sphinxes	—
Sylvan	Centaurs, dryads	Elvish
Vedalken	Vedalken	Vedalken

A few secret or exotic languages are used on Ravnica as well. Druidic exists and allows a secret communication among druids in different guilds, such as Selesnya and Golgari, but such communication is rare. Thieves' cant is widely used among street gangs and occasionally among rogues in House Dimir and the Golgari Swarm.



Chapter 1: Character Creation

The *Player's Handbook* describes a step-by-step process of character creation. When you create a character for a Ravnica campaign, you'll go through the same steps, with the added step of choosing a guild.

Creating a character begins with imagining the person you want to play. The ten guilds of Ravnica provide a way to jump-start your imagination and steer you toward certain character archetypes that can guide the rest of the decisions you make for your character.

Choosing a Guild

Chapter 2 describes the ten guilds of Ravnica in detail. How do you decide what guild you want your character to belong to? You can choose one of these approaches:

- Look at the questionnaire, "What's Important to Me?", in this chapter. Let its questions and your choice of answers direct you to a guild that appeals to you or that sounds like a fun character to play.
- Read the guild descriptions in chapter 2 and choose one that appeals to you.
- Read the descriptions of races and classes in this chapter. Guild membership recommendations are provided for each race and class, should one catch your eye.
- If you have access to Magic: the Gathering cards from a Ravnica set, find a card that appeals to you and build that character.
- If you're a Magic player and you already have a favorite guild, create a character from that guild.

To reflect your character's membership in a guild, you can choose the background included in the guild's description instead of a background from the *Player's Handbook* or some other source. Also make a note of your contacts.

Guildless Characters

You can play a character who isn't a member of a guild. Choose one of the character backgrounds in the *Player's Handbook* or another source instead of one of the guild backgrounds in chapter 2. Your guildless character can be of any class, race, and alignment. At the DM's option, you might have contacts within guilds, or the DM can invent contacts for you that aren't associated with the guilds of Ravnica in any way.

If you want your character to join a guild at a later time, the same guidelines apply as if the person were changing guilds, as described in chapter 2.

Race and Class

Each guild description in chapter 2 provides suggested races and classes for characters belonging to that guild. Some races have strong traditions that direct them toward certain guilds, but exceptions exist. If you choose a class or a race that's not typical for your guild, you might have trouble finding a role in the guild—or, more accurately, your superiors might have trouble figuring out what to do with you—but that challenge can be an interesting facet of your character's development. An atypical choice can also motivate your character to adventure independently from the guild.

This chapter describes new races you can choose from: centaurs, goblins, loxodons, minotaurs, Simic hybrids, and vedalken. It also presents two new subclass options: the cleric's Order Domain and the druid's Circle of Spores. Every subclass in the *Player's Handbook* also receives a mention in this chapter, indicating the guilds where characters of those subclasses might find a home.

Once you've chosen your race and class and recorded the benefits you get from them, you can proceed with the remaining steps of character creation as described in the *Player's Handbook*.

Building a Party

It's possible to put together a diverse party of D&D characters drawn from a single guild. The guild descriptions in chapter 2 offer suggestions for what such a party might look like. Conversely, your party can include members of different guilds united by alliances or common principles. Or they could be childhood friends who ended up in different guilds, or just a haphazard collection of individuals thrown together by unforeseen circumstances. The Party Makeup table in this section offers suggestions for how you might compose your party.

The tables of contacts in chapter 2 can also help you create connections among the characters in your party. Those tables describe family relationships, current and former romantic connections, random acquaintances, past rivals, and many other ties that form among people in different guilds. Let these tables inspire you as you think about the circumstances that bring your party together.

Although conflicts among the guilds drive much of the action in a Ravnica campaign, it's important not to let that tension cause too much friction in a party of adventurers. The D&D game relies on cooperation among the players, so it's helpful for the player characters to find common ground that unites them despite their differences in guild affiliation, ideals, and agendas. Even though some guild leaders (especially the villainous ones) might talk about exterminating or dominating other guilds, many guild members have family, lovers, friends, and acquaintances among other guilds. Those positive associations can bind an adventuring party together.

The DM can also use the Common Cause table in this section to find a way to bring together characters who don't know or trust each other.

Party Makeup

d8	Party Makeup
1	**One-Guild Party.** Choose a guild and refer to its description in chapter 2 for suggestions on building the party around it.
2	**Classic Party.** Boros or Selesnya cleric (Life Domain), Azorius or Boros fighter (Champion archetype), Dimir or Golgari rogue (Thief archetype), Boros or Izzet wizard (School of Evocation)
3	**Law and Order Party.** Boros cleric, Azorius fighter, Azorius wizard, Boros ranger
4	**Mad Science Party.** Simic druid, Izzet fighter, Izzet wizard, Simic monk
5	**Skulkers Party.** Golgari druid, Golgari fighter or ranger, Dimir rogue or monk, Dimir wizard
6	**Chaos Party.** Gruul druid, Gruul barbarian, Rakdos warlock, Rakdos rogue
7	**Nature Party.** Selesnya druid, Gruul barbarian, Simic wizard or Selesnya bard, Golgari rogue
8	**Benevolent Party.** Selesnya cleric, Boros paladin, Azorius wizard, Selesnya bard

Common Cause

d8	Reasons for Cooperating
1	**Cellmates.** The characters are prisoners in an Azorius prison, a Gruul camp, or a Rakdos cage.
2	**Greater Threat.** The characters are fighting each other when a rampaging wurm attacks.
3	**Sudden Danger.** The characters are trapped together by a sinkhole opening, a building collapsing, or a laboratory exploding.
4	**Dream Team.** A strange dream leads each character to the same destination.
5	**Lost Together.** The characters are hopelessly lost in an unfamiliar part of the city.
6	**Detente.** By order of their guilds' leaders, the characters must cooperate to complete a secret mission.
7	**Common Foe.** A villain is a common enemy to all the characters.
8	**Do or Die.** The characters are all trying to avert the catastrophe of an all-out war among the guilds.

Races

The people of Ravnica include members of many different races. Aside from humans, elves, and a smattering of half-elves, the races from the *Player's Handbook* are unknown on Ravnica, unless they're visiting from other worlds.

This chapter provides information about the following common races of Ravnica, as well as racial traits for all of them but humans and elves:

Humans on Ravnica are like those found on other D&D worlds: adaptable, ambitious, and wildly diverse.

Elves, in their three common subraces, are strongly associated with nature.

Centaurs, the quintessential merging of human and horse, savor freedom and champion nature's cause.

Goblins are small, fierce, stealthy, and sometimes comical.

Loxodons resemble humanoid elephants with powerful bodies, stoic natures, and serene wisdom.

Minotaurs on Ravnica are sophisticated tacticians as well as strong and fierce warriors.

Simic hybrids are the results of the Simic Combine's Guardian Project, which magically infuses the adaptive qualities of certain animal species into human, elf, or vedalken volunteers.

Vedalken are tall, blue-skinned, and ingenious, with insatiable curiosity and a penchant for invention.

Height and Weight

You can roll for your character's height and weight on the Random Height and Weight table. See the *Player's Handbook* for humans, elves, and half-elves.

Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Centaur	6'0"	+1d10	600 lb.	× (2d12) lb.
Goblin	3'5"	+2d4	35 lb.	× 1 lb.
Simic hybrid	— as humanoid base option —			
Loxodon	6'7"	+2d10	295 lb.	× (2d4) lb.
Minotaur	5'4"	+2d8	175 lb.	× (2d6) lb.
Vedalken	5'4"	+2d10	110 lb.	× (2d4) lb.

Height = Base Height + Height Modifier in inches

Weight = (Base Weight + Height Modifier in pounds) × Weight Modifier

Human

Humans are a scant majority among the peoples of Ravnica, dominating some guilds and barely represented in others. As on other worlds, they are innovators, achievers, and pioneers whose daring and adaptability make them capable of great things—and great falls.

Not one of the paruns of the ten guilds was human, although the Ghost Council of the Orzhov Syndicate is of human origin. Likewise, no current guildmaster is human. But humans are lieutenants, advisors, and strategists in many guilds. Their ambition and drive propel them toward the top, but the sheer might of beings such as ancient dragons, sphinxes, and demons keeps humans one rung down from the pinnacle of power.

The humans of Ravnica are no less physically diverse than those of other worlds. Similarly, they are varied in their inclinations: they alone are found in every guild.

Human Names

One particular human tongue has triumphed over all others to become Ravnica's Common language, and its phonemes and traditions shape the names of most of Ravnica's humans. Humans sometimes borrow names from other races, but they have a rich pool of traditional names to draw from.

Questionnaire: What's Important to Me?



The use of family names seems to be a peculiarly human custom. Family names are passed down to children from either parent, and sometimes children use the family names of both their parents. For example, Micyl Savod Zunich was the son of Fonn Zunich and Jarad Vod Savo. When other races use family names, they are usually derived from some connection (not necessarily a blood tie) to a human family.

Male Human Names: Agmand, Agosto, Bell, Brev, Dars, Dobromir, Dravin, Evern, Gorev, Ivos, Janik, Juri, Lannos, Lucian, Micas, Nikos, Obez, Olrik, Osidar, Rogad, Sergiu, Sirislav, Tibor, Trigori, Tzaric, Uzric, Valen, Vennick, Vict, Vorimir, Vuliev, Zunak

Female Human Names: Anksa, Aszala, Berta, Bori, Briska, Dahlya, Geetra, Izolda, Jozica, Lavinia, Luda, Lyzolda, Milana, Miotri, Nefara, Palla, Pel, Ruba, Strava, Sulli, Vina, Voka, Zija

Family Names: Andon, Bara, Bejiri, Borca, Capobar, Forenzad, Gerava, Gharti, Golozar, Gostok, Grezar, Helsk, Javya, Karlaus, Kirescu, Koba, Kos, Macav, Migellic, Nar, Nodov, Pelerine, Pijha, Ralinu, Ringor, Rokiric, Sarv, Shonn, Suszat, Tandris, Trul, Tylver, Valenco, Vay, Vinloskarga, Wenslauv, Yaszen

Elf

The elves of Ravnica are as much at home in the markets of Ivy Lane and the inns of Oak Street as their kin on other worlds are in ancient forests and fey castles. They scale the spires of cathedrals and meditate in gardens and greenbelts. They are part of the city, contributing to its vibrant life and sprawling growth while ensuring it never strays too far from its roots in the earth.

Elves are associated with the principles and magic of nature, growth, and stability. Striving to live in harmony with both nature and the community of Ravnica, they are drawn to guilds that share those ideals, particularly Selesnya, Golgari, and Simic. The Gruul Clans revere nature but set themselves in opposition to civilization, so they don't hold much appeal for the typical elf.

Ravnica's elves don't share the unearthly, haunting presence of their kin on other worlds, perhaps because of the extent to which the city has rubbed off on them. They can easily be mistaken for human from certain angles, particularly if their long, pointed ears and their delicate facial features aren't apparent.

Elf Subraces

As on other D&D worlds, Ravnica's elves can be categorized as high elves, wood elves, and dark elves, though there is little physical difference among the three subraces here. Elves share the traits described in the *Player's Handbook* for their race and subrace.

High Elves. The high elves of Ravnica have been subsumed into the Simic Combine and have lost their original tribal name. They are more slender than other elves, and they tend to have angular features and pale skin that often verges toward greenish hues.

Wood Elves. The wood elves of Ravnica, called the Silhana, are strongly associated with the Selesnya Conclave. Most guildless elves can also trace their ancestry to the Silhana. Their coloration covers the whole human range, and sometimes extends to green- or copper-colored hair.

Dark Elves. The word "drow" isn't used on Ravnica, but the Devkarin elves are sometimes called the elves of shadow. They are closely connected to the Golgari Swarm, and because they generally live underground, they share other dark elves' sensitivity to sunlight. Unlike the drow of other worlds, their coloration is much the same as that of wood elves, though their hair is usually dark brown or black.

Elf Names

If the tradition of using child names for young elves, as described in the *Player's Handbook*, was ever practiced on Ravnica, it has long since died out. Some traditional Elvish names remain in use, often modified by the influence of human names. Most elves don't use family names.

Male Names: Alcarus, Aramin, Beryan, Carric, Ezoc, Gurras, Immeral, Jarad, Laucian, Mihas, Mandor, Molander, Peren, Suniel, Theren, Varis

Female Names: Arin, Bethrynna, Cevraya, Dainya, Drusilia, Elga, Emmara, Fonn, Ielenya, Iveta, Karissa, Kirce, Meriele, Nayine, Niszka, Svania, Veszka, Yeva



Centaur

In the sprawling city of Ravnica, where "open road" seems like a contradiction and "open plain" is sheer nonsense, centaurs nevertheless retain a love of wide spaces and the freedom to travel. As much as they can, centaurs run—in wide plazas, spacious parks, and expanses of rubble and ruin. They race the wind, hooves thundering and tails streaming behind them, until the next wall looms in their path and brings them to a stop.



Nature's Cavalry

Centaurs have the upper bodies, down to the waist, of muscular humans, displaying all the human variety of skin tones and features. Their ears are slightly pointed, but their faces are wider and squarer than those of elves. Below the waist, they have the bodies of small horses, with a similar range of coloration—from various shades of chestnut or bay to dappled or even zebra-like striped patterns. Most centaurs style their hair and their tails in a similar way. Selesnya centaurs favor long, flowing hair. Gruul centaurs cut their hair in rough, spiky styles.

The upper bodies of centaurs are comparable to human torsos in size, and their lower equine bodies average about 4 feet tall at the withers. Though they are smaller than a human rider mounted on a horse, they fill similar roles as cavalry warriors, messengers, outriders, and scouts.

Affinity for Nature

Centaurs have an affinity for the natural world. Among the guilds that share that affinity, centaurs favor the rubblebelts of the Gruul Clans and the wide plazas of the Selesnya Conclave over the undercity tunnels of the Golgari and the laboratories of the Simic.

Centaurs celebrate life and growth, and the birth of a foal is always cause for festivities. At the same time, they revere the traditions of the past, and among both the Gruul and the Selesnya they are voices of memory and history, preserving old ways and keeping alive the legends of ancestral heroes. They feel a close kinship with wild animals, perhaps because of their own horse-like bodies, and delight in the feeling of running alongside herds and packs of other beasts.

Clans and Community

Centaurs sense the interconnectedness of the natural world. Thus, they celebrate family and community as microcosms of that greater connection. Among the Gruul, they have a strong clan identity, and Selesnya centaurs are fiercely loyal to their individual communities as well as the guild as a whole. Their love of history and tradition also means that centaurs are more likely than most other Ravnicans to join the same guild that their parents did.

Centaur Names

Centaurs' given names are passed down through family lines. The name bestowed on a new foal is typically the name of the most recently deceased family member of the same gender, keeping alive the memory—and, the centaurs believe, some shard of the spirit—of the departed. Centaurs don't use family names, but they wear symbols that represent their family membership. These symbols might include graphical representations of plants or animals, printed mottoes, braids and beads worn in the hair and tail, or even specific patterns of woven fabric.

Male Names: Bonmod, Boruvo, Chodi, Drozan, Kozim, Milosh, Ninos, Oleksi, Orval, Radovas, Radom, Rostis, Svetyos, Tomis, Trijiro, Volim, Vlodim, Yarog

Female Names: Daiva, Dunja, Elnaya, Galisnya, Irinya, Kotyali, Lalya, Litisia, Madya, Mira, Nedja, Nikya, Ostani, Pinya, Rada, Raisya, Stasolya, Tatna, Zhendoya, Zoria

Centaur Traits

Your centaur character has the following racial traits. These traits are also suitable for the centaurs of other worlds where there are centaurs of fey origin. These centaurs are smaller than the non-fey centaurs that roam in some realms.

Ability Score Increase. Your Strength score increases by 2, and your Wisdom score increases by 1.

Age. Centaurs mature and age at about the same rate as humans.

Alignment. Centaurs are inclined toward neutrality. Those who join the Selesnya are more often neutral good, while those who join the Gruul are typically chaotic neutral.

Size. Centaurs stand between 6 and 7 feet tall, with their equine bodies reaching about 4 feet at the withers. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Fey. Your creature type is fey, rather than humanoid.

Charge. If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your hooves.

Hooves. Your hooves are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Equine Build. You count as one size larger when determining your carrying capacity and the weight you can push or drag.

In addition, any climb that requires hands and feet is especially difficult for you because of your equine legs. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.

Survivor. You have proficiency in one of the following skills of your choice: Animal Handling, Medicine, Nature, or Survival.

Languages. You can speak, read, and write Common and Sylvan. Sylvan is widely spoken in the Selesnya Conclave, for it is rich in vocabulary to describe natural phenomena and spiritual forces.

Goblin

Whether sniveling in fear, cackling with mad laughter, or snarling in a fury, goblins are wretched and inconsequential—at least in the eyes of most of Ravnica's other folk. In their own minds, though, they are content to lurk in the shadows only until they fully come into their own and receive the recognition they believe they deserve. They are entitled to some credit for their tenacity, agility, crafty ingenuity, and dumb luck, all of which has enabled them to survive in a world overrun with creatures larger and more powerful than they are.

Small and Wiry

Standing around 3 feet tall and covered in warty green or red skin, goblins have huge noses and ears. Their wiry bodies are surprisingly strong, and their mouths are full of sharp, crooked teeth.

Most goblins are bald, either by heredity or by choice, but a few boast shocks of red or black hair. Their arms and legs are elongated in proportion to their small bodies, and their fingers and toes are also long and slender. Many goblins prefer to go unshod to leave their toes exposed for climbing.

Unfettered Emotion

Creatures of raw impulse, goblins are found among guilds that value that quality, particularly the Izzet (where they typically serve as attendants for researchers), the Gruul (in camps that form hapless buffers between the clans and civilized regions), the Rakdos (putting their love of explosions to good use), and occasionally the Boros (if they discover a well of discipline and courage within themselves, or find themselves unable to resist the shininess of Boros weapons and armor). Many goblins are guildless and make their way as members of street gangs.



Sometimes driven by wild mood swings, goblins have an inclination toward destruction, which can take a playful form but is often anything but. Some goblins clobber things, others like to light them on fire, and many love to blow things up.

Goblins have an outrageous sense of humor, usually expressed through mischievous pranks. The malicious among them find pleasure in the misfortune of others and tend to cackle maniacally whenever they're amused. They can act with apparent randomness, sometimes just to confuse and befuddle others.

Goblin Names

The Goblin language is fond of certain sounds, and goblin names tend to repeat those sounds to form what can sound like nonsense words. A goblin's name gives no indication of gender.

Goblin Names: Azzinax, Babolax, Blixanix, Crixizix, Dazzaz, Estrix, Finizix, Juzba, Kaluzax, Lyzaxa, Mizzix, Myznar, Nixispix, Paxizaz, Ravixiz, Stixil, Sunnix, Tozinox, Uxivozi, Vazozav, Wexiny, Zizzix

Goblin Traits

Your goblin character has the following racial traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Age. Goblins reach adulthood around age 8. They age noticeably faster than humans, and though few goblins live to old age, the most cautious rarely live longer than 60 years.

Alignment. Most of the goblins of Ravnica are chaotic, with no inclination toward good or evil.

Size. Goblins are between 3 and 4 feet tall and weigh between 40 and 80 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fury of the Small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

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

Languages. You can speak, read, and write Common and Goblin. In Ravnica, Goblin is a simplistic language with a limited vocabulary and fluid rules of grammar, unsuited for any sophisticated conversation.

Loxodon

The humanoid elephants called loxodons are often oases of calm in the busy streets of Ravnica. They hum or chant in sonorous tones and move slowly or sit in perfect stillness. If provoked to action, loxodons are true terrors—bellowing with rage, trumpeting and flapping their ears. Their serene wisdom, fierce loyalty, and unwavering conviction are tremendous assets to their guilds.

Lumbering Giants

Loxodons tower above most other humanoids, standing over 7 feet tall. They have the heads—trunks, tusks, ears, and faces—of elephants, and hulking bipedal bodies covered by thick, leathery skin. Each of their hands has four thick digits, and their feet are the flat-bottomed, oval-shaped feet of elephants.

Like that of an elephant, a loxodon's trunk is a useful appendage. In addition to providing a keen sense of smell, the trunk can be used to lift and carry even heavy objects. The trunk can be used to carry both food and liquid to the mouth and can even act as a snorkel.

Gifted Stoneworkers

Loxodons are tireless, patient artisans with an unrivaled intuition about their craft. Although they make nurturing spiritual leaders, their gift for stonework is so ingrained that they are often at a loss when they try to impart that knowledge to others. Among the Selesnya, it primarily falls to loxodons to build the guild's magnificent, cathedral-like arboretum structures.

Relentlessly Loyal

Loxodons believe in the value of community and life, and thus are most often found in the Selesnya Conclave. Some find fulfillment in the cause of order by joining the Orzhov Syndicate or the Azorius Senate.

Loxodons believe that the members of a group have a responsibility to look out for each other. Once they have joined a guild or bonded with other individuals in any capacity, loxodons devote themselves to maintaining that bond. They coordinate their efforts and are often willing



to sacrifice themselves for the sake of the group. They expect reciprocal loyalty and commitment from the other members of their communities and can be severe in their disappointment when their trust is betrayed.

The primary difference between loxodons who join different guilds is their sense of the size of the community they belong to. For loxodons in the Selesnya Conclave, their community is the world and all living beings in it—everything valuable, meant to live in harmony, and interdependent. For Azorius loxodons, community primarily means a society of different peoples who need adherence to law and order so they can function together. For those in the Orzhov Syndicate, community means the syndicate alone, with its interests taking priority over those of any other group.

Loxodon Names

A loxodon's name includes subtle tones, produced in a loxodon's resonant nasal chambers, that indicate status, family connection, and community role. Since most non-loxodons can't distinguish these underlying tones, let alone produce them, loxodons often translate them into titles, such as Hierarch, Revered, Grandmother, Healer, or Saint, when interacting with other races.

Male Names: Bayul, Berov, Brooj, Chedumov, Dobrun, Droozh, Golomov, Heruj, Ilromov, Kel, Nikoom, Ondros, Radomov, Svetel, Tamuj, Throom, Vasool

Female Names: Ajj, Boja, Dancu, Dooja, Elyuja, Fanoor, Irij, Jasoo, Katrun, Lyooda, Mayja, Radu, Shuja, Soofya, Totoor, Verij, Vesmova, Yoolna, Zarij, Zoorja

Loxodon Traits

Your loxodon character has the following racial traits.

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Age. Loxodons physically mature at the same rate as humans, but they live about 450 years. They highly value the weight of wisdom and experience and are considered young until they reach the age of 60.

Alignment. Most loxodons are lawful, believing in the value of a peaceful, ordered life. They also tend toward good.

Size. Loxodons stand between 7 and 8 feet tall. Their massive bodies weigh between 300 and 400 pounds. Your size is Medium.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Speed. Your base walking speed is 30 feet.

Loxodon Serenity. You have advantage on saving throws against being charmed or frightened.

Natural Armor. You have thick, leathery skin. When you aren't wearing armor, your AC is 12 + your Constitution modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Trunk. You can grasp things with your trunk, and you can use it as a snorkel. It has a reach of 5 feet, and it can lift a number of pounds equal to five times your Strength score. You can use it to do the following simple tasks: 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. Your DM might allow other simple tasks to be added to that list of options.

Your trunk can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.

Keen Smell. Thanks to your sensitive trunk, you have advantage on Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) checks that involve smell.

Languages. You can speak, read, and write Common and Loxodon.

Rule Tip: AC Calculations Don't Stack

When the game gives you more than one way to calculate your Armor Class, you can use only one of them. You choose the one to use. For example, if you have the loxodon's Natural Armor trait and the monk's Unarmored Defense feature, you don't mix them together. Instead, you choose which one determines your AC.

Minotaur

The minotaurs of Ravnica are strong in body, dedication, and courage. They are at home on the battlefield, willing to fight for their various causes. They combine a burning fury in battle with keen tactics that make them excellent commanders as well as valuable shock troops.

Horns and Hooves

Minotaurs are barrel-chested humanoids with heads resembling those of bulls. Their horns range in size from about 1 foot long to great, curling weapons easily three times that length. They often ornament their horns with metal rings or sheathe them in metal to protect them from damage.

Manes of shaggy fur extend down minotaurs' necks and powerful backs, and males have long tufts of hair on their chins and cheeks. Their legs end in heavy, cloven hooves. Minotaurs are born with long, tufted tails, but minotaurs of the Ordruun clan (and some others) have their tails docked as part of a coming-of-age ceremony; they find the heavy armor of the Boros legion much more comfortable without a long tail in the way.

Strength and Zeal

Minotaurs are zealous and love battle. They are found among the Gruul Clans, but the minotaurs of the Ordruun family line, long associated with the Boros Legion, are much better known and respected. Boros minotaurs choose the precision of the legion over the fury of the pack.

Minotaurs tend to vent their outrage through violence, but they aren't generally quick to anger. They are passionate, loving their friends and partners fiercely, and they laugh loud and long at good jokes.

Family and Guild

Minotaur legends describe a small pantheon of heroes—perhaps they were once thought of as gods—who established the minotaurs' place in the world. Every minotaur in Ravnica claims descent from one of these heroes.

The Ordruun line is the most prominent, with thousands of members descended from an ancient hero who is said to have taught minotaurs the arts of war. Other important family lines include the Kharran line (primarily associated with the Gruul Scab clan), the Drendaa line (found scattered among the Gruul Clans), and the Tazgral line (divided between the Boros and the Gruul, with a significant number in the Rakdos as well).

Since each family line has so many members, minotaurs don't usually find it helpful to connect the name of the line to their personal names; even though Commander Grozdan of the Boros Legion's Kamen Fortress is a prominent member of the Ordruun line, he would never call himself Grozdan Ordruun the way a human would.

Minotaur Names

The legends that recount the deeds of ancient minotaur heroes are full of other names as well: those of the retainers, allies, lovers, servants, enemies, and others who played roles, however small, in the lives of the heroes. Almost every minotaur name is drawn from that long list of minor characters of legend, so that those folk are never forgotten.

Male Names: Alovnek, Brogmir, Brozhdar, Dornik, Drakmir, Drazhan, Grozdan, Kalazmir, Klattic, Melislek, Nirikov, Prezhlek, Radolak, Rugilar, Sarovnek, Svarakov, Trovik, Vraslak, Yarvem

Female Names: Akra, Bolsa, Cica, Dakka, Drakisla, Eleska, Enka, Irnaya, Jaska, Kalka, Makla, Noraka, Pesha, Raisha, Sokali, Takyat, Vrokya, Veska, Yelka, Zarka, Zoka

Minotaur Traits

Your minotaur character has the following racial traits. These traits are also suitable for minotaurs in other D&D worlds where these people have avoided the demonic influence of Baphomet.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Alignment. Most minotaurs who join the Boros Legion lean toward lawful alignments, while those associated with the Cult of Rakdos or the Gruul Clans tend toward chaotic alignments.

Size. Minotaurs average over 6 feet in height, and they have stocky builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Horns. Your horns are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Goring Rush. Immediately after you use the Dash action on your turn and move at least 20 feet, you can make one melee attack with your horns as a bonus action.

Hammering Horns. Immediately after you hit a creature with a melee attack as part of the Attack action on your turn, you can use a bonus action to attempt to shove that target with your horns. The target must be no more than one size larger than you and within 5 feet of you. Unless it succeeds on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier, you push it up to 10 feet away from you.

Imposing Presence. You have proficiency in one of the following skills of your choice: Intimidation or Persuasion.

Languages. You can speak, read, and write Common and Minotaur.





Simic Hybrid

The Simic Combine uses magic to fuse different life forms together. In recent years, the Simic Combine has extended this research to humanoid subjects, magically transferring the traits of various animals into humans, elves, and vedalken. The goal of the Guardian Project is to build a Simic army of soldiers perfectly adapted to a variety of combat situations. These hyper-evolved specimens are called Simic hybrids, though they sometimes refer to themselves as guardians.

Extensive Adaptation

A hybrid's biological enhancements can change its appearance drastically, though most hybrids retain their basic physical form. All are augmented with characteristics of animals, mostly aquatic, reptilian, or amphibian creatures. These include crab claws, squid tentacles, wings or fins like those of manta rays, translucent or camouflaged skin, or shark-like maws filled with sharp teeth.

Hybrids are the product of Simic magic. It's not impossible for a hybrid to leave the Simic Combine and join another guild, but the Simic would consider the individual a deserter. And the new guild might never fully welcome a hybrid who could easily be a Simic spy.

Simic Hybrid Names

A hybrid usually bears the name given by their human, elf, or vedalken parents. Some hybrids assume a new name after their transformation—a name chosen personally or by those who transformed them.

Simic Hybrid Traits

Your hybrid character has the following racial traits.

Ability Score Increase. Your Constitution score increases by 2, and one other ability score of your choice increases by 1.

Age. Hybrids begin their lives as adult humans, elves, or vedalken. They age at a slightly accelerated rate, so their maximum life spans are probably reduced somewhat. The Guardian Project has not been operating long enough to observe the full effect of this phenomenon.

Alignment. Most hybrids share the generally neutral outlook of the Simic Combine. They are more interested in scientific research and the standing of their guild than in moral or ethical questions. Those who leave the Combine, however, often do so because their philosophical outlook and alignment are more in line with a different guild's.

Size. Your size is Medium, within the normal range of your humanoid base race.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak, read, and write Common and your choice of Elvish or Vedalken.

Animal Enhancement. Your body has been altered to incorporate certain animal characteristics. You choose one animal enhancement now and a second enhancement at 5th level.

At 1st level, choose one of the following options:

Manta Glide. You have ray-like fins that you can use as wings to slow your fall or allow you to glide. When you fall and aren't incapacitated, you can subtract up to 100 feet from the fall when calculating falling damage, and you can move up to 2 feet horizontally for every 1 foot you descend.

Nimble Climber. You have a climbing speed equal to your walking speed.

Underwater Adaptation. You can breathe air and water, and you have a swimming speed equal to your walking speed.

At 5th level, your body evolves further, developing new characteristics. Choose one of the options you didn't take at 1st level, or one of the following options:

Grappling Appendages. You have two special appendages growing alongside your arms. Choose whether they're both claws or tentacles. As an action, you can use one of them to try to grapple a creature. Each one is also a natural weapon, which you can use to make an unarmed strike. If you hit with it, the target takes bludgeoning damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Immediately after hitting, you can try to grapple the target as a bonus action. These appendages can't precisely manipulate anything and can't wield weapons, magic items, or other specialized equipment.

Carapace. Your skin in places is covered by a thick shell. You gain a +1 bonus to AC when you're not wearing heavy armor.

Acid Spit. As an action, you can spray acid from glands in your mouth, targeting one creature or object you can see within 30 feet of you. The target takes 2d10 acid damage unless it succeeds on a Dexterity saving throw against a DC equal to 8 + your Constitution modifier + your proficiency bonus. This damage increases by 1d10 when you reach 11th level (3d10) and 17th level (4d10). You can use this trait a number of times equal to your Consitution modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Vedalken

Nothing is perfect. Vedalken not only believe this fact, they rejoice in it. Every imperfection is a chance for improvement, and progress is an endless march toward a state of perfection that can never be reached. This viewpoint leads vedalken to pursue their work with delighted enthusiasm, never deterred by setbacks and excited by every opportunity for improvement.

Vedalken are tall and slender, standing almost a head taller than humans on average but weighing about the same. Their hairless skin comes in a range of shades of blue. Their eyes are darker shades of blue or violet. They lack external ears, their noses are broad and flat, and they are partially amphibious.

Cool Rationality

Despite being talkative, vedalken keep their personal lives private, and they tend to engage more with ideas than with people. They form close friendships based on mutual interests or compelling disagreements, and their interactions dwell on their thoughts about those issues rather than their feelings about them.

To members of other races, vedalken often seem cold, even emotionless. That assessment isn't fair—they feel emotion every bit as intensely as other folk do, but they are skilled at not displaying it. Cool rationality guides their actions, they make and follow careful plans, and they are patient enough to do nothing when the ideal outcome relies on such inaction.

Reasoning toward Perfection

Their curious intellects and rational minds incline vedalken toward membership in the Azorius Senate, the Simic Combine, and (less often) the Izzet League. Whatever their guild affiliation, they put their intelligence to use in crafting and improving things, whether those things are laws, procedures, or magical sciences.

Vedalken believe that the path toward the impossible goal of perfection is paved with bricks of education, careful deliberation, and controlled experimentation. Some vedalken direct their energy toward perfecting themselves, whether by means of Simic bioengineering or through extensive study, and others concentrate on perfecting society through the careful drafting and application of laws.

Vedalken Names

Vedalken are given names at birth, but usually choose new names for themselves as part of their transition into adulthood. They rarely use family names.



Male Names: Aglar, Bellin, Dallid, Firellan, Kavin, Koplony, Lomar, Mathvan, Modar, Nebun, Nhillosh, Nitt, Otrovac, Ovlan, Pelener, Rill, Trivaz, Uldin, Yolov, Zataz

Female Names: Azi, Barvisa, Brazia, Direll, Fainn, Griya, Hallia, Katrille, Kovel, Lilla, Mirela, Morai, Nedress, Ossya, Pierenn, Roya, Sestri, Triel, Uzana, Yaraghiya, Zlovol

Vedalken Traits

Your vedalken character has the following racial traits.

Ability Score Increase. Your Intelligence score increases by 2, and your Wisdom score increases by 1.

Age. Vedalken mature slower than humans do, reaching maturity around age 40. Their life span is typically 350 years, with some living to the age of 500.

Alignment. Vedalken are usually lawful and non-evil.

Size. Tall and slender, Vedalken stand 6 to 6½ feet tall on average and usually weigh less than 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Vedalken Dispassion. You have advantage on all Intelligence, Wisdom, and Charisma saving throws.

Tireless Precision. You are proficient in one of the following skills of your choice: Arcana, History, Investigation, Medicine, Performance, or Sleight of Hand. You are also proficient with one tool of your choice.

Whenever you make an ability check with the chosen skill or tool, roll a d4 and add the number rolled to the check's total.

Partially Amphibious. By absorbing oxygen through your skin, you can breathe underwater for up to 1 hour. Once you've reached that limit, you can't use this trait again until you finish a long rest.

Languages. You can speak, read, and write Common, Vedalken, and one other language of your choice.



Classes by Guild

Your character can have any class that appears in the *Player's Handbook* (or other sources, with your DM's permission). Certain classes and subclasses are especially appropriate for particular guilds, reflecting the traditions and training of those guilds. This section can help you choose a guild if you already know what class you want to play.

Barbarian

If you want to play a barbarian, your most likely guild home is the Gruul Clans, but you could also put your rage to work in the wild spectacles of the Cult of Rakdos.

Gruul barbarians of the Zhur-Taa clan often choose the path of the Totem Warrior and a boar totem spirit. The effects are the same as for a bear spirit.

Barbarian

Subclass	Guild
Path of the Ancestral Guardian*	Gruul
Path of the Berserker	Gruul, Rakdos
Path of the Storm Herald*	Gruul
Path of the Totem Warrior	Gruul
Path of the Zealot*	Boros, Rakdos

*Appears in *Xanathar's Guide to Everything*

Bard

In Ravnica, bards are commonly found among the Azorius Senate, the Cult of Rakdos, and the Selesnya Conclave, serving in a variety of capacities as lore keepers and entertainers.

Bard

Subclass	Guild
College of Glamour*	Selesnya
College of Lore	Azorius, Selesnya
College of Swords*	Rakdos
College of Valor	Rakdos
College of Whispers*	Dimir

*Appears in *Xanathar's Guide to Everything*

Cleric

Though the worship of gods isn't widespread in Ravnica, clerics dedicated to more abstract principles do exist, primarily within the Azorius Senate, the Boros Legion, the Gruul Clans, the Orzhov Syndicate, and the Selesnya Conclave. They most often use their guild insignia as holy symbols.

Cleric

Subclass	Guild
Forge Domain*	Boros
Knowledge Domain	Azorius
Life Domain	Boros, Selesnya
Light Domain	Boros
Nature Domain	Selesnya
Order Domain**	Azorius, Orzhov
Tempest Domain	Gruul
Trickery Domain	Dimir
War Domain	Boros

*Appears in *Xanathar's Guide to Everything*

**Appears in this chapter

Druid

Druid characters are typically associated with the Golgari Swarm, the Gruul Clans, the Selesnya Conclave, and the Simic Combine. Druid circles do not cross guild boundaries; the fact that a Golgari druid and a Selesnya druid both belong to the Circle of the Land does not necessarily create common ground between them.

Druid

Subclass	Guild
Circle of Dreams*	Selesnya
Circle of Spores**	Golgari



Subclass	Guild
Circle of the Land	Golgari (forest, swamp, Underdark), Selesnya (forest, grassland), Simic (coast, forest)
Circle of the Moon	Gruul
Circle of the Shepherd**	Selesnya

* Appears in *Xanathar's Guide to Everything*
** Appears in this chapter

Fighter

Fighters are common in almost every guild, with Dimir as the notable exception. In a world where constant tension among the guilds often blooms into physical violence, fighters are the core of most guilds' defenses.

Fighter

Subclass	Guild
Arcane Archer*	Selesnya
Battle Master	Azorius, Boros, Orzhov, Selesnya
Cavalier*	Azorius, Boros
Champion	Azorius, Boros, Golgari, Gruul, Orzhov, Rakdos, Selesnya, Simic
Eldritch Knight	Azorius, Boros, Izzet, Rakdos

*Appears in *Xanathar's Guide to Everything*

Monk

Unarmed fighting styles like those practiced by monks are uncommon on Ravnica, but a few guilds—House Dimir, the Selesnya Conclave, and the Simic Combine—do have contemplative traditions that include channeling magic in the form of ki.

Monk

Subclass	Guild
Way of Shadow	Dimir
Way of the Four Elements	Simic (focus on water- and air-related disciplines)
Way of the Open Hand	Selesnya, Simic
Way of the Sun Soul*	Boros

*Appears in *Xanathar's Guide to Everything*

Paladin

The loyalty of a paladin is appreciated most by those guilds that value oaths of service, namely the Azorius Senate, the Boros Legion, and the Selesnya Conclave.

Paladin

Subclass	Guild
Oath of Conquest*	Orzhov
Oath of Devotion	Boros
Oath of Redemption*	Selesnya
Oath of the Ancients	Selesnya
Oath of Vengeance	Azorius

*Appears in *Xanathar's Guide to Everything*



Ranger

Standing as a bastion between civilization and the wilderness, Boros rangers scout the rubblebelts and other wild areas of Ravnica. Gruul rangers serve a similar role, though they are focused on protecting their clans from the encroachment of civilized forces such as the Boros. Selesnya and Golgari rangers are focused on protecting their communities.

Ranger

Subclass	Guild
Beast Master	Golgari (prefer insects and reptiles), Gruul (prefer fierce beasts), Selesnya (prefer wolves)
Gloom Stalker*	Golgari
Hunter	Boros, Gruul, Selesnya

*Appears in *Xanathar's Guide to Everything*

Rogue

Rogues are most at home in House Dimir, the Golgari Swarm, and the Orzhov Syndicate.

Rogue

Subclass	Guild
Arcane Trickster	Dimir
Assassin	Dimir, Golgari, Orzhov
Inquisitive*	Azorius, Dimir
Mastermind*	Dimir
Scout*	Gruul
Swashbuckler*	Rakdos
Thief	Dimir, Golgari, Orzhov, Rakdos

*Appears in *Xanathar's Guide to Everything*

Sorcerer

Ravnica's sorcerers usually attribute their magical power not to bloodlines or cosmic forces, but to laboratory experiments—often ones gone awry. Thus, they are most often found among the Izzet.

Niv-Mizzet, the guildmaster of the Izzet, is a dragon. Sorcerers who gain their elemental powers from laboratory incidents often claim that they have been infused with some of Niv-Mizzet's power.

Sorcerer

Subclass	Guild
Divine Soul*	Boros
Draconic Bloodline	Izzet
Shadow Magic*	Dimir
Storm Sorcery*	Izzet
Wild Magic	Izzet

*Appears in *Xanathar's Guide to Everything*

Warlock

In a handful of guilds, service to a powerful individual is common among warlocks. Warlocks are most often found in the Cult of Rakdos and the Selesnya Conclave.

Members of any guild who delve too deeply into forbidden secrets—perhaps at the behest of their guilds' leaders, or sometimes in defiance of them—might unearth lore regarding the "old gods" of Ravnica. These mysterious beings, called the Nephilim, grant warlocks the mysterious and maddening powers of the Great Old One.

Warlock

Subclass	Guild
The Archfey	Selesnya
The Celestial*	Boros
The Fiend	Rakdos
The Great Old One	Any

*Appears in *Xanathar's Guide to Everything*

Wizard

Almost every guild has wizards. Noteworthy exceptions include the Gruul Clans, the Cult of Rakdos, and the Selesnya Conclave, which are built around devotion to ancient ways and powerful beings.

Wizard

Subclass	Guild
School of Abjuration	Azorius, Orzhov
School of Conjuration	Izzet, Simic
School of Divination	Azorius, Dimir, Orzhov
School of Enchantment	Azorius, Dimir, Orzhov
School of Evocation	Boros, Izzet
School of Illusion	Dimir
School of Necromancy	Golgari, Orzhov
School of Transmutation	Izzet, Simic
War Magic*	Boros

*Appears in *Xanathar's Guide to Everything*

Subclass Options

Two classes receive subclass options in this section: the cleric and the druid.

At 1st level, a cleric chooses a Divine Domain. This book adds the Order Domain to the options available to the cleric making that choice.

At 2nd level, a druid chooses a Druid Circle. This book adds the Circle of Spores to the options available to the druid making that choice.

Cleric: Order Domain

The Order Domain represents discipline, as well as devotion to a society or an institution and strict obedience to the laws governing it. On Ravnica, the domain is favored by clerics of the Azorius Senate, who use it to maintain and enforce the law, and of the Orzhov Syndicate, who exploit law and order for their personal gain. On other worlds, gods who grant access to this domain include Bane, Tyr, Majere, Erathis, Pholtus, Wee Jas, Aureon, Maglubiyet, Nuada, Athena, Anubis, Forseti, and Asmodeus.

The ideal of order is obedience to the law above all else, rather than to a specific individual or the passing influence of emotion or popular rule. Clerics of order are typically concerned with how things are done, rather than whether an action's results are just. Following the law and obeying its edicts is critical, especially when it benefits these clerics and their guilds or deities.

Law establishes hierarchies. Those selected by the law to lead must be obeyed. Those who obey must do so to the best of their ability. In this manner, law creates an intricate web of obligations that allows society to forge order and security in a chaotic multiverse.

Order Domain Features

Cleric Level	Feature
1st	Domain Spells, Bonus Proficiencies, Voice of Authority
2nd	Channel Divinity: Order's Demand
6th	Embodiment of the Law
8th	Divine Strike
17th	Order's Wrath

Domain Spells

You gain domain spells at the cleric levels listed in the Order Domain Spells table. See the Divine Domain class feature in the *Player's Handbook* for how domain spells work.

Order Domain Spells

Cleric Level	Spells
1st	*command, heroism*
3rd	*hold person, zone of truth*
5th	*mass healing word, slow*
7th	*compulsion, locate creature*
9th	*commune, dominate person*



Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with heavy armor. You also gain proficiency in the Intimidation or Persuasion skill (your choice).

Voice of Authority

Starting at 1st level, you can invoke the power of law to drive an ally to attack. If you cast a spell with a spell slot of 1st level or higher and target an ally with the spell, that ally can use their reaction immediately after the spell to make one weapon attack against a creature of your choice that you can see.

If the spell targets more than one ally, you choose the ally who can make the attack.

Channel Divinity: Order's Demand

Starting at 2nd level, you can use your Channel Divinity to exert an intimidating presence over others.

As an action, you present your holy symbol, and each creature of your choice that can see or hear you within 30 feet of you must succeed on a Wisdom saving throw or be charmed by you until the end of your next turn or until the charmed creature takes any damage. You can also cause any of the charmed creatures to drop what they are holding when they fail the saving throw.

Embodiment of the Law

At 6th level, you become remarkably adept at channeling magical energy to compel others.

If you cast a spell of the enchantment school using a spell slot of 1st level or higher, you can change the spell's casting time to 1 bonus action for this casting, provided the spell's casting time is normally 1 action.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Order's Wrath

Starting at 17th level, enemies you designate for destruction wilt under the combined efforts of you and your allies. If you deal your Divine Strike damage to a creature on your turn, you can curse that creature until the start of your next turn. The next time one of your allies hits the cursed creature with an attack, the target also takes 2d8 psychic damage, and the curse ends. You can curse a creature in this way only once per turn.

Druid: Circle of Spores

Druids of the Circle of Spores find beauty in decay. They see within mold and other fungi the ability to transform lifeless material into abundant, albeit somewhat strange, life.

These druids believe that life and death are parts of a grand cycle, with one leading to the other and then back again. Death isn't the end of life, but instead a change of state that sees life shift into a new form.

Druids of this circle have a complex relationship with the undead. Unlike most other druids, they see nothing inherently wrong with undeath, which they consider to be a companion to life and death. But these druids believe that the natural cycle is healthiest when each segment of it is vibrant and changing. Undead that seek to replace all life with undeath, or that try to avoid passing to a final rest, violate the cycle and must be thwarted.

Circle of Spores Features

Druid Level	Feature
2nd	Circle Spells, Halo of Spores, Symbiotic Entity
6th	Fungal Infestation
10th	Spreading Spores
14th	Fungal Body

Circle Spells

Your symbiotic link to fungus and your ability to tap into the cycle of life and death grants you access to certain spells. At 2nd level, you learn the *chill touch* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Spores Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Circle of Spores Spells

Druid Level	Spells
3rd	*blindness/deafness, gentle repose*
5th	*animate dead, gaseous form*
7th	*blight, confusion*
9th	*cloudkill, contagion*

Halo of Spores

Starting at 2nd level, you are surrounded by invisible, necrotic spores that are harmless until you unleash them on a creature nearby. When a creature you can see moves into a space within 10 feet of you or starts its turn there, you can use your reaction to deal 1d4 necrotic damage to that creature unless it succeeds on a Constitution saving throw against your spell save DC. The necrotic damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

Symbiotic Entity

At 2nd level, you gain the ability to channel magic into your spores. As an action, you can expend a use of your Wild Shape feature to awaken those spores, rather than transforming into a beast form, and you gain 4 temporary hit points for each level you have in this class. While this feature is active, you gain the following benefits:

- When you deal your Halo of Spores damage, roll the damage die a second time and add it to the total.
- Your melee weapon attacks deal an extra 1d6 poison damage to any target they hit.

These benefits last for 10 minutes, until you lose all these temporary hit points, or until you use your Wild Shape again.



Rule Tip: Temporary Hit Points Don't Stack

If you have temporary hit points and receive more of them, you don't add them together, unless a rule says you can. Instead, you decide which temporary hit points to keep. For more information on temporary hit points, see chapter 9 of the *Player's Handbook*.

Fungal Infestation

At 6th level, your spores gain the ability to infest a corpse and animate it. If a beast or a humanoid that is Small or Medium dies within 10 feet of you, you can use your reaction to animate it, causing it to stand up immediately with 1 hit point. The creature uses the zombie stat block in the *Monster Manual*. It remains animate for 1 hour, after which time it collapses and dies.

In combat, the zombie's turn comes immediately after yours. It obeys your mental commands, and the only action it can take is the Attack action, making one melee attack.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Spreading Spores

At 10th level, you gain the ability to seed an area with deadly spores. As a bonus action while your Symbiotic Entity feature is active, you can hurl spores up to 30 feet away, where they swirl in a 10-foot cube for 1 minute. The spores disappear early if you use this feature again, if you dismiss them as a bonus action, or if your Symbiotic Entity feature is no longer active.

Whenever a creature moves into the cube or starts its turn there, that creature takes your Halo of Spores damage, unless the creature succeeds on a Constitution saving throw against your spell save DC. A creature can take this damage no more than once per turn.

While the cube of spores persists, you can't use your Halo of Spores reaction.

Fungal Body

At 14th level, the fungal spores in your body alter you: you can't be blinded, deafened, frightened, or poisoned, and any critical hit against you counts as a normal hit instead, unless you're incapacitated.



Chapter 2: Guilds of Ravnica

The ten guilds are the lifeblood of Ravnica, making up the foundation of its society. They are voluntary associations led by guildmasters, but that's the extent of their resemblance to the craft and merchant guilds found on most Dungeons & Dragons worlds. They include many different kinds of organizations:

- A government body, the Azorius Senate
- A military force, the Boros Legion
- An espionage network, House Dimir
- An association of raiders, the Gruul Clans
- Two scientific research institutions, the Izzet League and the Simic Combine
- An organized crime family, the Orzhov Syndicate
- Raucous performance troupes collectively known as the Cult of Rakdos, which bends to the whims of a powerful demon
- Two widely divergent groups devoted to nature, the Golgari Swarm and the Selesnya Conclave

Citizens of Ravnica aren't born into guilds. An individual can choose to belong to any guild—or no guild. Some guilds, such as Selesnya and Boros, actively recruit new members, while others simply accept those who seek membership. People within a family might join different guilds, which can lead to strong connections between the guilds in question or to painful animosity in families whose members follow different paths.

Even though citizens can choose their guild associations, long-standing traditions steer certain individuals toward a particular guild. For example, it would be highly unusual for a Devkarin elf (a dark elf) to join any guild other than the Golgari, and the Ordruun line of minotaurs has provided the Boros armies with generations of offspring. Members of certain races are also drawn to specific guilds, as noted in the description of each of guild.

Guild Membership

You establish your character's membership in a guild by choosing that guild's background from among those detailed in this chapter. This book assumes that you have chosen a guild and that you maintain your association with it throughout your life. As a result, your choice of guild can play a more significant role than most backgrounds do in shaping what your character does now, not just what you accomplished in the past.

The backgrounds associated with guilds in this chapter work like those in the *Player's Handbook*, giving you proficiencies, languages, equipment, and suggested characteristics (personality traits, ideals, bonds, and flaws). Each guild entry also provides personal contacts; suggestions for your alignment, race, and class; and a list of spells that you can add to your spell list if you're a member of a spellcasting class.

Guild Spells

The spellcasters of Ravnica's guilds have a style of magic specific to their guild. A guild's description includes a list of guild spells that epitomize the type of magic the guild favors. The Boros Legion, for example, tends to prefer using spells of fire magic and holy light, and its guild spell list reflects that emphasis.

If you play a character who has the Spellcasting or the Pact Magic class feature, your guild spells are added to the spell list for your class, thereby expanding the spell options available to you.

Bonds and Contacts

As a benefit of your guild membership, you have contacts both inside and outside the guild. Contacts are useful resources in the urban environment of Ravnica, where a friendly face can be more valuable than gold.

As stated in the *Player's Handbook*, bonds represent your connections to people, places, and events in the world. Contacts are people you have a connection to, but they're not necessarily bonds. People can be bonds if they inspire you, motivate you, or make you act against your best interests. (They can represent flaws if their existence amounts to a weakness for you.) Contacts, in comparison, are simply people you know. They might be

The Guildless

The guilds might be considered the heart and soul of Ravnica, but they aren't all that makes up the city. Many citizens choose not to join a guild—some because they can't be bothered, and others because they have philosophical objections to the very idea of guilds. The so-called guildless are especially common in areas that might be considered rural: places farther from the heart of the city and the larger exurban districts. But even in the city's heart, some guildless citizens actively oppose the influence of the guilds, blaming the world's strife and suffering on an elite hierarchy that seeks to take control, consolidate wealth, and fragment a populace against itself.

The numbers of the guildless include people engaged in a wide variety of trades and services that aren't managed and regulated by the guilds, from baking to cartography. University professors, guides, traders, and bartenders might be guildless. Criminal gangs set themselves up as rivals to the Orzhov, and even military forces operate independent of guild control, serving as neighborhood police forces or mercenaries for hire.

About half of Ravnica's population is guildless. That proportion is higher for some races than others: nearly all elves, for example, belong to the Golgari, Selesnya, or Simic guilds, but a majority of goblins are guildless. Loxodons tend to have a strong sense of community, so they readily join guilds. And when they don't, they join groups of another sort, such as mercenary companies or cults. Simic hybrids are all created within the Simic Combine, so it's rare for them not to be part of it.

friends, rivals, or even family members, but their relationship with you is rarely as strong as with a bond.

Although the tables of contacts in this chapter describe nonplayer characters who are members of guilds (your own and others), you are likely to acquire guildless contacts as well. NPCs such as goblin gang leaders, minotaur bartenders, and vedalken tailors all go about their lives in the shadow of the guilds but divorced from those groups' intrigue and politics.

Starting Contacts

Your character starts the game with three contacts: an ally in their guild, a rival in their guild, and an ally or rival in another guild. (House Dimir is an exception.) Tables in each guild section help you determine who these contacts are—facts that you can build on by working with your DM to add some details. The table entries for contacts are written in the first person, where "I" is your character.

You'll roll twice on the Contacts table for your guild, unless you're in House Dimir (as explained in that guild's section). Your first roll gives you an ally. Your second roll gives you a rival, who might be friendly, jealous, or antagonistic. (It's possible for these to be the same person; a single person might be generally friendly toward you and simultaneously jealous of your success, for example.) Then you'll roll once on the table of contacts from other guilds. That contact could be either an ally or a rival, or you might instead gain a third contact from your own guild.

Renown

As you advance the goals of your guild through your adventures, you become an increasingly important part of the guild's activities. You might rise through the ranks, eventually taking up a position at the right hand of the guildmaster—or even becoming the master yourself!

Your status in your guild is measured by your renown score. As you increase that score, you gain the opportunity to advance in the ranks of the guild.

When you join a guild as a starting character, your renown score with that guild is 1. Your renown score increases by 1 when you do something to advance the guild's interests, assuming that other members of the guild are aware of what you've done. Each guild's description in this chapter includes a discussion of its goals and your role in pursuing those goals, which your DM will use to judge whether you earn an increase in your renown score.

The various ranks within the guilds describe the range of tasks you might perform, from testing experimental Izzet weaponry to leading a squad of Boros soldiers into battle. When you're assigned a mission that involves an adventure—leaving behind your guild holdings and putting yourself in danger—and you complete that mission, your renown score with that guild increases by 2. Chapter 4 includes information for the DM about missions appropriate for your guild.

Other tasks that don't involve adventuring can also improve your renown score. You can use the time between adventures to improve your renown within your guild by performing these tasks, as well as by socializing with prominent people in the guild. After doing so for a total number of days equal to your current renown score multiplied by 10, your renown score increases by 1.

At your DM's discretion, you might also have a renown score in a guild you don't belong to. You can't ever formally advance in rank within another guild, but a high renown score can earn you additional contacts, favors, and other benefits. This option can be useful in an intrigue-heavy campaign where the adventurers spend a lot of time trying to influence the leaders of various guilds.

Benefits of Renown

As you gain renown in a guild, you gain certain benefits. Most benefits are guild-specific, but there are general benefits that apply no matter which guild you belong to:

Renown 3 or Higher. When you have a renown score of at least 3 with your own guild, you are an established and respected member of the guild. Other members of the guild have a friendly attitude toward you by default. (Individual members of the guild might have reasons to dislike you despite your renown.) They provide you with lodging and food in dire circumstances and pay for your funeral if needed. If you are accused of a crime, your guild offers legal support, as long as a good case can be made for your innocence or the crime was justifiable.

Renown 5 or Higher. When your renown score with any guild reaches 5, you gain an additional contact within the guild. This contact might be a character you met during your adventures or someone who seeks you out because of your fame. Your DM will assign you a contact or have you roll on the Contacts table for the appropriate guild.

Some guilds—notably Azorius, Orzhov, and Boros—have well-defined hierarchies that characters can ascend through as they improve their renown scores.

Other guilds have positions of honor that characters can apply for if their renown score is high enough. Not every member of the Selesnya Conclave aspires to be a sagittar (an archer assigned to guard an important guild location), but any character who meets the prerequisites can apply for the position. Ultimately, the DM decides whether a character qualifies for such a role, with a certain renown score as a minimum requirement.

Several guilds provide a salary among the benefits of renown within the guild. The salary is described as sufficient to maintain a lifestyle of a certain level. If you earn a salary, you can live at the specified lifestyle without paying the normal daily expenditure. See chapter 5 of the *Player's Handbook* for more information on lifestyle expenses.

A prominent position in a guild often allows you to call on the services of lower-ranking members to assist you in your work. When you do, they are assumed to be loyal followers who help you to the best of their ability. Some of them are assigned to help you for the duration of a single task or mission, while others are under your permanent command, staffing a laboratory, workshop, or garrison where you are in charge. Depending on their role, they might help you in dangerous situations (like

combat) or flee from them. You might assign them to perform tasks in your absence, which could include undertaking research, looking for witnesses to a crime, or carrying out a small-scale raid, for example, depending on their role and capabilities. You carry the responsibility for their lives and welfare, ultimately, and if the guild decides that you are abusing your authority and mistreating the members beneath you, you might lose renown, lose your rank or status in the guild, or even be cast out of the guild.

Losing Renown

If you commit a serious offense against your guild or its members, you might lose renown within the guild. The extent of the loss depends on the infraction and is left to the DM's discretion. A character's renown score with a guild can never drop below 0. If your renown score drops below the threshold for a rank or privilege you have attained, you lose that benefit. Even if you regain the lost renown, you might find it more difficult to again secure a position or rank you have previously lost.

Styles of Membership

As you're playing a character associated with one of the guilds, think about your character's relationship with the guild. Guild members can be grouped into four categories, depending on their motivations and priorities: loyalists, opportunists, rebels, and anomalies. Which one of these descriptions best fits your character?

Loyalists join a guild because they firmly believe in the guild's ideals and want to advance its goals. Their membership in the guild is a badge of identity for them. They're typically of the races and classes most strongly associated with the guild, and their personality traits and ideals fall in line with the suggestions in this chapter. An idealistic human or a minotaur paladin in the Boros Legion is an example of a loyalist.

Opportunists join a guild based on what they can gain from becoming members. Every guild offers its members something—whether concrete benefits such as opportunities for wealth or more subtle, intangible rewards such as social status—and getting that something is the primary motivation for this type of character. Opportunists often pay lip service to the ideals and goals of the guild, looking out for themselves first and the guild second (at best). A selfish human fighter who uses membership in the Boros Legion as an excuse to bully and steal from others would be an opportunist.

Rebels love the guilds they're in but don't conform to guild expectations. They might be good-hearted idealists trying to bend a shady guild toward nobler pursuits, or they might be selfish egotists hoping to direct the guild's actions toward promoting their own interests. Most rebels are typical members of the guild in terms of race and class, but they vary from type when it comes to personalities and ideals. A Boros legionnaire with tyrannical tendencies who thinks the Boros should enforce justice with an iron fist would be a rebel.

Anomalies are individuals who join guilds contrary to all expectations. Their race or class (or both) is outside the norm for their guild, but their personalities and ideals fall perfectly in line; that's why they joined. A vedalken paladin in the Boros Legion, or an Ordruun minotaur in the Orzhov Syndicate, would fall into this category.

Membership and Independence

Some adventurers do exactly what they're told, spending their careers doing the bidding of their guild superiors. Most adventuring characters, though, prefer more independence. You can roll a d6 or choose from the options in the table below to establish a reason for the freedom enjoyed by your character.

d6	Reason for Independence
1	I've been around long enough that my guild lets me do what I want.
2	I've been chosen for special assignments because I'm just that good.
3	I've been singled out for special assignments because somebody up the ranks hates me.
4	I'm moonlighting, and I'd get in trouble if my superiors knew what I was up to.
5	I've been put at the disposal of another guild because my superiors want to help them.
6	I've been put at the disposal of another guild because my superiors hope I'll fail.

Changing Guilds

If events in your character's adventuring career warrant it, you can abandon membership in one guild and join a different one. Once you leave a guild, you can rarely go back.

Your DM decides what requirements you must meet to join a new guild. Some guilds welcome new recruits and make the process as simple as possible, while others require a demonstration of loyalty.

When you change guilds, you lose all the privileges of membership in your original guild, including the background feature granted to you by your original guild and any rank or position you have achieved in that guild. You also lose access to your old guild spells, unless they are already on your class's spell list, among your spells known, or in your spellbook. Except in exceptional circumstances, your renown score with your original guild becomes 0.

Your old guild expects you to return your guild insignia, and your new guild gives you one to replace it.

You gain the privileges of membership in your new guild. These include the background feature granted by your new guild, although your DM might decide that it takes you a while to gain the full benefit. For example, a character who leaves another guild to join the Gruul Clans doesn't immediately know the ways of the rubble-belts, but has to gain that familiarity over time. You also gain access to your new guild spells.

Your new guild doesn't give you any benefits that assume prior knowledge or experience, including proficiencies, starting equipment (except your guild insignia), and contacts.



Azorius Senate

Officer Lavinia stood before the enormous *double doors that led into the highest spire of New Prahv, the lair of the guildmaster. To look at her, nothing would seem out of place: her cape spilled elegantly from her officer's armor, her sword shone like a decorative piece one would hang above a mantel, and her three-sided medals displayed her district-spanning rank.*

—Doug Beyer, *Return to Ravnica: The Secretist*

Bringing order from chaos—that is the mission of the Azorius Senate. Without the extensive legal code crafted and enforced by the Azorius, society would crumble, transforming Ravnica into a field of rubble where the Gruul and the Rakdos do whatever they please. The Azorius carry this weighty responsibility with stoic pride, and they perform their work of legislation, investigation, and enforcement with steely determination.

The first guildmaster of the Azorius Senate was a sphinx named Azor. He was the author of the original Guildpact, as well as the creator of the elaborate contingency plan that resulted in the creation of the Living Guildpact. The Azorius Senate was meant to carry on his legacy by serving as the legislative body of Ravnica.

Inside the Senate

The Azorius Senate is supported by three branches, called columns, each led by an arbiter (also called a capital). The capitals of the three columns form the Triumvirate, which advises the guildmaster, Supreme Judge Isperia, an ancient and wise sphinx.

The **Sova Column** consists of judges and the extensive legal apparatus surrounding them. It is tasked with adjudicating and arbitrating the effects of the law. The column employs legal aides, pages, librarians, experts on precedent, advocates for the accused, public prosecutors, and judges.

The **Jelenn Column** writes and enacts the laws of Ravnica, involving the efforts not just of the designated legislators but also a network of bureaucrats: aides, writers, researchers, lobbyists, clerks, and so on.

The **Lyev Column** enforces the law as Ravnica's police force. The many-leveled hierarchy of the Lyev Column includes arresters, investigators, officers, and lawmages. The Lyev Column is also venturing into the work of managing surveillance and precognition. Most adventuring characters, by their nature and because of their capabilities, are associated with the active work of the Lyev Column rather than the behind-the-scenes activity of the other columns.

Goals of the Azorius

The Azorius Senate's ultimate goal is the perfection of society. They want to protect the people of Ravnica and foster a community of peace and harmony. A society's values, they contend, are reflected in the laws it creates. Something is good if it is lawful. To the Azorius, the highest virtue is a society built on stability and order, and the guild's elaborate system of laws is structured to prevent wrongdoing first and foremost, even at the expense of certain liberties. The Azorius can act as a benevolent proactive force that keeps evildoers in check, but it can also act as an oppressive bureaucratic force that stifles freedom and expression.

In the absence of the Living Guildpact, the Azorius are uncertain who is supposed to maintain balance among the guilds. As a group, they are convinced that the system can't be disrupted, but they are challenged by the reality that the one person who is meant to hold their world together never seems to be around. The Azorius Senate is invoking emergency powers with increasing frequency, and the Lyev Column's enforcers are wielding an ever-growing amount of influence.

The Azorius guild embraces the belief that Ravnican society has come too far to succumb to chaos. Civilization can be saved only through the guidance of a strong, safety-focused government. In the mind of the Azorius, the threat of chaos is imminent. They believe it is time to face facts and do whatever is necessary to protect the people and preserve the force of law.

The Azorius, as always, see agents of disorder as their greatest enemies. They have cracked down on the Gruul Clans and imposed a variety of creatively written laws outlawing that guild's presence in as many public places as possible. The Azorius also abhor the satirical

shows of the Rakdos (in part because the Azorius are frequently ridiculed by Rakdos performers) and attempt to curb them with new decrees about public performances. In response to attempts by other guilds to edge their way around the system, the Azorius routinely create new laws to support or countermand old ones.

Azorius Characters

Alignment: Usually lawful, often neutral
Suggested Races: Human, vedalken
Suggested Classes: Bard, cleric, fighter, paladin, wizard

You might enjoy playing a character who belongs to the Azorius Senate if one or more of the following statements are true:

- You're drawn to the idea of a hard-bitten police officer trying to impose order on a chaotic world.
- You like the idea of using magic to control enemies.
- You like playing enchanter wizards, clerics of law, or unbending paladins.

Joining the Azorius Senate

As a recruit to the Azorius Senate, you were quickly immersed in the law. You might have clerked for a judge or a legislator, been an apprentice to a practitioner of law magic, studied rhetoric with diplomats, or trained to patrol the streets and enforce the law. As your training comes to an end and your adventuring career begins, you must decide whether to focus on law enforcement or to operate primarily within the bureaucracy of the senate.

Law Enforcement

Most Azorius adventurers belong to the guild's police force. They are soldiers or spellcasters who patrol the city in teams or singly, preventing crimes or stopping them in progress. If you want to pursue a career in law enforcement, choose the path of the lawmage, the precognitive mage, or the arrester.

Lawmages. As a spellcaster in the Azorius Senate, you use your magic to compel or restrain malefactors and scofflaws (perhaps as a wizard specialized in the School of Enchantment). You might also use your magic to protect Azorius soldiers and innocent bystanders from harm (perhaps as a wizard specialized in the School of Abjuration or as a cleric of the Order Domain, which is described in chapter 1). In any case, you're called a lawmage, and you can aspire to the title of justiciar and then deputy as your standing within the guild increases.

Precognitive Mages. If you are a spellcaster with some ability to glimpse the future (perhaps a wizard specialized in the School of Divination or a cleric of the Knowledge Domain), you can use this ability to try to prevent crime before it occurs, serving as a precognitive mage. These mages occupy a small niche on the periphery of the guild, and the guild hasn't developed a bureaucratic structure to accommodate them, so they advance through the same ranks as lawmages.

Arresters. As a martial character, you can serve as an arrester in the Azorius Senate. You might be a fighter (of any martial archetype) or a paladin who has sworn the Oath of Vengeance, for example. Arresters maintain the peace by removing threats—both actual and potential—identified through regular patrols, citizen reports, and occasionally alerts from the precognitive mages. As you gain the respect of your superiors, you can be promoted to the rank of officer or imperator.

Bureaucracy

Bureaucracy might seem like the opposite of adventure, but it is possible to immerse yourself in the life of a civil servant in the Azorius Senate and still live an adventurous life. You might be a mild-mannered judge's clerk or scribe who got caught up in a whirlwind chain of events beyond your control, or you might moonlight as a vigilante in defiance of the law you are supposed to uphold. Or you could serve a diplomatic function as an elocutor.

Elocutors. As a skilled orator and diplomat (perhaps a bard of the College of Lore), you can put your talents to use in the guild as an elocutor. The Azorius are known for their measured, patient speech, and the elocutors are the primary voice through which the senate communicates with the other guilds and the people of Ravnica. Thus, you might serve as an emissary from the Azorius to another guild, working to settle trade or territorial agreements, temporary alliances, and the like. You might have the task of securing the support of key senators for a particular piece of legislation or treaty. Well-established elocutors can be rewarded with the rank of scribe or emissary.

Background: Azorius Functionary

The brutes are at the gate, chaos is looming, and the only thing standing in the way of disaster is the foundation of law and order—as embodied in the Azorius Senate. You're a proud member of the Azorius guild, which both enacts and enforces the laws that make Ravnican society function smoothly and safely.

Skill Proficiencies: Insight, Intimidation
Languages: Two of your choice
Equipment: 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 containing 10 gp (Azorius-minted 1-zino coins)

Feature: Legal Authority

You have the authority to enforce the laws of Ravnica, and that status inspires a certain amount of respect and even fear in the populace. People mind their manners in your presence and avoid drawing your attention; they assume you have the right to be wherever you are. Showing your Azorius insignia gets you an audience with anyone you want to talk to (though it might cause more problems than it solves when you're dealing with incorrigible lawbreakers). If you abuse this privilege, though, you can get in serious trouble with your superiors and even be stripped of your position.



Azorius Guild Spells

Prerequisite: Spellcasting or Pact Magic class feature

For you, the spells on the Azorius Guild Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

Azorius Guild Spells

Spell Level	Spells
Cantrip	*friends, message*
1st	*command, ensnaring strike*
2nd	*arcane lock, calm emotions, hold person*
3rd	*clairvoyance, counterspell*
4th	*compulsion, divination*
5th	*dominate person*

Your magic often takes the form of blue or golden runes floating and glowing in the air in circular patterns or of shimmering azure barriers of magical energy. If you cast *ensnaring strike*, for example, the vines created by the spell might appear as rune-inscribed glowing bands that wrap around the target and hold it in place.

Suggested Characteristics

Members of the Azorius Senate tend toward a demeanor of cold dignity and a pragmatic, orderly nature. Steeped in the law as they are, their ideals and priorities revolve around legal issues.

Personality Traits

d8	Trait
1	I try never to let my judgment become clouded by emotion.
2	I have infinite patience with the dolts and boors I'm forced to deal with every day.
3	When I give an order, I expect it to be obeyed.
4	I just want things the way I like them: neat, orderly, and clean.
5	No wrongdoing can escape my watchful gaze.
6	I always say exactly what I mean, no matter how many words it takes to communicate the particular nuance I am attempting to convey.
7	I'm very literal and don't appreciate metaphor or sarcasm.
8	I never change my mind once it's made up.

Ideals

d6	Ideal
1	**Guild.** My guild is all that really matters. (Any)
2	**Order.** The law is meant to ensure that the gears of society turn smoothly and quietly. (Lawful)
3	**Peace.** The ultimate object of the law is to remove violence from society. (Good)
4	**Compliance.** Coercion is a fine way of ensuring that the laws are obeyed. (Lawful)
5	**Legislation.** The law embodies excellence in its precision and detail. (Lawful)
6	**Punishment.** A public display of consequences is an excellent deterrent for other criminals. (Evil)

Bonds

d6	Bond
1	I am beholden to an Azorius arrester who captured the criminal who killed my parents, saving me from the same fate.
2	I hope one day to write the laws, not just enforce them.
3	I tried and failed to prevent a murder, and I have sworn to find and arrest the perpetrator.
4	I successfully prevented a murder, and the would-be perpetrator wants me dead.
5	One of my parents was prominent in the guild, and I resent constantly being compared to that standard.
6	I've modeled my career after a highly respected law-mage or arrester, but I fear that my role model might be involved in something illegal.



Flaws

d6	Flaw
1	I'm unable to distinguish between the letter and the spirit of the law.
2	I seem like a harsh judge to others, but I judge myself most harshly of all.
3	I have a secret, illegal vice.
4	I was traumatized by witnessing a crime as a child.
5	I'm incapable of deception.
6	I wish I had joined the Boros, but I fear they'd never accept me.

Contacts

The Azorius Senate is a sprawling bureaucracy, and people in a variety of positions throughout the guild can pull strings to make things happen. Because of the guild's role in making and enforcing laws for the entire city, your place in the Azorius can easily bring you into contact with members of other guilds, for good or ill.

Roll twice on the Azorius Contacts table (for an ally and a rival) and once on the Non-Azorius Contacts table.

Azorius Contacts

d8	Contact
1	As a teenager, I was a page for a prominent judge.
2	One of my childhood friends is now a precognitive mage in service of the guild.
3	I joined the Azorius hoping to impress an arrester whom I admire.
4	My former mentor is now a warden at Udzec, the new Azorius prison.
5	I was second best at everything in my legal training, and now I work with the person who was always just a little bit better.
6	A good friend was promoted into work they can't tell me about.
7	I know a homunculus in the halls of New Prahv who can get things done behind the scenes.
8	I was once summoned to the presence of Supreme Judge Isperia, the guildmaster of the Azorius, who complimented me on my work.

Non-Azorius Contacts

d10	Contact
1	Roll an additional Azorius contact; you can decide if the contact is an ally or a rival.
2	The person who recruited me into the Azorius left and joined the Boros.
3	I have a friendship with a Dimir agent who sometimes funnels me secrets about Azorius activities.
4	A Golgari spore druid would love to see me slip up and break the law.

d10	Contact
5	A lesser Gruul chieftain seems to think I could be useful.
6	The black sheep of my family is putting their maniacal genius to use in the Izzet.
7	I'm friends with an Orzhov advokist; we compare notes on different forms of law magic.
8	I was ridiculed once in a Rakdos performance; the performer was impressed with my good humor about it and now does me occasional favors.
9	I have a fanatical Selesnya cousin who keeps trying to recruit me and everyone else in the family.
10	While growing up, I was bullied by a brat who's now a hybrid in the Simic Combine.

How Do I Fit In?

As a member of the Azorius Senate, you are probably engaged in the work of law enforcement (even if your background involved the legislative or judicial aspects of the senate's activities). Legislative aides and judges' clerks find little reason to venture beyond the Azorius guildhalls, but soldiers and lawmages patrol the streets daily.

An Azorius soldier or lawmage is a force for order, charged with fighting crime on the streets—and in the halls of power. You might spend your time foiling thefts, putting a stop to Orzhov extortion, rooting out Dimir spies, or hunting down Golgari assassins. Perhaps you take your orders from a precognitive mage (or you are one yourself) who receives unpredictable and cryptic visions of future crimes that you and your allies must try to prevent.

An Azorius Party

An adventuring party made up entirely of Azorius members could be a specialized team dedicated to law enforcement. A soldier (a fighter or paladin) and a lawmage (wizard) would form the core of the party, supported by a precognitive mage (cleric) who helps direct their missions. An elocutor (bard) could round out the party, serving as the group's negotiator and spokesperson.

Rank and Renown

By gaining renown as a member of the Azorius Senate, you can advance within the guild. Promotion through the ranks requires the approval of a superior officer. Advancement is a reward for services rendered to the guild, rather than an automatic consequence of increased renown.

Rank 1: Official

Prerequisite: Renown 3 or higher in the Azorius Senate

Your specific title depends on your role in the guild:

- If you are a lawmage or a precognitive mage, you assume the title of justiciar.
- If you are an arrester, you become an officer.
- If you are a bureaucrat (including an elocutor), you become a scribe.

Three Capitals

The heads of the three columns of the Azorius Senate are called arbiters or capitals.

The arbiter of the Sova Column (the judiciary) is Leonos II, a wise and kind human judge and lawmage who takes pains to consider all perspectives before issuing a judgment—even the perspectives of the spirits of the dead, with whom he can communicate. He is patient and utterly loyal to the guild.

The Jelenn Column (the legislature) is led by a vedalken lawmage named Uzana, renowned for a nearly perfect memory. She has memorized every statute of Azorius law, and much of her speech is quotations from those statutes.

The hussar commander Agmand Sarv is the arbiter of the Lyev Column, the senate's law enforcement branch. Despite the fact that he has never been in combat, he has earned a reputation as a brilliant military strategist. His tactical genius is unquestioned, but his lack of battle experience did cause some controversy among the soldiers and lawmages of the Lyev Column when he was appointed to be its head.

As an Azorius official, you can call on recruits (use the **soldier** stat block in chapter 6) to perform mundane tasks and errands for you, but they will not accompany you into dangerous circumstances.

No Azorius official lives in poverty. Between adventures, you earn a salary that supports you at a modest lifestyle.

Rank 2: Authority

Prerequisite: Rank 1 and renown 10 or higher in the Azorius Senate

Your new title depends on your previous role as an official in the Azorius Senate:

- If you are a justiciar, you become a deputy with a specific title, such as Deputy of Acquittals, Deputy of Indictment, Deputy of Deposition, Deputy of Arraignment, or Deputy of Arbitration.
- If you are an officer, you become an imperator.
- If you are a scribe, you become an emissary.

You are recognized as an authority in your field. You gain an *Azorius charm* (described in chapter 5) at the start of each mission you undertake on the guild's behalf. At the start of any such mission, you can secure the assistance of a squad of 1d4 arresters (use the **soldier** stat block in chapter 6) plus one **lawmage** (also in chapter 6). These individuals remain with you until the mission ends.

Between adventures, you earn enough money pursuing your duties to support yourself at a comfortable lifestyle.

Rank 3: Minister, Judge, or Senator

Prerequisite: Rank 2 and renown 25 or higher in the Azorius Senate

Your new title depends on your broader interests as they relate to one of the three columns of the Azorius Senate, not on the titles you bore as an official and an authority:

- If your interests lie in law enforcement, you become a minister within the Lyev Column. You receive a

specific title, such as Minister of Impediments or Minister of Fallacies.

- If your interests concern the judiciary, you become a judge within the Sova Column.
- If you want a position on the legislative body of the Jelenn Column, you become a senator.

Regardless of your specific title, you can secure the aid of up to 3d4 **soldiers** and one or two **lawmages** (see chapter 6 for these stat blocks) whenever you set out on a guild-approved mission.

Between adventures, your responsibilities to the guild—including supervising arresters, judging legal cases, or writing laws—earns you enough money to support yourself at a wealthy lifestyle.

Rank 4: Arbiter

Prerequisite: Rank 3 and renown 50 or higher in the Azorius Senate

As an arbiter (or capital), you serve as the head of your column. Only Isperia, the Supreme Judge, can appoint you to this position, and only if one of the three existing arbiters leaves her service.

As an arbiter, all the resources of your column are at your disposal, and you have the ear of Isperia as a member of her advisory Triumvirate. You also keep the salary you earned as a minister, judge, or senator, sustaining a wealthy lifestyle between adventures.



Enemies and Allies

As far as the Azorius are concerned, every other guild in Ravnica is hastening along the road to anarchy. Even other guilds that are inclined toward order (such as the Boros, Orzhov, and Selesnya) are ignoring or exploiting the law.

You participate in missions to thwart the criminals of other guilds, from overzealous Boros vigilantes to insidious Golgari assassins. Dimir spies, Orzhov extortionists, and bloodthirsty Rakdos performers keep Azorius peacekeepers busy enough, without the added complications of reckless Izzet and Simic experiments putting the citizenry in danger.

Of course, whenever the members of another guild decide to operate within the law, they are potential allies for the Azorius. Even some members of the Cult of Rakdos can be pragmatic enough to stifle their impulses for a time in order to join forces against a common enemy.

The Azorius View on Other Guilds

Because of its authoritarian, overreaching grasp, the Azorius Senate's relationships with other guilds are rarely positive. Azorius members tend to view members of other guilds as dangerous threats to order, while other guild members see the Azorius as rigid and tyrannical.

Boros. "Their vigilantism is tremendously dangerous without a hand to control it."

Dimir. "A perennial thorn in our side. Though they were once our greatest foes, not even the masters of espionage can hide from our watchful eyes."

Golgari. "Their underground structures break numerous building regulations, but at least they fulfill their duties as garbage collectors."

Gruul. "The Gruul are dangerous anarchists with no interest in furthering the development of civilization. They serve no useful purpose."

Izzet. "Eccentric and occasionally explosive, but generally harmless, for now. In their paranoia they have enlarged their weapon stockpiles, but they lack the clarity of vision to put them to use."

Orzhov. "Their brazen exploitation of our laws will be their downfall. They are an insidious threat that could tear society apart from the inside."

Rakdos. "An absolute blight on Ravnica. They are clowns who know nothing of culture and exist only to torment the functioning members of society."

Selesnya. "The Conclave plays by the rules and keeps to itself. Until its members become too numerous, they are of little threat to us."

Simic. "The Simic experiment with matters that disobey the laws of nature and the laws of Ravnica. We must not let them gain influence."



Boros Legion

A BROWN-BEARDED, BROAD-CHESTED MAN CLAD IN *massive-shouldered plate armor led a battalion of soldiers, the symbol of the Boros Legion emblazoned on white cloth draped over their armor. Their soldiers were a variety of races, including humans, a minotaur with a permanent scowl on her face, an impatient-looking goblin, and even some kind of humanoid fire elemental, whose Boros armor floated in protective positions over its animate flame.*

—Doug Beyer, *Return to Ravnica: The Secretist*

Clad in shining armor and fueled by righteous zeal, the soldiers of the Boros Legion take up steel against the corruption and lawlessness that gnaw at the soul of Ravnica. Combining the force of law with the military strength to back it up, the Boros work to forge Ravnica into a just society, a safe and healthy community for all. From garrisons throughout the sprawling city, disciplined, stalwart soldiers are dispatched to stand firm against Gruul raids, Dimir infiltration, Golgari corruption, and the subtle influence of more nefarious foes.

The archangel Razia was the original guildmaster of the Boros Legion, which was established to serve as Ravnica's standing army. Razia served as its guildmaster for almost ten thousand years. Legend says that all the other angels of Ravnica were created in the image of this semidivine figure, and her death was devastating to the guild. Aurelia, the current angelic guildmaster, is the third to hold that title.

Inside the Legion

Angels occupy the highest tier of the Boros hierarchy, from the guildmaster Aurelia down to the hosts of holy warriors and advisors in leadership roles. Their opinions and advice are deeply respected in the guild, though the angels aren't above engaging in the machinations of mortal politics. The angels include the wise, strategic warleaders; the holy champions and paragons of war known as firemanes; and battleforce angels, who form the bulk of the legion's angelic warriors.

From the perspective of the average Boros soldier, the angels embody the ideals the Boros hold dear. Few mortal soldiers gain admission into the presence of the warleaders and other powerful angels, but battleforce angels fight at the forefront of the legion's ranks, and they form strong friendships with mortals under such life-and-death circumstances. Boros paladins are the members most likely to converse with the angels and be charged with implementing their plans.

The garrison commanders who convey the angels' commands are accessible to the ordinary soldier. In addition to Sunhome, the Boros maintain smaller garrisons throughout the Tenth District, at least one in each of the six precincts.

Goals of the Boros

Wherever criminals exploit others, petty tyrants make grabs for power, or violence erupts and leaves devastation in its wake, Boros soldiers are there fighting to make things right.

The Boros Legion is defined by the tension between its goal of establishing order and harmony and the fiery zeal that drives many of its members. The guild stands for peace and justice, which can be established only through the rule of law. Its moral stance is fundamentally good, as it strives to protect the innocent and powerless from oppression and exploitation. At the same time, members of the legion are passionate about their pursuit of justice, spurred by their righteous wrath into action against evil and injustice. Ironically, this means that individual members sometimes break the rules they are charged with enforcing, cleaving to the spirit of the law when the letter no longer serves justice.

Because the Guildpact—the one force on Ravnica that can keep the guilds from destroying each other—is now embodied in a single, unreliable person who vanishes

A Proud Martial Tradition

Minotaurs have a reputation for being both fierce warriors and clever strategists. Thick of muscle, stout of heart, and possessing a burning love of justice and the battlefield, they have become the steel spine of the Boros Legion. Generations of minotaurs of the Ordruun family line have served with honor and distinction, claiming more than fifteen generals to their lineage.

for weeks or months at a time, the legion is in a heightened state of vigilance. In this time of uncertainty, the Boros are on constant alert for military threats. They work to maintain their fortifications to ensure that they aren't overrun by Gruul marauders. Construction proceeds on new strongholds near Gruul territories, but in general the Boros prepare for a military threat the same way they always have—by fielding the stronger army.

The angels are also bracing for a subtler threat: the danger of infiltration by House Dimir. The Boros are becoming increasingly aware of the possibility that their guild could be undermined from within. Security at garrison buildings is vigilant, with angels watching the entrances at all times for spies.

Boros Characters

Alignment: Usually good, often lawful
Suggested Races: Human, goblin, minotaur
Suggested Classes: Cleric, fighter, paladin, ranger, wizard

Consider the Boros Legion for your character if one or more of the following sentences ring true:

- You are drawn to the ideal of the knight in shining armor.
- You like playing clerics, paladins, or disciplined fighters.
- Smiting foes with holy radiance fills you with righteous joy.
- You want to protect the innocent and fight for justice.

Joining the Boros Legion

As a new recruit to the Boros Legion, you were sent to the prestigious Horizon Military Academy for training. Your life there was tempered in the forge of Boros discipline, devotion, and zeal. Your training regimen was deliberately harsh, to weed out the uncommitted. You lasted to the end, and now you begin your adventuring career ready to put everything you have learned to use in the legion's service. Depending on whether you focused on martial training, studied magic, or pursued both courses, your path will look somewhat different.

Martial Training

The bulk of the Boros Legion consists of human, minotaur, and goblin soldiers. If you are a fighter, ranger, or even a barbarian, you'll fit right in among the ranks, with a promising career path ahead of you—promotion through the ranks, with opportunities for special assignments.

Another option is to join the swiftblades, the vanguard of the Boros Legion. They specialize in assault and occupation, and their squads often function as commandos or guerrillas. They pick off enemy archers and mages, softening the enemy's front lines before the rest of the legion marches in.



Magical Study

If you are spellcaster (perhaps a wizard specialized in the School of Evocation or a cleric of the Light Domain), you can find a place as a combat mage in the Boros Legion, called an embermage. These mages use spells of fire and light to clear the way for the legion's combat troops.

If you prefer healing magic over the explosive magic of the embermages (perhaps as a cleric of the Life or the Light Domain), you can become a medic. These combat healers are an essential part of Boros operations, using a combination of magic and mundane medicine to close wounds and restore strength.

Military Magic

If you are a paladin who swears the Oath of Devotion, a fighter of the Eldritch Knight archetype, or a cleric of the War Domain, you can combine the martial training of a soldier with magic and call yourself a firefist. Fueled by a healthy dose of righteous zeal, firefists command a great deal of respect in the Boros Legion.

Background: Boros Legionnaire

As a member of the Boros Legion, your life is devoted to the service of angels and consecrated to the work of establishing justice and peace on the streets of Ravnica. You might be a true believer, inspired by the example of the angels, moved by the plight of the downtrodden, and devoted to the cause of justice. Or you could be a cynic in the ranks, perhaps because you reluctantly followed in the footsteps of a Boros parent, succumbed to the persuasion of a charismatic recruiter's lofty promises, or were drawn in by the prospect of a life of action.

Skill Proficiencies: Athletics, Intimidation
Tool Proficiencies: One type of gaming set
Languages: Choose one of Celestial, Draconic, Goblin, or Minotaur
Equipment: 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 containing 2 gp (Boros-minted 1-zino coins)

Feature: Legion Station

You have an established place in the hierarchy of the Boros Legion. You can requisition simple equipment for temporary use, and you can gain access to any Boros garrison in Ravnica, where you can rest in safety and receive the attention of medics. You are also paid a salary of 1 gp (a Boros-minted 1-zino coin) per week, which (combined with free lodging in your garrison) enables you to maintain a poor lifestyle between adventures.



Boros Guild Spells

Prerequisite: Spellcasting or Pact Magic class feature

For you, the spells on the Boros Guild Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

Boros Guild Spells

Spell Level	Spells
Cantrip	*fire bolt, sacred flame*
1st	*guiding bolt, heroism*
2nd	*aid, scorching ray*
3rd	*beacon of hope, blinding smite*
4th	*death ward, wall of fire*
5th	*flame strike*

Your magic often features dramatic bursts of flame or radiance. When you cast beneficial spells on your allies, they appear momentarily surrounded with halos of bright fire.

Suggested Characteristics

The Boros Legion is a zealous army, full of righteous energy tempered with military discipline. Its members share its leadership's devotion to the ideals of justice, or they find satisfaction in the more warfare-oriented aspects of the legion's work.

Personality Traits

d8	Personality Trait
1	I approach every task with the same high degree of military precision.
2	I am always the first into the fray.
3	I bear any injury or indignity with stoic discipline.
4	My righteous wrath is easily inflamed by the slightest iniquity.
5	My honor is more important to me than my life.
6	Dangerous work is best accomplished by an orderly group working with common purpose.
7	I treat my weapons, uniform, and insignia with reverence, for they are gifts of the angels.
8	I pace when standing and fidget incessantly when forced to sit.

Ideals

d6	Ideal
1	**Guild.** My guild is all that really matters. (Any)
2	**Justice.** Achieving justice requires establishing fair, equitable, and compassionate relationships within a community. (Good)
3	**Protection.** It isn't right for innocents to suffer because of the arrogance of the powerful. (Good)
4	**Solidarity.** It is most crucial to act with a single will, marching side by side in perfect accord. (Lawful)
5	**Order.** Society functions only if people do their duty and respect the chain of command. (Lawful)
6	**Conviction.** Anything worth doing is worth doing with your whole heart. (Lawful)

Bonds

d6	Bond
1	I would lay down my life for Aurelia and the angels.
2	I owe my life to the Boros captain who took me in when I was living on the streets.
3	My fellow legionnaires are my family.
4	I wield the same Boros weapon my grandparent did, for the honor of our family.
5	I ran with the Rakdos in my youth, and I'm striving to atone for my past misdeeds.
6	I do what I can to help out the spouse of a comrade who died in battle.

Flaws

d6	Flaw
1	I act bravely when I'm in a group, but I'm a coward when I'm alone.
2	I see everything in clear-cut black and white.
3	I'm just a little fascinated by the ways of the Gruul.
4	I trust the chain of command more than anything—more even than my closest friends.
5	I'm slow to trust members of other guilds.
6	I've been known to turn a blind eye to injustice, with the help of a modest bribe.

Contacts

The ordered structure of the Boros Legion offers abundant opportunities to make friends—and rivals—in higher places. You might have close friends in other guilds that share the Boros emphasis on order and community, or bitter enemies among the guilds that represent chaos and destruction.

Roll twice on the Boros Contacts table (for an ally and a rival) and once on the Non-Boros Contacts table.

Boros Contacts

d8	Contact
1	A former comrade in arms was promoted into the prestigious Sunhome Guard.
2	One of my parents is a ranking Boros officer.
3	A close friend serves aboard the *Parhelion II*, a flying fortress.
4	I had a tangled affair with a Boros garrison captain.
5	I have maintained a relationship with one of my instructors at Horizon Military Academy.
6	I competed with a fellow student for the attention of a mentor at Horizon Military Academy.
7	The person who recruited me into the legion changed the course of my life.
8	A Boros angel knows my name.

Non-Boros Contacts

d10	Contact
1	One of my siblings is an Azorius arrester.
2	Roll an additional Boros contact; you can decide if the contact is an ally or a rival.
3	I showed mercy to an injured, now-grateful Dimir spy.
4	I suspect someone I know is a Golgari assassin, but I can't prove it.
5	An adolescent relative ran off to join the Gruul in an act of rebellion and has not yet returned.
6	I once befriended an Izzet scientist, and we're still cordial though the relationship ended messily.
7	I owe a monetary debt to an Orzhov syndic.
8	A Rakdos blood witch seems to enjoy harassing me.
9	I tried to recruit a friend who ended up joining the Selesnya.
10	I keep running into a particular Simic biomancer, and I enjoy the arguments that inevitably result.



How Do I Fit In?

As a member of the Boros Legion, you are subject to the orders of your superior officers. You go where the angels tell you to go, and you do what they command you to do, to the best of your ability. If you enjoy some measure of independence, it's either because you have proven yourself capable of working without close supervision or because you're a rebellious sort who is willing to disobey orders now and face the consequences later.

As a soldier on the street, you are tasked with bringing dangerous threats like the Rakdos and the Gruul in line. You might contend with Rakdos performances gone horribly out of control, Gruul raids on outlying neighborhoods, shipments of rot-infested vegetation from the Golgari undercity, and violent uprisings among the guildless. At the same time, you might have to worry about Dimir spies infiltrating your leadership, overzealous or corrupt Azorius senators abusing the law at the expense of justice, Izzet experiments leveling city blocks, and Simic creations that break out of laboratories and wreak havoc through the Tenth District.

A Boros Party

An adventuring party drawn entirely from the ranks of the Boros Legion would be a small military strike force, probably focused on combat but also strong on social interaction. One or two soldiers (fighters), a medic (cleric), and an embermage (wizard) would form the core of that strike force. A firefist (paladin) would be a strong addition, or might replace a fighter or a cleric. A lightly armored swiftblade (ranger) could help the group in situations involving stealth or exploration.

Tajic, Blade of the Legion

Tajic is a firefist who carries the exalted title of Blade of the Legion, putting him just below the angels in rank. He maintains close communication with Aurelia, though recent events in the city have set them at odds. Tajic believes that the Boros can trust only the Boros. He is convinced that any effort at peace among the guilds is doomed to failure without the Guildpact. The Boros, he argues, would be better off spending their energy to make themselves stronger so they can uphold the fragile balance that exists now—and protect the innocent when the balance tilts. Aurelia feels that his negative attitude runs the risk of poisoning the hearts of the other Boros and undermining any peace efforts. For the most part, in deference to the angel, Tajic keeps his views to himself.

Rank and Renown

By gaining renown as a member of the Boros Legion, you can ascend through an ordered series of ranks within the guild. Promotion always requires the approval of a superior officer. It is a reward for services rendered to the guild, rather than an automatic consequence of increased renown.

In addition, certain positions become available to you when both your renown and your character level reach certain thresholds.

Rank 1: Sergeant

Prerequisite: Renown 3 or higher in the Boros Legion

At this rank, you gain some authority over lower-ranking soldiers. When you undertake a mission on the guild's behalf that requires military strength, a squad of 1d4 **soldiers** (see chapter 6 for the stat block) accompanies and assists you for the duration of the mission.

Your salary at this rank is enough to maintain a modest lifestyle, including private quarters in the garrison.

Skyknight (Special Role)

Prerequisite: Renown 5 or higher in the Boros Legion, 5th level or higher

Skyknights mounted on Skyjek rocs patrol the skies above Ravnica—a regular reminder of the Boros and their concern for justice. If you meet the prerequisites, you can become a skyknight, assuming no official objects. You are assigned a **Skyjek roc** (see chapter 6 for the stat block) to use as a mount when carrying out your guild responsibilities. Using the roc for personal matters is a significant violation of regulations.

Wojek (Special Role)

Prerequisite: Renown 5 or higher in the Boros Legion, 5th level or higher

If you meet the prerequisites, you can apply to join the elite soldiers of the Wojek League. This special order serves as a combination of military police and military intelligence, giving it a fair degree of independence within the guild. Its members scout the activities of other guilds to assess their military strength and predict potential threats, and they sometimes activate squads to defuse threats before they grow more serious. The Wojeks also help the angels root out spies and leaks within the legion. Secondarily, the Wojek League is responsible for policing the ranks of the legion. When members get carried away by their zeal and break the law or abuse their authority, the Wojeks take on the tasks of investigating, apprehending, and punishing the malefactors. Similarly, if members of the legion disappear (involuntarily or otherwise), Wojek agents are typically the ones called to investigate.

You can be both a skyknight and a member of the Wojek League, gaining the title of Skyjek.

Rank 2: Brigadier

Prerequisite: Rank 1 and renown 10 or higher in the Boros Legion

As a brigadier, you are responsible for missions and strategies that you can't execute entirely on your own or with the aid of a handful of soldiers. After receiving goals handed down from the captain above you, it's your job to figure out the tactics needed to accomplish those goals.

You lead a brigade that consists of six squads, each made up of four soldiers commanded by a sergeant (use the **soldier** stat block in chapter 6 to represent them). If you are also a skyknight, at least one of these squads is made up of other skyknights, which are **soldiers** mounted on **Skyjek rocs** (see chapter 6 for these stat blocks). You can assign these squads to tasks of your choosing within the area of the city where you have authority. You can also lead these soldiers into battle yourself, or bring one squad and its sergeant with you on a guild mission.

At this rank, you gain a *Boros charm* (described in chapter 5) at the start of each mission you undertake on the guild's behalf. You continue to receive a salary sufficient to maintain a modest lifestyle, but your quarters in the garrison are more spacious.



Sunhome Guard (Special Role)

Prerequisite: Renown 10 or higher in the Boros Legion, 7th level or higher

Members of the Sunhome Guard are responsible for the defense of Sunhome, the Boros guildhall in the Tenth District. Only those who have proven themselves in combat are selected to join this force. If you are accepted into the Sunhome Guard, your missions will be primarily defensive in nature. You might receive orders to find new ways to fortify the guildhall or to detect Dimir agents and other spies who try to gain access. Of course, given these chaotic times, you could end up defending Sunhome from an all-out attack by the Gruul or some other enemy force.

Rank 3: Captain

Prerequisite: Rank 2 and renown 25 or higher in the Boros Legion

As a captain in the Boros Legion, you gain command of a small garrison and the responsibility for maintaining order and protecting people in part of a city district. You have four brigades under your command. As described for rank 3, each brigade has six squads of five soldiers (including a sergeant) reporting to them. One additional squad of 2d4 soldiers is your personal retinue.

You regularly receive communications from warleader angels who coordinate the efforts of the smaller garrisons. They keep you informed of the goals and concerns of the legion's mortal and angelic leaders and can help you address them. You are then responsible for giving orders to your brigadiers, and you must answer to your commander for the troops' success or failure in achieving the guild's strategic goals.

As a captain, your salary allows you to maintain a comfortable lifestyle between adventures.

Rank 4: Commander

Prerequisite: Rank 3 and renown 50 or higher in the Boros Legion

As a commander, you assume the leadership of one of the major garrisons of the Boros Legion: Kamen Fortress, Horizon Military Academy, or the great flying garrison called *Parhelion II*, which moves from place to place to deploy reinforcements to Boros troops around Ravnica. If you are already a member of the Sunhome Guard, you could instead be placed in command of that elite force, leading all the non-angelic forces of Sunhome.

In this role, you are advised—and ordered around—by angels. You are in regular communication with Guildmaster Aurelia, who places you in charge of a major guild initiative. You might be tasked with improving recruitment, developing a plan for dealing with Dimir infiltration, or collaborating with the Izzet to develop new weaponry for Boros soldiers.

You continue to draw a salary sufficient to maintain a comfortable lifestyle.

The Boros View on Other Guilds

The Boros are committed to justice and order, and they are convinced that virtually every other guild is just as committed to undermining both. Therefore, the Boros rely only on their comrades for support and view everyone else with suspicion or disdain.

Azorius. "Legalism. Arrogance. Hot air. The law in their hands is a bludgeon, and they use it to seize more power than they deserve."

Dimir. "Snakes lurking in the shadows. They should be rooted out so they can shrivel in the light."

Golgari. "If they limited themselves to their intended purpose, repulsive as it is, they could be allowed to survive. But they are growing into a dangerous menace, and we need to flush them out of the sewers while we still can."

Gruul. "They are lost in violence and savagery. Only occasionally can their energy be channeled in directions that benefit the greater good."

Izzet. "They don't understand the concept of limits. If they kept their spellcraft under control, they could truly benefit society."

Orzhov. "The Orzhov care only about the Orzhov. If it were up to them, all of Ravnica would follow an orderly process designed to funnel wealth into their grasping hands."

Rakdos. "They make destruction into a spectacle, but they're more than blood and fire. They're termites gnawing away at the heart and soul of Ravnica."

Selesnya. "I almost envy the naiveté that leads them to retreat into their little communes and pretend they've built a just society."

Simic. "They have stepped out of their place, with all their experiments, their tinkering with the nature of life. They're a waste, a drain on Ravnica, and a danger to the public good."

Enemies and Allies

In general, the Boros find some common ground with other guilds that value order and structure: Azorius, Selensya, and (to a lesser extent) Orzhov. The Rakdos, Gruul, and Izzet might share the zeal and energy of the Boros, but they represent the more chaotic aspect of those qualities, which threatens the stability of all Ravnica.

The legion is dedicated to combating the influence of Dimir spies and infiltrators, containing the brutal chaos of the Rakdos, and halting the schemes of the Golgari. But any guild can become an enemy of Boros if its aims and activities lead to crime, chaos, injustice, or harm to the innocent citizens of Ravnica. Even the Azorius can become so obsessive in creating and enforcing laws that they overreach the bounds of justice.

Conversely, any guild can offer you allies in your quest for justice. Distasteful as they might be, even the Gruul and the Rakdos can play a part in curtailing threats to the city that also impede their own interests.



House Dimir

A VAMPIRE APPEARED OUT OF THE DARKNESS, AS QUIET *as a breeze. He was stripped to the waist despite the chill underground, and his eyes reflected light like a cat's. He floated effortlessly down from the upper reaches of the chamber, and alighted on the chamber floor near the two of them.*

—Doug Beyer, *Return to Ravnica: The Secretist*

House Dimir is Ravnica's dark secret: behind a facade of respectable messengers and reporters lurks an association of spies and assassins whose existence is barely suspected by the populace at large. Secrecy is both House Dimir's best weapon and its best defense, and much of the guild's work is hidden even from other members. Dimir agents leave no trace of their covert activities, warping the memories of witnesses to their crimes and even wiping their own minds to remove any evidence of their completed assignments.

The first guildmaster of House Dimir was a vampire named Szadek, whose organization agreed to serve as Ravnica's couriers, information brokers, and librarians. But Szadek also used his guild's expertise at gathering information to build a vast spy network, and before long, the secret operations of the guild vastly outweighed its overt ones. Eventually the guild disappeared into the shadows, and most Ravnicans came to doubt its existence. An immortal entity, Szadek ruled the guild for ten thousand years until he was arrested and killed in the turmoil of the Decamillennial Celebration.

Inside the House

House Dimir has a clandestine aspect hidden from all but its most important members. The guildmaster, Lazav, and his direct contacts guide and manipulate the covert operations of the guild. Members of House Dimir ultimately receive their orders from this source without having any idea of who issued the order or why. Messages to agents are funneled through thought strands (see "Spell: Encode Thoughts" later in this section) and telepathic couriers.

By design, you don't have much interaction with other members of your guild. You might never meet your primary guild contact face to face, instead receiving assignments and sending reports by way of secret message drops and codes.

Goals of the Dimir

House Dimir is all about secrets and misinformation, even where its own members are concerned. Any given Dimir agent knows of no more than a handful of alleyway contacts and dossier drop spots. One agent knows another only by a code name, or receives communications only at a particular meeting spot at a specific place and time. Every self-proclaimed expert with an opinion on the matter has a theory about the guild's intentions, and all those guesses about Dimir's motivations and pursuits contradict each other, frustrating any attempt to get to the truth of things. The public face of Dimir remains inscrutable, which some interpret as the best evidence that the guild's true plans mean something dire for the Ravnican populace.

To House Dimir, knowledge is power. The guild hungers to learn everything it doesn't already know, especially the weaknesses of its adversaries, and to exploit those weaknesses for its own gain. Conversely, the house holds its own secrets tightly, because it doesn't want its enemies to turn the tables. The Dimir lurk in the shadows, methodically gathering the knowledge they need to remake Ravnica to their advantage.

House Dimir's progress toward its goals depends on a web woven from meticulously gathered intelligence. Unpredictable behavior by other guilds can destabilize that web. When the Boros take sudden, forceful action inspired by an unexpected burst of zeal, the Dimir can be caught off guard. The Selesnya behave predictably on the whole, but the members of the conclave are so numerous that it can be hard for the Dimir to keep track of their activities. Of all the other guilds, the Izzet and the Gruul concern the Dimir the most; their erratic methods of decision-making, combined with their unflinching approach to danger, can quickly undermine any Dimir strategy designed to contain them.

Dimir Characters

Alignment: Usually neutral, sometimes evil
Suggested Races: Half-elf, human
Suggested Classes: Monk, rogue, wizard

If the following sentences describe you, you might enjoy playing a character who belongs to House Dimir:

- You love subterfuge, intrigue, and deception.
- You like to play rogues, spies, and assassins.
- The idea of stealing thoughts instead of treasure has a special appeal to you.
- You want to deceive your fellow players without necessarily betraying them.

Joining House Dimir

You began your career in House Dimir as part of the legion of shopkeepers, librarians, couriers, and traders who maintain the deception that the guild has become civil and tame. Without any exposure to the guild's more covert activities, you helped to discredit those who believe that the Dimir are plotting to control the city, painting them as delusional conspiracy theorists. But at some point your gifts were recognized and you were invited into the deeper mysteries of the guild. Your training focused on stealth, espionage, and infiltration. As a Dimir spy, you might bring a variety of talents to your work.

In your guild role, you engage in surveillance, theft, sabotage, infiltration, and other kinds of espionage. You work in a pocket or sleeper cell, unaware of the identities of most other agents or the guild's leadership. You might be a rogue of the Thief, Assassin, or Arcane Trickster archetype, a monk of the Way of Shadow, or even a cleric of the Trickery Domain.

If you are a spellcaster (perhaps a wizard specialized in the School of Divination, Enchantment, or Illusion), you have the skills needed to join the ranks of the most feared spellcasters on Ravnica: House Dimir's mind mages. Your basic work and role is the same as any other spy's, but you can learn to pull thoughts and memories from a person's mind, use a target's own thoughts against them, attack your foes' psyches directly to create delusions, or scour enemy minds clean.

Background: Dimir Operative

You're a spy. Secrets and misinformation are your stock in trade. You skulk in the shadows, infiltrate other guilds, and steal the most precious secrets, whether they're written in locked journals or hidden away in someone's mind. Even you might not be aware of all the reasons behind the missions you carry out. Sometimes a mission's sole purpose is to conceal the motivation behind another strike performed in a different part of the city, or simply to spread fear.

As part of your covert work for House Dimir, you maintain a false identity as a member of another guild. You can choose your secondary guild or roll to determine it randomly. This secondary guild membership determines a portion of your starting equipment and is also where most of your contacts come from. You infiltrate your secondary guild to learn its secrets, keep tabs on its activities, or perhaps undermine it from within.

Skill Proficiencies: Deception, Stealth
Tool Proficiencies: Disguise kit
Languages: One of your choice
Equipment: A Dimir insignia, three small knives, a set of dark-colored common clothes, and the starting equipment of the background described in this chapter for your secondary guild

Feature: False Identity

You have more than one identity. The one you wear most of the time makes you appear to be a member of a guild other than House Dimir. You have documentation, established acquaintances, and disguises that allow you to assume that persona and fit into the secondary guild.

Whenever you choose, you can drop this identity and blend into the guildless masses of the city.

Consider why you're embedded in the secondary guild. Create a story with your DM, inspired by rolling on the following table or choosing a reason that suits you.

d8	Reason for Infiltration
1	My parents belong to this guild, and I let them think I'm following in their footsteps.
2	I've been assigned to track this guild's activities.
3	I've been assigned to get close to an individual in this guild and learn their secrets.
4	I've been assigned to recruit a new Dimir spy from the ranks of this guild.
5	I was a member of this guild before the Dimir recruited me.
6	I don't like what this guild stands for and want to destroy it from within.
7	I secretly wish I could leave the Dimir and join this guild, but there is no escaping the Dimir.
8	I chose this guild at random or on a lark.

Dimir Guild Spells

Prerequisite: Spellcasting or Pact Magic class feature

For you, the spells on the Dimir Guild Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

Dimir Guild Spells

Spell Level	Spells
Cantrip	*encode thoughts, mage hand*
1st	*disguise self, sleep*
2nd	*detect thoughts, pass without trace*
3rd	*gaseous form, meld into stone, nondetection*
4th	*arcane eye, freedom of movement*
5th	*modify memory*

Your magic is meant to be subtle and undetectable, but it might pull shadows or clouds of mist around you as you cast your spells. Using the *encode thoughts* cantrip described below, you can turn a creature's thoughts (including your own) into a thought strand that others can potentially read, share, or steal. These thought strands are treated as valuable currency among the Dimir.



Spell: Encode Thoughts

Enchantment cantrip

Casting Time: 1 action
Range: Self
Components: S
Duration: Up to 8 hours

Putting a finger to your head, you pull a memory, an idea, or a message from your mind and transform it into a tangible string of glowing energy called a thought strand, which persists for the duration or until you cast this spell again. The thought strand appears in an unoccupied space within 5 feet of you as a Tiny, weightless, semisolid object that can be held and carried like a ribbon. It is otherwise stationary.

If you cast this spell while concentrating on a spell or an ability that allows you to read or manipulate the thoughts of others (such as *detect thoughts* or *modify memory*), you can transform the thoughts or memories you read, rather than your own, into a thought strand.

Casting this spell while holding a thought strand allows you to instantly receive whatever memory, idea, or message the thought strand contains. (Casting *detect thoughts* on the strand has the same effect.)

Suggested Characteristics

Skilled at infiltration, disguise, and deception, members of House Dimir appear inscrutable. Your true personality and ideals might never manifest, or they might mark you as a quirky member of your secondary guild.

Personality Traits

d8	Personality Trait
1	I'm good at hiding my true thoughts and feelings.
2	When I'm in doubt about revealing something, I assume it's a secret, and I don't share it.
3	I like to sound mysterious, because wisdom hidden grows deeper with time.
4	I have no patience with people who get in my way.
5	I love hearing about other people's nightmares.
6	Combat is meant to be quick, clean, and one-sided.
7	I like to stick to the shadows.
8	I never show my anger. I just plot my revenge.

Ideals

d6	Ideal
1	**Guild.** My true guild is all that really matters. (Any)
2	**Control.** I like pulling the strings. (Lawful)
3	**Secrets.** I collect secrets and never reveal them. (Any)
4	**Knowledge.** I want to know as much as I can about this city and how it works. (Any)
5	**Independence.** I value the freedom to pursue my own goals without interference. (Chaotic)
6	**Nihilism.** I don't believe in anything, and anyone who does is a fool. (Neutral)

Bonds

d6	Bond
1	I discovered a secret I can't let anyone else uncover—including my guild superiors.
2	I formed a close friendship or romance with someone in the guild I'm infiltrating.
3	The Dimir agent who recruited me was unmasked and killed. My revenge on the killers will be thorough and painful.
4	I spend as much time as I can in the Ismeri Library because I'm certain an information hub operates behind its facade. I want its secrets!
5	I'm utterly loyal to my superior in the guild, more than to the guild or its guildmaster.
6	Someone has discovered my true identity.

Flaws

d6	Flaw
1	I like secrets so much that I'm reluctant to share details of a plan even with those who need to know.
2	I would let my friends die rather than reveal my true identity.
3	I have trouble trusting anyone but myself.
4	I have a particular vice that puts all my secrets at risk if I'm not careful.
5	I'm pretty sure I've done something horrible that I can't remember because of the guild's mind magic.
6	I put too much trust in the people who give me orders.

Contacts

As an agent of House Dimir working undercover, you have limited contacts within your guild. Your relationships within your secondary guild, in the guise of your false identity, are usually more extensive.

Roll once on the Dimir Contacts table, giving you an ally who serves as your contact in Dimir. Then roll twice on the table for your secondary guild. The first roll gives you an ally there, and the second roll gives you a rival.

Dimir Contacts

d8	Contact
1	I know a Dimir courier who relays messages to me from someone higher up the chain of command.
2	I get orders from a shapeshifter I recognize only through a series of code phrases we exchange.
3	An ostentatiously wealthy vampire is my secret guild superior, summoning me to a luxurious estate by means of coded messages.
4	I have never met my guild contact, but I receive telepathic messages, usually in my dreams.
5	I've never met my guild contact, but I get coded messages from a pattern of street lights and graffiti.
6	I didn't discover the identity of my guild contact until after we had begun a romantic relationship.
7	My superior maintains an elaborate identity as a young street urchin ... unless it's all a lie, and I'm being sent on ridiculous missions by a twisted child.
8	My sibling and I both get telepathic orders from a mysterious contact, and I'm starting to question the authenticity of my sibling's orders.

How Do I Fit In?

As a Dimir adventurer, you are a member of the guild's network of spies, thieves, assassins, and mind mages that lurks behind the facade of the public guild. On the surface, House Dimir presents the appearance of a network of couriers, investigators, media reporters, and archivists, dealing in information and spreading news. But you and your peers trade in secrets. You use secret symbols, runes, and signals to surreptitiously communicate with other Dimir agents, often in plain sight.

Like any good spy, you have multiple identities: your true face as an agent of House Dimir; a guildless identity; and a role as a member of another guild. Within that secondary guild, you might already be on a mission for House Dimir, assigned to spy on the guild, collect information about a person, or recruit another spy from the ranks of the guild. Or that guild could be a launching point for your real mission. Perhaps, for example, you were ordered to infiltrate the Azorius in hopes of gaining access to a notorious inmate in an Azorius prison.

A Dimir Party

House Dimir might send an adventuring party on missions focused on stealth and subterfuge. Such a team might be made up mostly of rogues and perhaps monks, with a mind mage (wizard) providing magical support. Potions help to offset the group's lack of healing ability.

Rank and Renown

As you gain renown within House Dimir, you will be rewarded with missions of increasing importance. No formal ranks exist for you to progress through, but certain thresholds of renown indicate improvements in your standing within the guild. Perhaps most important, according to the philosophy of House Dimir, higher standing brings greater knowledge of the inner workings of Ravnica and the guild.

At the start of your career, your orders include step-by-step instructions—or they consist of just a single task. You receive these instructions from your guild contact.

Independent Agent

Prerequisite: Renown 3 or higher in House Dimir

As an independent agent, you have considerable latitude in the way you choose to implement your mission goals.

You acquire a *spies' murmur* (described in chapter 5)—a magic device that allows you to communicate telepathically with other Dimir agents who wear similar items. If this item is lost or destroyed, it's up to you to secure a replacement.



Collector of Secrets

Prerequisite: Renown 10 or higher in House Dimir

By the time you reach this level of renown in House Dimir, you are amassing a significant collection of secrets about the people and places around you. You know the location of a hidden safe house where you can take shelter in case of dire need. At the DM's discretion, you might also know (or be able to find out) a secret about a person or group who lives or operates in a neighborhood you're familiar with. The secret is typically a person's flaw or details about a dark episode in a group's past. Whatever it is, the secret is a weakness that can be used to manipulate the person or group to assist you or your associates.

In addition, you gain a *Dimir charm* (described in chapter 5) at the start of each mission you undertake on the guild's behalf.

Inner Circle

Prerequisite: Renown 25 or higher in House Dimir

At this level of renown, you are responsible for coordinating the activities of several other Dimir agents. You still receive orders from the usual source, but you're given broad goals and wide latitude in how to carry them out, including delegating specific tasks to other Dimir agents of lesser renown. You are also increasingly trusted with important secrets.

Guildmaster's Confidant

Prerequisite: Renown 50 or higher in House Dimir

Few members of House Dimir ever encounter Lazav, and those who do are often unaware that they are dealing with the guildmaster. You have been admitted to his circle of confidants. He has entrusted you with a wide network of Dimir agents under your command, but you also bear tremendous responsibility for the success of the missions they undertake.



The Dimir View on Other Guilds

To House Dimir, every other guild is a potential source of information, its members all potential foils and patsies.

Azorius. "They can't be allowed to monopolize the flow of knowledge. Clog their networks with misinformation. To stop someone from discerning the truth, drown them in plausible untruths."

Boros. "Not inherently dangerous. The true danger is that they'll drag down all we've worked for while chasing some romantic crusade. Continue to direct their righteous fury toward our strongest enemy—until the Boros threaten to become the strongest."

Golgari. "We once appreciated them for their ability to make a corpse disappear, but we found that too many of our victims rose up to face us again. Now we use the city's fear of the swarm to keep them in their place. The more the Golgari try to rise from the mire of their reputation, the more we make them wallow in it."

Gruul. "They've always been convenient scapegoats, but their recent aggressiveness threatens to become a larger problem. We must thin their numbers—selectively and without confrontation. Catch them alone in the dark, and take them out one by one."

Izzet. "Even an overloaded, sizzled clock is still right twice a day. When Izzet experiments succeed, they can have unpredictable consequences for active missions. Their activities must be monitored at all times."

Orzhov. "We're amused at how well they've used their hierarchy to mask the corruption of their organization, but their need for the public's trust gives us an edge. They can be manipulated by playing on their fear of the people discovering their ruse."

Rakdos. "They've turned pointless activity into an art form, but their performances nevertheless make very useful distractions. Let them be bright and loud, drawing all attention, while we slip quietly through the dark."

Selesnya. "Strength without guile is perhaps the most dangerous kind. One can't bluff the player who can't conceive of bluffing. Currently, the covert war plays to our strengths; we must ensure that the conclave never becomes conscious of the advantages they possess."

Simic. "They are never short of intriguing surprises, so we know they are gearing up for something. Keep eyes inside their organization to see what their efforts are leading to—but don't be tempted to partake of their enhancements."

Enemies and Allies

It's hard for a guild built on stealth and secrecy to maintain a positive relationship with any other guild. All guilds are monitored with suspicion, and they assessed for their current and prospective levels of threat, as well as for their usefulness to House Dimir's schemes. Each cell may foster its own relationships with the other guilds, but it ultimately defers to Dimir's enigmatic leaders to steer overarching strategy.

Your missions might put you at odds with any other guild by calling on you to infiltrate that guild and gain insight into its plans, steal proprietary information from its guildhall, or subvert its leadership. For instance, you could be tasked to steal the transcript of an Azorius interrogation, the memories of Golgari spy, or the contents of an Orzhov ledger.

You might cooperate with members of other guilds, openly or in disguise, insofar as their goals don't conflict with yours. Sometimes, the easiest way to assassinate one of your enemies is to put the forces of law on their trail, so joining forces with the Azorius and Boros, for example, can be a beneficial arrangement for everyone concerned.





Golgari Swarm

A small crowd of pale elves and humans stepped *into the light. Bits of bone and detritus woven into their matted hair clicked lightly. Their chitinous armor swarmed with tiny, riotous insects that moved in and out of the sheen of moss growing on their shoulders—a bed for sprouting fungi. Whether it was the Golgari themselves who had made the chittering sound or their bugs, Ral could not be sure.*

—Doug Beyer, *Return to Ravnica: The Secretist*

The teeming masses that compose the Golgari Swarm see themselves as pragmatic above all else, uncowed by the simple fact that death is part of the cycle of life. They believe the idea of life and death as opposing forces to be nothing more than naive sentimentality. They know everything crumbles and rots in the end, and then new life springs from that rot. Time inevitably passes, bringing both destruction and new creation to all things.

The original mandate of the Golgari Swarm under the leadership of Svogthir, its Devkarin founder, was to maintain Ravnica's agriculture and manage its waste. But Svogthir's interest in necromancy, and his eventual transformation into a lich, shaped the course of the guild's activities and gave birth to its philosophy of embracing death as part of nature's cycle.

Inside the Swarm

The leadership of the Golgari has undergone several major changes, but the nature of the swarm makes it easily adaptable to the churn of continuous cycles. Being alive isn't a prerequisite for leadership, as demonstrated by the rule of the current guildmaster, the elf lich Jarad Vod Savo. Assassination is seen as a perfectly valid means of effecting political change, which is how Jarad's sister, Savra, took control of the guild before him. Various groups of people and monsters coexist within the swarm, their relative power waxing and waning with the years, and through it all, the guild goes on.

The three most important power groups within the Golgari are the Devkarin elves, the medusas (also called gorgons in Ravnica), and the insectile kraul. Jarad is an undead representative of the Devkarin, so the elves claim a privileged position within the guild for the moment.

Members of the Golgari Swarm live in the shadow of Jarad and the leaders of the individual factions. The machinations among elves, medusas, kraul, and other creatures rarely bring any significant improvement to the lives of the swarm's countless members, but often cause disruption and occasionally disaster. Most guild members believe it's best to keep their heads down and stay out of the political conflict and to avoid attracting the disfavor of the Ochran, the guild's order of assassins. More adventurous members might enjoy intrigue and politics, or might unwittingly become tangled up in the schemes of the guild's leaders.

Jarad maintains a council of shamans and rogues to serve as a combination of advisory parliament and spy agency. These high chancellors rarely convene publicly, preferring to disperse themselves throughout the swarm to keep information flowing from the nucleus to every part of the organism.

Goals of the Golgari

The Golgari Swarm celebrates the growth and vibrancy of the natural world, but gives equal attention to nature's facets of destruction, decay, and death. It finds allies and agents in the form of fungi, oozes, insects, diseases, and

Dark Elves of the Golgari

Also called the elves of shadow, the Devkarin are one of the three branches of Ravnica's elf race. Like other elves, the Devkarin are adept spellcasters, counting most of the Golgari's shamans among their number.

After being cast out of the nascent Selesnya Conclave millennia ago, the Devkarin found a home amid the corrupted and overgrown places of Ravnica, and the Devkarin necromancer Svogthir became the founder of the Golgari Swarm. Since then, the Devkarin have been a major influence in the guild, even during the times when they didn't hold absolute power. Regardless of who rules the guild, the Devkarin follow the guidance of a high priest, called the matka. The matka's spiritual leadership usually aligns with the guildmaster's temporal commands, but during times when the guild is ruled by a non-elf faction, the matka can be a significant dissenting voice.



other unsavory aspects of nature, and it uses the power of nature actively toward the goal of advancing its own place in the world. But the Golgari have also learned patience from nature; they are content to work from the shadows, harnessing the energy that comes from decay while the civilization of Ravnica slowly erodes and destroys itself.

The teeming hordes of the Golgari Swarm believe it is finally their time to shine. They have dwelled under the streets and under the sway of the other guilds for too long. They are convinced that Ravnica's institutions are now on the verge of collapse and that the absence of the Living Guildpact proves it. However, the Golgari are neither surprised nor panicked by this, for they believe that all things eventually rot and die, and from this decay, new life blooms. As such, the Golgari see the looming interguild conflict as a necessary final push to bring about a new era—their era.

The Golgari are preparing for upheaval. They have sealed many of the passages leading into the undercity, making their territory seem like an impregnable subterranean fortress. Within it, the Golgari domain retains its grandeur, a mysterious and wondrous kingdom. The rare visitors who stumble into it are awed by its beauty and its aura of ancient power. Palatial architecture fills cavernous sewer chambers, and luminescent spores float through the air to shed an otherworldly light on the moss-covered masonry. Entering Golgari territory feels like stepping into a secret world of dangerous beauty.

Golgari Characters

Alignment: Usually neutral, often evil
Suggested Races: Human, elf (dark)
Suggested Classes: Druid, fighter, ranger, rogue, wizard

The Golgari Swarm might suit your character if one or more of the following statements are true:

- You're drawn to the darker side of nature or the greener side of necromancy.
- You are drawn to sinister, creepy, or grim characters.
- You like elves and druids but want to explore an unusual direction.

Joining the Golgari Swarm

Similar to a swarm of insects, the Golgari collectively behave more like a single organism than a scattering of individuals. New members aren't recruited or initiated into the Golgari Swarm; you have been absorbed and incorporated, and the biological system of the swarm funneled you to where your talents are most needed to contribute to the health of the guild. Your position within the guild is defined by your capabilities.

You might act as a shaman of the Golgari if you are a spellcaster—perhaps a wizard specialized in the School of Necromancy, a druid of the Circle of the Land, or a druid of the Circle of Spores (described in chapter 1). In this revered position, you teach and advise other members of the swarm, keeping them attuned to the natural cycle of death and regrowth. You might manipulate that natural cycle by wielding the magic of death, snuffing

out life and reanimating the dead. Or you might wield your magic to spread fungal rot and noxious gases, preparing parts of the city for annexation.

If you aren't adept at magic, the swarm still needs you. Golgari warriors both defend the guild's territory and, when necessary, take offensive action. If you are a fighter (typically of the Champion archetype), you can serve as a shock trooper, perhaps fighting alongside kraul and trolls on behalf of the swarm. If you are a ranger (likely of the Beast Master archetype) or a rogue (of the Thief or Assassin archetype), you are more of a skirmisher. Golgari rangers favor insects and reptiles as companions.

Background: Golgari Agent

You are a member of a teeming horde—one small part of a sprawling organism. Just as you are part of the swarm, the swarm is part of a larger ecosystem, a never-ending cycle of life, death, rot, and rebirth. You have spent your life in the slow churn of that ecosystem, in the dark places of the city where the messy parts of existence are on display. There is little squeamishness among the Golgari, no fear of death or taboo about the dead, just a fierce affirmation of the cycle.

Skill Proficiencies: Nature, Survival
Tool Proficiencies: Poisoner's kit
Languages: Choose one of Elvish, Giant, or Kraul
Equipment: A Golgari insignia, a poisoner's kit, a pet beetle or spider, a set of common clothes, and a belt pouch containing 10 gp worth of mixed coins

Feature: Undercity Paths

You know hidden, underground pathways that you can use to bypass crowds, obstacles, and observation as you move through the city. When you aren't in combat, you and companions you lead can travel between any two locations in the city twice as fast as your speed would normally allow. The paths of the undercity are haunted by dangers that rarely brave the light of the surface world, so your journey isn't guaranteed to be safe.

Golgari Guild Spells

Prerequisite: Spellcasting or Pact Magic class feature

For you, the spells on the Golgari Guild Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

Golgari Guild Spells

Spell Level	Spells
Cantrip	*dancing lights, spare the dying*
1st	*entangle, ray of sickness*
2nd	*protection from poison, ray of enfeeblement, spider climb*
3rd	*animate dead, plant growth*
4th	*giant insect, grasping vine*
5th	*cloudkill, insect plague*

Golgari magic is often accompanied by a sickly green glow and a rotting stench.



Suggested Characteristics

Members of the Golgari Swarm are unmistakably products of the undercity, ill at ease amid the comforts of civilization. They bring about the same discomfort in others by reminding them of death's inevitable approach.

Personality Traits

d8	Personality Trait
1	Remember, I could kill you in your sleep. Or put centipedes in your bedroll.
2	I like to remind people of their inevitable demise.
3	Sometimes I give voice to the whispers of the rot, which I hear but no one else does.
4	I do my best to discourage anyone from approaching or talking to me.
5	I have accepted my death. Hence, I don't fear it.
6	Like roots growing through stone, I am relentless and determined in my action.
7	I put my knowledge of anatomy to use by narrating the injuries my enemies suffer in grisly detail.
8	Like a wild animal, I lash out viciously when I'm provoked—and I'm easily provoked.

Ideals

d6	Ideal
1	**Guild.** My guild is all that really matters. (Any)
2	**Stoicism.** All of us are part of the cyclical march of nature, which will continue with or without us. (Neutral)
3	**Nature.** The natural world is more important than the edifices of the city and civilization. (Neutral)
4	**Interdependence.** We are all part of nature's web. (Lawful)
5	**Ambition.** The time of Golgari ascendance is at hand, and I intend to have a prominent place in the new world order. (Evil)
6	**Live and Let Live.** Meddling in the affairs of other guilds is a great way to get squashed like a bug. (Neutral)

Bonds

d6	Bond
1	I cherish the finger of a family member who was petrified by a medusa.
2	I have an identical twin who is as different from me as any person could be.
3	I want to lead one faction of the guild to a new position of dominance.
4	I love spending time in the moss-covered building where I took part in my first reclamation mission.
5	I found something in the sewer that must never come to light.
6	I am forever grateful to the reclaimer who found me floating facedown in the sewer, moments from death.

Flaws

d6	Flaw
1	Death comes for us all, so you can't expect me to take care of someone who can't fight it off.
2	I assume that anyone outside the Golgari looks down on me.
3	I feel a need for revenge against those who enjoy the privilege of living above ground.
4	I don't bother to couch my opinions in flattering words.
5	I can't help but pocket any trinket or coin I come across, no matter how worthless.
6	I'm convinced that I'm better and stronger than members of other guilds, isolated as they are from the realities of life and death.

Contacts

To the extent that the Golgari Swarm acts like a single organism, you are connected to every other member in some way or another. Convinced that the rest of the world is out to get you, you find it easy to form close bonds with your guild mates, and harder to make meaningful connections with others.

Roll twice on the Golgari Contacts table (for an ally and a rival) and once on the Non-Golgari Contacts table.

Golgari Contacts

d8	Contact
1	One of my parents is an elite assassin, a member of the Ochran.
2	I learned combat from a kraul.
3	I know a medusa who is stationed in the guildhall.
4	I had a torrid romance with a spore druid responsible for a large rot farm.
5	There's a troll in a remote area of the undercity who seems to find me interesting—and who knows more than you'd think.
6	An elf lich is determined to see me become a lich someday, too.
7	A medusa decided it would be more fun to recruit me into the guild than to kill me.
8	I know a findbroker who can locate just about anything, for the right price.





Non-Golgari Contacts

d10	Contact
1	An Azorius arrester I literally pulled out of the gutter will do anything for me.
2	Someone joined the Gruul in a battle against the Boros once, and the sergeant of that Boros squad would love to prove that it was me.
3	I had a romance with a Dimir agent whom I still feed secrets to.
4	Roll an additional Golgari contact; you can decide if the contact is an ally or a rival.
5	I joined the Gruul in a battle against the Boros once, and the chief of that small clan thanks me for turning the tide.
6	An Izzet scientist resents that I sold a scrapped invention I found in the sewer.
7	My undercity explorations led me into an Orzhov vault, and a spirit thinks I stole something valuable.
8	I found a baby beast and sold it to a Rakdos wrangler who remains grateful to me.
9	A Selesnya druid and I share an interest in the same garden, and we have enjoyable arguments there.
10	I regularly pick up refuse from beneath a Simic laboratory, and sometimes I talk to the researcher who dumps it there.

How Do I Fit In?

As part of the Golgari Swarm, you are a specialized instrument of the greater body. Your orders, when you have such, come from the guildmaster by way of his chancellors, who carry his messages throughout the guild. The swarm relies on you to advance the greater good by protecting some part, however small, of its teeming existence. That responsibility doesn't mean you're indispensable; your eventual death is part of your purpose and function, too, and you'll be replaced even as your body provides nutrients to further the swarm's growth.

A classic adventuring role for a member of the Golgari involves crawling through dungeon-like environments—the sewers and ancient vaults of the undercity—in search of treasures left behind by the dead. Sometimes you might be sent to find a specific item believed lost in a dangerous part of the undercity. At other times, you could be asked to collect samples of a specific fungus, retrieve a body floating in the muck of the sewers, or bring back whatever booty you can to help fill the swarm's coffers.

You might gain enough renown to become a member of the Ochran, assigned to a variety of tasks concerning thievery, assassination, or the protection of important figures in your guild. You might steal something because the guild needs it, or because its loss will bring harm to another guild, hastening that group's decline.

You could be assigned to kill an outspoken and active enemy of the Golgari, such as an overzealous Boros captain whose raids into the undercity have approached dangerously close to the swarm's inner sanctum. Or you could serve as a bodyguard to one of Guildmaster Jarad's high chancellors, escorting this figure through the undercity while being ready to intervene at a moment's notice if things go wrong.

The shamans of the Golgari use their magic to accelerate the cycle of decay and regrowth. You might be sent to spread spores throughout an area that the Golgari want to claim as their territory or to convince the inhabitants of such a territory to abandon it. You might also contend with the ever-present threat of hostile monsters encroaching into Golgari-controlled regions.

A Golgari Party

An adventuring party drawn from the teeming ranks of the Golgari Swarm might focus on traversing the undercity or on stealthy missions in the streets above. A pair of shamans (a druid and a wizard) would form the core leadership of the group, supported by a warrior (fighter or ranger) and a stealthy member of the Ochran (rogue).

Rank and Renown

Every member of the Golgari Swarm has its place, and every role is important to the proper functioning of the guild. Aside from a few leadership positions, the swarm doesn't consider different functions to be more or less important than others. The idea of progressing up the ranks is foreign to the Golgari way of thinking. That said, your renown within the Golgari is a direct measure of the guildmaster's knowledge of you, his confidence in your abilities, and his interest in your activities.

At the start of your career with the Golgari, the guildmaster and his chancellors have no way to distinguish you from the masses of others who perform a similar function. If you receive instructions from the high chancellors, the orders are directed toward you as part of a larger group: for example, "Reclaimers, keep your eyes open for an *Izzet keyrune* believed to be lost in this sector of the sewers."

Agent

Prerequisite: Renown 3 or higher in the Golgari Swarm

You have distinguished yourself from the mass of your peers. Guildmaster Jarad might not know your name, but he knows that a member of your group is reliable and effective, and his high chancellors single you out for specific missions. The guild provides you with supplies you need to complete those missions (within reason).

Monstrous Favors

Prerequisite: Renown 10 or higher in the Golgari Swarm

When you reach this level of renown in the Golgari Swarm, Jarad knows your name and appreciates that you can be relied on to help fulfill the guild's objectives. Thanks to this prominence, you can get away with begging a favor from the guild's more monstrous members. You can ask an undercity medusa, a troll, or a kraul death priest to help you with a task that benefits the Golgari Swarm. The creature is not obligated to help you, but it holds you in enough esteem to at least consider it—in exchange for the promise of a favor in return.

In addition, you receive a *Golgari charm* (described in chapter 5) at the start of each mission you undertake on the guild's behalf.

Ochran (Special Role)

Prerequisite: Renown 10 or higher in the Golgari Swarm

Having achieved considerable renown within the guild, you can choose to become a member of the Ochran. The Ochran often serve as stealthy bodyguards, lurking out of sight until some danger threatens their wards. The Ochran are also sent out as assassins or burglars to further the guild's goals.

Advisor

Prerequisite: Renown 25 or higher in the Golgari Swarm

Although you aren't yet one of Jarad's personal counselors, your value to the guild is clear. The high chancellors regularly call on you to perform tasks for the guild and to share your insights. You can be sure that anything you say to a high chancellor will pass quickly to the ears of the guildmaster.

High Chancellor

Prerequisite: Renown 50 or higher in the Golgari Swarm

Jarad seeks out the most powerful, effective, and loyal members of the Golgari Swarm to serve as his high chancellors. At this point, you certainly qualify. The amorphous nature of Jarad's council means that you don't need to wait for a vacancy to open up; Jarad summons you to his presence, and you are expected to appear and accept the new position offered to you.

As a high chancellor, you advise Jarad in his decision-making, keep him informed of happenings throughout the guild, and convey his instructions to the various parts of the guild's "body."

Matka (Special Role)

Prerequisite: Renown 50 or higher in the Golgari Swarm, elf (dark), spellcasting ability

You are eligible to fill the role of matka, the high priest of the Golgari elves. You can attain this position only if the previous matka has died or stepped down. Becoming matka requires you to claim the position and maintain your title against any challengers. It isn't unusual for competing claims among would-be matkas to be resolved by combat ... or assassination.

As matka, your status among the Devkarin is comparable to that of the guildmaster's. Even high chancellors who are Devkarin attempt to balance their loyalty to Jarad with their loyalty to you.



Enemies and Allies

The Golgari Swarm shares a general philosophical approach with the other nature-oriented guilds—Simic, Gruul, and Selesnya—in its concern for the forces of life and growth. Under the right circumstances, a member of the Golgari can work well with agents of those organizations. But the Golgari's emphasis on death as part of the life cycle is foreign to those other guilds.

The Golgari prefer to erode their enemies' strength through a process of attrition rather than by launching frontal attacks. If you are called on to take direct action against another guild, it is probably a matter of self-preservation against a guild that is threatening the life and livelihood of the Golgari. You might oppose the Azorius as they attempt to extend their jurisdiction into the undercity or strike back at the Boros to dissuade them from launching more attacks into Golgari territory. Occasionally, you might be assigned to assault the enemies of the Golgari more directly, especially if you are a member of the Ochran. If the death of a particular person or the theft of a key treasure will contribute to the decline and downfall of an enemy guild, even the typically patient Golgari will try to seize that opportunity.

You might ally with members of another guild if they are working—even unwittingly—toward goals you share. The Gruul, for example, are adept at hastening the decay of both humanoid populations and physical structures, even if they remain unaware of their full role in the natural cycle. If some event threatens to upset the balance of nature, such as a necromantic blight that kills all growth or a magical wildfire rampaging through the city, you might join other nature-oriented guilds in an attempt to curtail it and preserve the balance.

The Golgari View on Other Guilds

To the Golgari, the other guilds of Ravnica are shortsighted and inevitably doomed to collapse.

Azorius. "Such hubris! As if all their laws could shore up this crumbling society. Their regulations and institutions are just detritus in the making."

Boros. "The Boros speak a language we will never understand. Their militant dedication to empty concepts like 'justice' and 'righteousness' is both confusing and disturbing."

Dimir. "They collect information like trinkets, so how can they ever grasp the deeper truths we possess? But their presence in the undercity is an all-too-real threat to our dominion beneath the streets."

Gruul. "The clans serve as effective instruments of the natural cycle, though in their anger, they are blind to the extent of the role they play."

Izzet. "Perplexing. They are attracted to whatever flashes brightest and booms loudest. Their fascination with their toys will only hasten their own end."

Orzhov. "They flout the natural order and use their knowledge of death to resist its pull. While their bodies rot, their spirits persist, clinging to the fiction of material wealth."

Rakdos. "They understand the inevitability of death but seek to hasten its arrival for their petty ends. What the demon destroys, we nurse back to life again."

Selesnya. "Their reverence for nature is the mark of immaturity and naiveté. They fear death, so they can't understand life. They can be dangerous when they fervently cling to their narrow-minded and inadequate view of life."

Simic. "They seek patterns in the natural world, which is commendable enough, but they believe the search will lead them to find perfection through all of its flaws. They strive to move forward but fail to see that the path they tread is cyclical."



Gruul Clans

JACE HAD NEVER SEEN, OR FOR THAT MATTER SMELLED, A *Gruul war party at all. Their armor was made from animal hides and bones, and their weaponry was heavy pieces of scavenged city rubbish. Their skin was alive with tattoos, etched with a combination of magic, ink, and, Jace supposed, a considerable amount of pain. Each of them was a hulk of muscle, and Ruric Thar was the largest and mightiest of them all.*

—Doug Beyer, *Return to Ravnica: The Secretist*

The Gruul Clans are a wild people in a civilized land, a loose affiliation of bands that squat on the fringes of Ravnican society. They shun the centers of civilization, which they see as a source of oppression and weakness, and instead haunt Ravnica's alleyways, abandoned zones, and ruins. They want to see the edifice of civilization torn down so the world can revert to the pure wilderness that thrived before the city grew to cover everything. Then the true order of nature can be restored—an unbridled and brutal state in which only the strong survive and the strongest rule.

In a world covered with city streets and towering buildings, the Gruul are the most out of place, the most ill at ease, and the most eager to topple it all and start fresh. Constant ritualistic warfare reverberates among the clans, every skirmish reinforcing their doctrine of the survival of the fittest. They frequently send sorties into civilized areas to secure goods—and to wreak havoc.

The first leader of the Gruul was Cisarzim, a cyclops who was purportedly the ancestor of Borborygmos, the current guildmaster. Cisarzim was called the Lord of Chaos, and his guild's original function as maintainers of Ravnica's natural places meant keeping his faction as remote as possible from the civilized parts of the world. The gradual expansion of the city, however, has driven the Gruul into smaller and smaller refuges.

Inside the Clans

As a collection of disparate clans, the Gruul have no single leader and no headquarters. But the Gruul respect strength and are willing to follow a strong individual who points them in a direction they want to go anyway. For several decades, that position has been held by the mighty cyclops Borborygmos, chief of the Burning Tree clan. His nihilistic anger inspires the rest of the Gruul, so when he calls on the other clans to join a raid, they usually agree. Even the fractious Gruul can see the benefit of banding together. The clans sometimes gather at Skarrg, a ruined palace in the rubblebelt adjoining the Tenth District. Here are descriptions of the clans:

Burning Tree Clan. The Burning Tree clan is the most fearsome of the Gruul Clans, as well as the largest and most diverse, with branches in several districts of Ravnica. The fear and awe inspired by Borborygmos unifies its diverse membership. The Ravnican populace regards the symbol of the Burning Tree clan as the symbol for the entire Gruul guild.

Ghor Clan. The Ghor clan is led by an ettin named Ruric Thar (or, perhaps more properly, Ruric and Thar, since the heads claim separate names). Of all the clans, the Ghor carry out the most frequent and savage assaults on Ravnica's citizenry. The clan is known for its audacity in forging encampments close to heavily populated districts.

Scab Clan. Members of the Scab clan display scars and body modifications, which they view as expressions of the powerful rage they harbor within themselves. The clan has grown in influence by engulfing or destroying several smaller clans in recent years, but the leader of the Scabs, a corpulent giant known as Narbulg Nine Fingers, has not gone so far as to challenge the Burning Tree clan.

Slizt Clan. The Slizt clan is a clutch of sly, skittish warriors, consisting largely of reptilian humanoids called viashino (use the **lizardfolk** stat block in the *Monster Manual* to represent them), along with a few wily humans. This clan survives in the rubblebelts by taking up hiding places in high ground and ambushing its enemies with ranged attacks from above. Other Gruul regard the Slizt as skulkers and cowards, but nonetheless all are cautious when entering areas with elevated ruins. The home ground of the Slizt clan is the Husk, an area at the center of a vast rubblebelt featuring many large, ancient structures that have remained standing for generations.

Itching for a Fight

Gruul goblins live in colonies scattered at the edges of Gruul territory and civilized neighborhoods. They fight fiercely when threatened, punctuating their attacks with hisses and growls. When battle fury takes hold of a Gruul raiding group, it typically starts with the goblins, and after the battle, the surviving goblins are still frothing at the mouth and looking for someone to hit.

Gravel Hide Clan. The Gravel Hide clan believes that resilience is the truest measure of strength. Though a relatively new group, its members have already earned a reputation (almost certainly exaggerated) for shrugging off devastating attacks. The clan's leader, a hot-tempered goblin named Skorik Boulder Tooth, adorns himself with the shattered remnants of weapons that he has rent to bits with his own jaws.

Zhur-Taa Clan. The Zhur-Taa clan advocates an extreme interpretation of the Old Ways. Central to this view is its belief in the imminent awakening of an ancient boar god—Ilharg, the Raze-Boar—who will lay waste to the overcivilized world. Led by a centaur druid called Nikya of the Old Ways, the Zhur-Taa pile up skulls as offerings to this god, and their druids perform guttural chants before and during battle that are said to be in the language of the old gods.

Zhur-Taa druids are adept at summoning and training beasts as war companions and mounts, and the clan's warriors wade into battle alongside giant boars, other beasts, and even wurms or hydras.

Bolrac Clan. The most selective of all the Gruul Clans, the Bolrac clan denies membership to the smaller races. Its members are all enormous, lumbering brutes, primarily cyclopes, ogres, and giants. The clan's leadership changes frequently—sometimes daily, since battles for supremacy are as common as meals. The Bolrac clan specializes in bringing down massive structures using mauls and battering rams. The only thing the Bolrac love more than destroying something smaller than them is toppling, overrunning, and destroying something larger than them.

Trogs. Some wandering hermits, known as trogs, find even the company of a clan to be too suffocating, so they spend their days alone in the wild places of Ravnica. These individuals are fierce, independent warriors who traverse the rubblebelts as apex predators. Trogs are notoriously short-tempered and impatient around others. Occasionally, they heed the call of the guildmaster to join in riots or festivals, but more often they conduct their own ceremonies and celebrations in private.

Goals of the Gruul

So far as any philosophy can be said to underlie the Gruul way of life, it is about living in the now, with little concern for forethought, planning, or speculation. Impulse drives the actions of the Gruul Clans. They want to live their lives unimpeded, and they lash out when something tries to stand in their way. Emotion and impulsiveness drive them as they seek to do what they want, take what they want, and smash what they want.

Gruul Characters

Alignment: Usually chaotic, often neutral
Suggested Races: Human, centaur, goblin, minotaur
Suggested Classes: Barbarian, cleric, druid, fighter, ranger

You might enjoy playing a character who belongs to the Gruul Clans if one or more of the following sentences are true:

- You enjoy playing rage-mad barbarians and savage druids.
- You want to throw off the shackles of civilization and indulge your inner beast.
- You like being a force of chaos who keeps things moving in your adventures.

Joining the Gruul Clans

You might have been born and raised among the Gruul, like many of the guild's members. Or you could be an outcast, a refugee, or a fugitive from civilized society, shunned for your violent ways or for fleeing the hand of justice. As long as you are strong enough to survive among the Gruul, you are welcome, no matter what secrets haunt your past.

The Gruul "guild" is actually a collection of different, independent clans loosely united under one powerful leader. When you decide to join the Gruul, you join a specific clan, not the guild as a whole. You can roll a d8 or choose from the options in the Gruul Clan Options table to determine your character's clan allegiance.

Gruul Clan Options

d8	Clan
1	Burning Tree clan
2	Ghor clan
3	Scab clan
4	Slizt clan
5	Gravel Hide clan
6	Zhur-Taa clan
7	Minor or new clan
8	Trog

The rites of becoming Gruul, whether you have come from outside the guild or are marking your entrance into adulthood, center around being buried alive. When you enter the shallow grave, the person you were before is dead. Your past wrongs and errors are forgotten, but so are your past accomplishments. No matter how well you proved yourself in battle before, when you rise from the earth you are untested. The clan leaders recognize you only when you earn glory in battle as a Gruul.

Most of the Gruul find their place among the fierce warriors of their clans. If you are a fighter, ranger, or barbarian, this is your natural role. Gruul fighters tend to adopt the Champion archetype, Gruul rangers usually adopt the Hunter or the Beast Master archetype, and Gruul barbarians follow either the Path of the Totem Warrior or the Path of the Berserker. Whatever your class, as a Gruul warrior you are devoted to tearing down the edifices of civilization, both physical and

institutional. You lash out at a system that you believe is the root of corruption and weakness.

If you are spellcaster, such as a druid (usually of the Circle of the Moon) or a cleric of the Tempest Domain, you might adopt a more spiritual role in your clan. You practice what the Gruul call the Old Ways, a discipline that predates the foundation of civilization on Ravnica, to channel the primal energy that still pulses through the wild places of the world.

Background: Gruul Anarch

The entire world of Ravnica is a sprawling metropolis, but you are a native of the wild areas that still exist—the abandoned districts, the rubblebelts, the overgrown parks, and the crumbling ruins. You are part of a savage society that clings desperately to the Old Ways—attuned to nature, full of primal rage, and given short shrift by a world consumed with continuing civilization's march of progress.

Skill Proficiencies: Animal Handling, Athletics
Tool Proficiencies: Herbalism kit
Languages: Choose one of Draconic, Giant, Goblin, or Sylvan
Equipment: A Gruul insignia, a hunting trap, an herbalism kit, the skull of a boar, a beast-hide cloak, a set of traveler's clothes, and a belt pouch containing 10 gp (Azorius 1-zino coins)

Feature: Rubblebelt Refuge

You are intimately familiar with areas of the city that most people shun: ruined neighborhoods where wurms rampaged, overgrown parks that no hand has tended in decades, and the vast, sprawling rubblebelts of broken terrain that civilized folk have long abandoned. You can find a suitable place for you and your allies to hide or rest in these areas. In addition, you can find food and fresh water in these areas for yourself and up to five other people each day.

Gruul Guild Spells

Prerequisite: Spellcasting or Pact Magic class feature

For you, the spells on the Gruul Guild Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

Gruul Guild Spells

Spell Level	Spells
Cantrip	*fire bolt, produce flame*
1st	*compelled duel, speak with animals, thunderwave*
2nd	*beast sense, shatter*
3rd	*conjure animals, conjure barrage*
4th	*dominate beast, stoneskin*
5th	*destructive wave*

Fueled by the fire of rage burning in your heart, your magic is almost always accompanied by fiery effects, such as flames smoldering behind your eyes or dancing over your hands.

Suggested Characteristics

Gruul ways aren't the ways of civilized folk, and the Gruul have little patience for social niceties. But they do have cherished traditions and values, just as important to them as the different values held by the urban, cosmopolitan culture of Ravnica.



Personality Traits

d8	Personality Trait
1	Unlike people, the beasts of the wild are friends who won't stab me in the back.
2	Go ahead and insult me—I dare you.
3	I scorn those who can't survive away from the comforts of the city.
4	Don't tell me I'm not allowed to do something.
5	Laws are for people who are afraid to face their inner beasts.
6	I smear the blood of my enemies over my skin.
7	I was, in fact, raised by maaka.
8	HarrRRAAGGHH! [I rarely form a coherent sentence and prefer to express myself by breaking things.]

Ideals

d6	Ideal
1	**Clan.** My clan is all that really matters. (Any)
2	**Anarchy.** No person or law or custom can tell another what to do. (Chaotic)
3	**Nature.** We weren't born tame or domesticated, so we shouldn't have to live that way. (Neutral)
4	**Might.** The strongest are meant to dominate the weak. (Evil)
5	**Rage.** AAAAAARRRRggggh! [To live is to feel and express the rage burning in your belly.] (Chaotic)
6	**Tradition.** The Old Ways must be preserved and upheld. (Any)

Bonds

d6	Bond
1	I am determined that one day I will lead my clan—or a new one.
2	I would give my life for my clan chieftain.
3	The chieftain of another clan has a grudge against me.
4	I am devoted to a sacred site in the midst of the rubblebelt.
5	My weapon is made from the first raktusk I ever hunted.
6	GrrrRRAAAAGGHH! [I will do anything to prove myself greater than my siblings or ancestors.]

Flaws

d6	Flaw
1	If you question my courage, I will never back down.
2	HrrrGGGAAAARRuuuh! [My anger in battle led to the death of a loved one.]
3	I'm as stubborn as a batterboar.
4	I'm so convinced of my superiority over soft, civilized people that I'll take great risks to prove it.
5	I'm easily manipulated by people I find attractive.
6	I'm not actually all that angry.

Contacts

The members of the Gruul Clans rely on each other even as they vie for territory and glory. Their encounters with members of other guilds are more often violent than friendly, but occasional bonds do form.

Roll twice on the Gruul Contacts table (for an ally and a rival) and once on the Non-Gruul Contacts table.

Gruul Contacts

d8	Contact
1	One of my parents is a renowned warrior in my clan.
2	My sibling has the ear of the clan chief.
3	I have cousins in a different clan.
4	When we were younger, I was romantically involved with a prominent warrior in my clan.
5	A druid in my clan believes I have a destiny to fulfill.
6	The warrior who trained me remembers me for my exceptional potential.
7	My clan chief killed one of my parents, who had challenged the chief for leadership of the clan. Some combination of resentment and remorse stirs the clan chief to help me sometimes.
8	I made a strong impression on Borborygmos.

Non-Gruul Contacts

d10	Contact
1	An Azorius arrester thinks I can be reformed.
2	A Boros soldier gives me gifts in exchange for information about other clans' movements.
3	I once caught and released a Dimir spy.
4	I consult with a Golgari shaman for spiritual guidance at times.
5	Roll an additional Gruul contact; you can decide if the contact is an ally or a rival.
6	An Izzet scientist blames the Gruul for the destruction of his life's work in a raid, but seems to think that I'm not like other Gruul.
7	I foolishly borrowed money from an Orzhov syndic to indulge a shameful vice.
8	A close friend left our clan and joined the Cult of Rakdos.
9	A distant relative is trying to recruit me into the Selesnya Conclave.
10	I stopped a Simic biomancer from trapping wild beasts to perform vile experiments on them.

How Do I Fit In?

In service of a simple goal, you have a simple part to play: Fight. Unleash your rage. Flatten buildings and defeat those who stand in your way. Be Gruul, in your own way.

You will frequently be summoned to participate in a raid your clan is launching against the city or against a group of its defenders. Your clan leader might also send you on a special mission, though it would almost certainly still qualify as a raid. You might join a small group

of Gruul warriors on a dangerous charge deep into the settled streets to plunder a certain location, retrieve an item stolen from your clan, or assault a Boros garrison.

Sometimes your objective might be more esoteric. With prophecies of the return of Ilharg the Raze-Boar spreading like wildfire among the Gruul druids, you might be asked to carry out some task that the druids believe will speed his coming. Such a task might involve collecting a sacred relic held in an Orzhov vault or collecting sacrifices for a grand ceremony in the Raze-Boar's honor.

A Gruul Party

A group of Gruul adventurers can serve as a raiding party to pursue the goals of one clan or the guild as a whole. The combination of anarchs and berserkers (fighters, rangers, and barbarians) with druids of the Old Ways (druids or clerics) creates a powerful mix of muscle and magic. Such a party lacks the capacity for subtlety or stealth, but Gruul missions rarely require such abilities. (A ranger can provide them, in the rare case where they are necessary.)

Rank and Renown

Renown among the Gruul could also be called glory—when you prove yourself in battle, you earn the respect of your fellows. With glory comes acceptance of your leadership and warriors willing to follow you into battle. The Gruul have no formal holders of titles aside from the chieftains of clans and the guildmaster, but relative status within one's clan is still important.



Proven

Prerequisite: Renown 3 or higher in your clan

With several battles under your belt, you have demonstrated service to your clan and earned the recognition of your peers. You have the right to tattoo your body to commemorate your triumphs in battle and demonstrate your loyalty to the Gruul. You don't yet have authority over others, but when you go into battle with your clan, your fellow warriors fight near you, acknowledging your prowess. Your clan chieftain knows your name and might decide to single you out, offering you an opportunity to prove yourself by performing a special task. Depending on the nature of the task, the chieftain might send 1d4 **anarchs** (see chapter 6 for the stat block) along to help you.

Beast-Friend

Prerequisite: Renown 10 or higher in your clan

When you reach this level of renown, you develop a rapport with the beasts that haunt the rubblebelts. When you are in a rubblebelt area, you can summon one beast to be your mount: a batterboar (a **giant boar** as described in the *Monster Manual*), a ceratok (using the stat block of a **rhinoceros**), or a raktusk (equivalent to a **giant elk**). It doesn't fight for you unless you have magic or another ability that can control a beast.

In addition, when you carry out a raid on the guild's behalf, a druid of your clan gives you a *Gruul charm* (described in chapter 5) at the start of the raid.

Celebrated

Prerequisite: Renown 25 or higher in your clan

You are a hero in your clan, and your reputation extends to other clans as well. You can count on the aid of your clan in most situations. Your clan's druids cast spells for you, and you lead a warband that consists of 3d4 **anarchs** (see chapter 6 for the stat block) plus three **berserkers** or **ogres** (see the *Monster Manual* for their stat blocks).

Your chieftain keeps an eye on you, aware that you're a potential challenger for leadership of the clan.

Chieftain

Prerequisite: Renown 50 or higher in your clan

You can now rightfully challenge your chieftain in single combat for leadership of the clan or take the warriors loyal to you and form a new clan.



Enemies and Allies

By standing in opposition to the civilized ways of the other guilds, the Gruul Clans have made it practically impossible to establish alliances with those guilds.

Similar to the Golgari, Selesnya, and Simic, the Gruul respect nature and maintain a close relationship with animals—in the Gruul's case, the monstrous beasts that stalk the rubble and ruins. But the Gruul would just as soon smash the sewers, gardens, and laboratories of those other guilds than cooperate with them in an effort to establish nature as a larger presence within the city.

Because they see all of the remaining guilds as cogs in the vast machine of civilization, the Gruul tailor their tactics toward breaking the machine, rather than directing their attacks at any particular guild. Any guild can be the target of Gruul aggression, as the opportunity arises. The fiercest assaults often come against the guilds that take it upon themselves to combat the Gruul, primarily the Boros and Azorius.

In certain circumstances, such as when some nightmarish horror rears its head in the heart of a rubblebelt, you and your clan could accept the help of members of another guild in putting an end to the danger. Or, when the schemes of other guilds pit one clan against another, there might be some benefit to you and your clan in cooperating with those efforts. But your truest allies are other members of your clan.

The Gruul View on Other Guilds

Since every other guild participates to some extent in the establishment and sustenance of the civilization that the Gruul despise, the Gruul look down on all other guilds as soft, corrupt, or downright abhorrent.

Azorius. "Civilization is a disease, and the Azorius are its plague bearers. Once they are destroyed, Ravnica will reclaim its primal essence."

Boros. "Puppets who are all too eager to kneel at the feet of their angel handlers."

Dimir. "Skulkers, whisperers, and back-stabbers! They are an infestation of roaches. If they remain in the shadows, they will be crushed beneath the rubble of a city that we bring down on their heads. If they face us in open battle, well, then we'll have a good laugh."

Golgari. "Hermits and under-dwellers. They see that civilization must be brought to its knees, but they just want to replace it with another of their design."

Izzet. "Like us, they respect the powerful. But they seek it in their gadgets and try to contain it in jars."

Orzhov. "The schemers of the Orzhov are the festering wound on a limb that must be hacked away. They amass their power by preying on the weak, so how powerful can they be?"

Rakdos. "The guild of fools. They waste their potential on acts of mockery while the real work of razing the city remains undone."

Selesnya. "The Selesnya would coddle a wolf, teach it to fetch sticks, and call it a dog. We prefer to starve the wolf, let it hunt for its food, and make it a stronger wolf."

Simic. "The Simic enjoy twisting nature, but they will not enjoy it when nature twists back."



Izzet League

THE IZZET MAGES WEREN'T HARD TO FIND. AFTER A *couple of days of observation, Jace heard an explosion and saw a startled flight of birds from across the district. The plume of blue smoke was a telltale sign of one of the Izzet's pyrotechnic experiments. Jace tracked the source of the blast and spied two mages, a human and a goblin, outfitted with alchemical gadgetry and mizzium gauntlets. They emerged from a disused tunnel, leaving behind charred bricks and a haze of smoke, and their instruments crackled with energy. From what Jace had gathered, this was the Izzet style of research: keep adding energy until something blows up, then observe the results.*

—Doug Beyer, *Return to Ravnica: The Secretist*

The Izzet are obsessive experimenters, combining a keen creative intellect with a short attention span. The original mandate of the Izzet guild was to provide solutions for public works projects (sewers, boilers, and roadways), but their increasingly far-fetched experiments satisfy only their insatiable curiosity. Sometimes their experiments yield useful technological advancements; other times they produce unintended mana geysers, spatial rifts, arcane portals, or huge explosions—all of which can be useful in their own way.

The league's most grandiose experiments typically concern public works projects and elemental experimentation. These efforts use a methodology that relies on unexpected outcomes: all results are informative, even if they completely defy expectations. For example, an experiment that begins as the creation of a "hypermana focusing lens" might be renamed a "scram-range teleportal" once the researchers discover more properties of what they have fashioned. Then, after a few goblin volunteers vanish inside it, the apparatus gains the designation of "universal refuse disintegrator"—until the goblin volunteers are discovered alive, having been teleported far from the workshop. This sort of adjustment is par for the course in Izzet experiments; the "fiddle and find out" method is favored over any process of systematic scientific research.

The Izzet League is one of the few guilds whose founder, the dragon Niv-Mizzet, remains its guildmaster, just as the guild continues to fulfill its original mission (even as its experiments go far beyond the guild's original mandate).

Inside the League

Niv-Mizzet, the original and current guildmaster of the Izzet League, is a fifteen-thousand-year-old, vain, temperamental, super-intelligent dragon. As he directs experiments throughout the guild, he values results over success, accepting and even anticipating that Izzet experiments will end in gloriously unpredictable ways. However, the dragon rarely concerns himself with the day-to-day running of the guild, preferring to craft long-range plans and let underlings implement the details.

Overseeing the daily operations of the guild is the purview of the Izmundi, a board of directors that assembles teams from among the rank and file of the Izzet League to carry out research according to Niv-Mizzet's directions. The Izmagnus is a smaller board with five to seven members (some members' identities remain secret) who serve as Niv-Mizzet's closest advisors.

In the Name of Magical Science!

Izzet laboratories buzz with creative and often destructive energy, as countless researchers go about their business pushing the boundaries of knowledge. But the lure of discovery is anything but monolithic across the Izzet League.

Humans, who make up the majority of the guild's mages, are fueled by limitless curiosity and sustained by their ability to approach any problem from a multitude of different angles.

Goblins embody the Izzet's unrestrained enthusiasm for their endeavors. They epitomize the recklessness of Izzet mages, and some participate as subjects in hazardous experiments—even ones of their own devising. More often, they thrive in their role as attendants to researchers.

Vedalken tend to be more focused, organized, and astute compared to their Izzet compatriots, and thus they often serve as leaders of projects in the guild's laboratories. Some vedalken are so obsessive about their work that they like to see to every detail themselves, rather than delegating any task to underlings or assistants. This attitude can irritate and alienate their guild mates—and put the vedalken in harm's way when an experiment goes awry.



The Izzet League is organized into units designated as laboratories that specialize in certain fields of research. Though they all operate under the general guidance of the Izmundi, each laboratory is typically left alone to conduct its research. New fields of study emerge all the time, but the more established laboratories—each populated by hundreds of mages and their attendants—include the following:

The **Laboratory of Pyrology** has a prominent facility in the guildhall, Nivix. Its emphasis is on heat, fire, and explosion.

The **Laboratory of Storms and Electricity** focuses on controlling the weather as well as containing and conducting electrical energy. Its headquarters is in a spire atop Nivix, known as the Lightning Rod.

Research into smelting and forging, most often using the magical metal known as mizzium, is conducted at the **Laboratory of Metallurgy**, which has a small outpost in the Tenth District's Smelting Quarter.

The magical science of transmuting one substance to another is the study of the **Laboratory of Alchemy**.

The **Laboratory of Orientation**, concerned with teleportation and spatial recombination, has multiple workshops that seem to appear and disappear at random.

The **Laboratory of Mimeography** studies means of duplication.

The **Laboratory of Continuism** emphasizes the study of temporal manipulation.

Research into counter-magic and redirection takes place in the **Laboratory of Arcane Geometry**, which has a small presence in Prism University in the Tenth District.

The **Laboratory of Gravitational Inversion** conducts research on means of flight and maintains a workshop near Augustin Station in the Tenth District.

The **Laboratory of Plasma-Dermatology** places emphasis on the combining of opposing elements, with the purpose of creating creatures called weirds.

Izzet laboratories function in a constant state of high energy that propels researchers from one experiment to the next. Some grand-scale experiments draw on the resources of an entire laboratory, while others are a lone visionary's labor of love.

Goals of the Izzet

The Izzet League thirsts for knowledge, cherishes intellect, and speculates about the secrets of the multiverse. It brings to its scientific pursuits a flaming passion that turns its search for knowledge into an insatiable hunger, makes its cold intellect brilliantly fruitful, and widens its speculation into a search for connections between wildly disparate objects or concepts. It is manic in its expressions of creative energy, shifting from careful analysis to intuitive leap seemingly for no reason, always thinking outside the proverbial box. As the Izzet see it, unpredictable action, far from being antithetical to methodical research, has experimental value. In the words of one researcher, "The only action worth taking is one with an unknown outcome."

As Ravnica descends into increasing turmoil, the Izzet have further intensified their frenetic research, though now their efforts are mainly directed toward one

outcome: the development of super-weapons. The suspicion that festers in the mind of the Izzet guildmaster, the ancient dragon Niv-Mizzet, urges him to push his guild's research toward increasingly dangerous and volatile experimentation.

For the rest of the guild members, the search for bigger and better weapons is mainly an opportunity to engage in all sorts of wild research while abandoning all outward pretense of safety or reason. Much of the guild's laboratory space has been converted into testing grounds that are capable of withstanding great discharges of magical energy.

Izzet Characters

Alignment: Usually chaotic, often neutral
Suggested Races: Human, goblin, vedalken
Suggested Classes: Fighter, sorcerer, wizard

You might enjoy playing a character who belongs to the Izzet League for any of the following reasons:

- You like to make things happen and don't care about the consequences.
- You're drawn to wild magic and dangerous explosions.
- You want to be an innovative genius.
- You relish the madcap high jinks of goblins.

Joining the Izzet League

Most Izzet recruits begin their careers as attendants. In the service of a more powerful mage, a crew of up to forty attendants engages in tasks such as recording and organizing information (sometimes under dangerous circumstances), acquiring rare items or elements (usually under dangerous circumstances), or completing experiments (always under dangerous circumstances). Goblins relish this sort of work, while other folk seek promotion into a new position as quickly as possible.

If you are a spellcaster, such as a sorcerer or a wizard, the easiest way up and out of your position is by proving your skill with magic. Most Izzet sorcerers get their magic from the Wild Magic origin, but a few claim a Draconic Bloodline. Izzet wizards tend to specialize in the School of Conjuration, Evocation, or Transmutation. As an Izzet spellcaster, you are probably connected to a particular laboratory, either one described in the "Inside the Izzet" section or a less prominent one focused on a narrower topic. You could be an independent researcher, a functionary devoted to carrying out errands for the guild's leadership, or a coordinator charged with synchronizing the efforts of different laboratories.

Even though the work of the Izzet League is largely focused on magic and research, if you are a more martial-minded character you still have a role to play in the guild. Fighters with the Eldritch Knight archetype often serve as guards, protecting laboratories and the inventions contained within them, or you can aspire to the elite role of scorchbringer (which comes with a flame-throwing magic device called a *pyroconverger*, described in chapter 5).

Background: Izzet Engineer

Armed with an inventive intellect, a love of magical technology, and an unquenchable energy, you are an enthusiastic participant in the research work of the Izzet League. Though you're likely to begin your career as a mere attendant, you can aspire to become a skilled mage or alchemist, a laboratory supervisor, or even a flamethrower-wielding scorchbringer tasked with defending Izzet laboratories. The Izzet are obsessive, brilliant, inspired, and an unpredictable force of chaos in Ravnica, and you epitomize all of those qualities.

Skill Proficiencies: Arcana, Investigation
Languages: Choose one of Draconic, Goblin, or Vedalken
Tool Proficiencies: One type of artisan's tools
Equipment: 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 containing 5 gp (Azorius 1-zino coins)

Feature: Urban Infrastructure

The popular conception of the Izzet League is based on mad inventions, dangerous experiments, and explosive blasts. Much of that perception is accurate, but the league is also involved with mundane tasks of construction and architecture—primarily in crafting the infrastructure that allows Ravnicans to enjoy running water, levitating platforms, and other magical and technological wonders.

You have a basic knowledge of the structure of buildings, including the stuff behind the walls. You can also find blueprints of a specific building in order to learn the details of its construction. Such blueprints might provide knowledge of entry points, structural weaknesses, or secret spaces. Your access to such information isn't unlimited. If obtaining or using the information gets you in trouble with the law, the guild can't shield you from the repercussions.

Izzet Guild Spells

Prerequisite: Spellcasting or Pact Magic class feature

For you, the spells on the Izzet Guild Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

Izzet Guild Spells

Spell Level	Spells
Cantrip	*produce flame, shocking grasp*
1st	*chaos bolt, create or destroy water, unseen servant*
2nd	*heat metal, rope trick*
3rd	*call lightning, elemental weapon, glyph of warding*
4th	*conjure minor elementals, divination, Otiluke's resilient sphere*
5th	*animate objects, conjure elemental*



Your spells tend to be loud, flashy, or explosive, even when the effect is unremarkable. For example, when you open the portal of a *rope trick* spell, the portal might be outlined by harmless, showy sparkles.

If you use an arcane focus, it probably takes the form of an intricate device that could include metal gauntlets, glass canisters, copper tubing, and leather straps attaching it to your body. The *mizzium apparatus* described in chapter 5 is a magical version of this gear.

The *chaos bolt* spell is a favorite of Izzet spellcasters because of its unpredictable nature.

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.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, each target takes 1d6 extra damage of the type rolled for each slot level above 1st.

Suggested Characteristics

Members of the Izzet League embody some combination of chaotic, frenetic energy with intellectual curiosity, in varying proportions. Some are committed to academic pursuits, and others just like explosions.

Personality Traits

d8	Personality Trait
1	I have a hard time staying focused on ... oh, and my brain tends to jump from one ... did I mention focus?
2	I get really excited about my ideas and I can't wait to talk about them and start putting them into practice and tinkering with them and I want to tell you about how exciting it all is!
3	It's not magic—or anything, really—if you do it only halfway. Whatever I do, I give it all I've got.
4	I do what my gut tells me.
5	Life's an experiment, and I can't wait to see what happens.
6	I pepper my speech with the incomprehensible jargon of my trade, like mizzium droplets inserted into a weird-field suspension.
7	Great ideas are fine, but great results are what counts.
8	If you can guess what I'm about to do, that means I've run out of imagination.

Ideals

d6	Ideal
1	**Guild.** My guild is all that really matters. (Any)
2	**Creativity.** Half the world's troubles come from stodgy thinking, stuck in the past. We need innovative solutions. (Chaotic)
3	**Discovery.** Every experiment has the potential to reveal more secrets of the multiverse. (Any)
4	**Science.** A rigorous application of logical principles and protocols will lead us toward progress more surely than any belief system. (Lawful)
5	**Fun.** I love my job! Despite the dangerous working conditions, there's nothing I'd rather do. (Chaotic)
6	**Power.** Someday I'll find or create the magic that will make me the most powerful being in Ravnica. (Evil)

Bonds

d6	Bond
1	I have dedicated my life to finding a solution to a scientific problem.
2	I'll never forget the laboratory where I learned my skills, or the other attendants who learned alongside me.
3	I'm convinced it was sabotage that destroyed my first laboratory and killed many of my friends, and I seek revenge against whoever did it.
4	I have the schematics for an invention that I hope to build one day, once I have the necessary resources.
5	A fellow student and I are racing to solve the same scientific puzzle.
6	I would do anything the guildmaster told me to do.

Flaws

d6	Flaw
1	If there's a plan, I'll probably forget it. If I don't forget it, I'll probably ignore it.
2	I get bored easily, and if nothing is happening I'll make something happen.
3	Nothing is ever simple, and if it seems simple, I'll find a way to make it complicated.
4	I tend to ignore sleep for days when I'm conducting research, often at the expense of my own health and safety.
5	I'm convinced there's not a soul in Ravnica, except maybe the great Niv-Mizzet, who can match my boundless intellect.
6	I'm incapable of admitting a flaw in my logic.

Contacts

The laboratories of the Izzet League are constantly starting up new projects and dissolving old ones, so it's easy for even the lowliest attendant to make friends (and enemies) in laboratories across Ravnica.

Roll twice on the Izzet Contacts table (for an ally and a rival) and once on the Non-Izzet Contacts table.

Izzet Contacts

d8	Contact
1	An older relative is a member of the guild's board of directors.
2	I know a sprite who carries important messages among the guild's laboratories.
3	A sibling is the head of a laboratory doing exotic research.
4	A former colleague is now an attendant in a laboratory in the central guildhall.
5	I'm in regular communication with an instructor who set me on the course of my life and research.
6	I had a romance with a chemister working in the Blistercoils.
7	As an attendant, I had a fierce rivalry with another attendant for our supervisor's attention.
8	The guildmaster, Niv-Mizzet, took note of one of my experiments!

Non-Izzet Contacts

d10	Contact
1	An Azorius inspector seems interested in my work.
2	I was ready to join the Boros before I decided on Izzet, and I sometimes still hear from the sergeant who tried to recruit me.
3	One of my former assistants turned out to be a Dimir spy. We're not on friendly terms anymore, but we have a habit of running into each other.
4	A Golgari assassin killed a bitter rival of mine, leaving me with conflicted feelings.
5	I helped a minor Gruul chieftain acquire an Izzet weapon.
6	Roll an additional Izzet contact; you can decide if the contact is an ally or a rival.
7	An Orzhov banker financed my laboratory's current work and expects great returns.
8	I have a cousin in the Cult of Rakdos, and we get along quite well.
9	A former attendant from the same laboratory ran off to join the Selesnya, and we get into a big argument every time we run into each other.
10	I compare notes and techniques with a Simic scientist over lunch sometimes.

How Do I Fit In?

Whatever your role in the Izzet League, you are expected to contribute to its research in some way. That contribution might involve participating in tests, whether as an assistant, a researcher, or a subject. You might be one of the soldiers who protects a laboratory, or a laborer responsible for lifting heavy pieces of equipment into place. Everyone's contribution matters, even if the Izzet know that some matter more than others.



An Izzet Party

A party made up entirely of Izzet members might be a mage (wizard or sorcerer) accompanied by guards (fighters) and attendants (any class). The structure of the guild generally assumes that the mage is in charge of steering the group, but it's possible for any of the other characters to be the true brains of the operation. This party lacks healing ability, but alchemist-crafted healing potions can help sustain the party in the absence of a dedicated healer.

Rank and Renown

Renown within the Izzet League brings with it more responsibility in your chosen field of study, as well as an increasing ability to choose the activities that interest you. This greater responsibility and independence is reflected in a progression of ranks, from that of a mere attendant to a coveted position on the Izmagnus.

Rank 1: Researcher

Prerequisite: Renown 3 or higher in the Izzet League, Spellcasting or Pact Magic class feature

When you have advanced the guild's interests and survived a few magical experiments, you graduate into a position where you can conduct experiments yourself. Only a spellcaster can craft and operate the laboratory equipment involved in Izzet experiments.

As a researcher, you can request equipment for use in your experiments and during adventures. You can secure the aid of 1d4 barely competent attendants to assist you. Your attendants use the **commoner** stat block in the *Monster Manual*.

When you achieve this rank, you can help create your own *mizzium apparatus* (described in chapter 5). To do so, you must spend 10 days of downtime in an Izzet workshop, assisting a more experienced researcher in the construction of the device. The apparatus is given to you at the end of this time. If your apparatus is lost or destroyed, you can create a replacement by spending 50 gp and another 10 days of downtime.

Scorchbringer (Special Role)

Prerequisite: Renown 3 or higher in the Izzet League

Scorchbringers are soldiers assigned to protect Izzet laboratories. As a scorchbringer, you are given a *pyroconverger* (described in chapter 5) and are expected to use it in the defense of Izzet property. If your *pyroconverger* is lost or destroyed, you can get a replacement for 50 gp.

Rank 2: Supervisor

Prerequisite: Renown 10 or higher in the Izzet League

Whether you're an accomplished researcher, a committed soldier, or even a dedicated (and skilled) attendant, you are eligible for promotion to a supervisor position. As a supervisor, you oversee your former peers. Your role is primarily to translate the instructions of the director above you into concrete tasks that the people who report to you can accomplish.

If your director sends you on a mission outside the laboratory, you receive an *Izzet charm* (described in chapter 5) at the start of that mission.

As a supervisor, you earn a salary sufficient to maintain a modest lifestyle.

Independent Researcher (Special Role)

Prerequisite: Rank 1 and renown 10 or higher in the Izzet League, Spellcasting or Pact Magic class feature

Not every researcher chooses to advance through the ranks of management to become a supervisor. As an independent researcher, you can use the resources of your laboratory to conduct any kind of experiment. Assisting you in your research are 2d6 competent attendants (use the **commoner** stat block in the *Monster Manual*, and give them proficiency in the Arcana skill).

In addition, you can create your own *Izzet charm* (described in chapter 5), given 5 days of work and access to your laboratory. When you do so, any other charms you have created vanish.

Rank 3: Director

Prerequisite: Renown 25 or higher in the Izzet League

You oversee a laboratory and all its personnel. In addition, as a director, you are eligible to join the Izmundi, the Izzet board of directors, as a representative of your laboratory. You must have the approval of Niv-Mizzet, and a position on this board usually becomes available only if a vacancy opens up. If you assemble your own laboratory, you can be added to the board as an additional member.

It's up to the Izmundi to assemble the correct team to carry out the guildmaster's directives. The Izmundi decides which laboratory should have primary responsibility for any given project, and the director of that laboratory is responsible for assigning people to the team.

Within the bounds of Niv-Mizzet's directives, you have wide latitude in directing the activities of your laboratory. That means you can steer the researchers of your laboratory toward the creation of particular items or effects.

Between adventures, you can maintain yourself at a comfortable lifestyle as a member of the Izmundi.

Rank 4: Advisor

Prerequisite: Rank 3 and renown 50 or higher in the Izzet League

As one of the most famous members of the guild, you are eligible to join the ranks of the Izmagnus. The decision to include you on this board is solely Niv-Mizzet's. The number of members on the board isn't fixed, so you don't need to wait for a vacancy.

As a member of the Izmagnus, you have the ear of the dragon guildmaster. You can never be fully aware of the scope of his plans, but you know more about them than anyone aside from the other members of the board. The guildmaster listens to your opinion, even though you're not an ancient dragon with thousands of years of accumulated knowledge and wisdom. Ultimately, Niv-Mizzet tells you what to do—and you (along with your peers) tell the rest of the guild how to do it.

As a member of the Izmagnus, you can maintain yourself at a wealthy lifestyle between adventures.

Enemies and Allies

The Izzet have difficulty relating to the concerns of other guilds. The closest affinity they feel for another guild is their respect for the scientific minds of the Simic—but from the Izzet viewpoint, the Simic efforts lack passion. Conversely, the Izzet can appreciate the passion of the Boros, Gruul, and Rakdos, but they don't agree with the goals those passions are directed toward.

The Izzet have a reputation for unprovoked aggression, spurred by the ambition of Niv-Mizzet. From your perspective as a guild member, the ancient dragon has a good reason for everything he does. If you are sent to test a new weapon against a suspected Dimir safe house, a Gruul camp, or a deceptively peaceful Selesnya enclave, those must surely be dangerous foes of the Izzet. You are also bound to oppose the Dimir when they steal the secrets of your laboratory's research, the Gruul when they smash the delicate equipment that supports your life's work, and the Boros and the Azorius if they decide that your work presents a danger to the city or breaks some obscure law.

Sometimes members of other guilds can help advance your research, intentionally or otherwise. The Izzet are intelligent enough to recognize their weaknesses, and adventuresome souls from other guilds can offset those weaknesses. The healing spells of Boros clerics can be an invaluable aid, and if a cyclops isn't available to lend its brute strength to your work, a Boros minotaur or a Selesnya centaur can fill the need nicely.

The Izzet View on Other Guilds

To the lively intellect of the Izzet, the members of Ravnica's other guilds seem slow, dull, and utterly lacking in the spirit of scientific inquiry and experimentation.

Azorius. "The Azorius create regulations for everything, including freedom. What dull, shackled lives they lead."

Boros. "All too often when we're on the verge of setting off a little explosion or a spell that tears a hole in reality, the Boros show up to spoil the fun."

Dimir. "The less we see of the Dimir, the more we know they are monitoring us."

Golgari. "They keep to themselves and clean up our messes. As long as they stay out of sight, it's hard to view them as a threat."

Gruul. "They're even better at wrecking our laboratories than we are!"

Orzhov. "Progress means taking risks. But when you gamble with the Orzhov, you always wager more than coin."

Rakdos. "Steer clear of these senseless riot-fiends. Their enthusiasm is best appreciated from a distance."

Selesnya. "These zealots run with beasts and worship figments of the past. They would be wiser to embrace the wonders of the future."

Simic. "The Simic are inventive, but their creations are bereft of soul and fire. They tinker with life but lack the inspiration to breathe true spirit into their inventions."



Orzhov Syndicate

Representing the Orzhov was a tall, well-dressed noblewoman face didn't recognize. The identities of the Orzhov knights around her were concealed by full helmets: instead of faces they bore only the Orzhov's black sunburst symbol. Small, ugly, gray-skinned servant creatures attended to their black capes.

—Doug Beyer, *Return to Ravnica: The Secretist*

Wealth is power, and you absolutely *can* take it with you if you're an undying spirit living in decadent luxury on the ruling council of the Orzhov Syndicate. Built on the crushed dreams and broken bodies of citizens deeply indebted to the syndicate's banks and loan sharks, Orzhov's elaborate hierarchy of syndics, priests, and oligarchs exists for the single purpose of funneling wealth to the top. Beneath the twin facades of religious hierarchy and banking operation, Orzhov is an organized crime syndicate with its fingers in businesses across the city.

The Orzhov's original function was both religious and financial, with the two functions closely related. As Ravnica's dominant church, the Orzhov continues to preach an oppressive message that equates sin with debt and promises forgiveness to those who make tithes and donations. As Ravnica's principal bank, it stores and secures the riches of the city, collecting interest at high rates to expand its own wealth. Its members truly believe that their work is necessary to the proper functioning of Ravnica. Although most other Ravnicans see the Orzhov for the corrupt organization it is, many people are still dazzled by the syndicate's promises of wealth, prestige, and longevity.

The Ghost Council, also called the Obzedat, that leads the Orzhov founded the guild and signed the Guildpact, but it isn't clear which members of the original Obzedat might have faded from existence since then and which current members have joined since.

Inside the Syndicate

The Orzhov are ruled by the iron-fisted Obzedat, a council consisting of the oldest and most powerful undead oligarchs. A vast hierarchy stretches out beneath them, so most of your interactions with the leadership of the guild are with people (or spirits) who occupy the rank just above yours. This hierarchy has corruption in it at every level, and at any time your superiors might be passing instructions down from on high or just using you to pursue their own agendas of greed and ambition.

Orzhov churches and basilicas are scattered across the city, each one led by a ministrant with a staff of knights and syndics. These sites are centers of commerce clothed in the trappings of religion, where lowly borrowers come to seek atonement for their sins—atonement that is given in the form of debt and obligation.

Orzhov attorneys and advokists maintain offices near New Prahv and other Azorius courts. Despite their proximity to law enforcement, these offices are centers of operation for Orzhov protection rackets and other criminal activities.

Goals of the Orzhov

The Orzhov Syndicate is dedicated to the quest for power. It sees the value in an organized, structured, law-abiding community, because it is adept at exploiting laws and structures for its own gain. It sees itself, in a perfect world, as the arbiter and enforcer of a social order that keeps everyone in their place and the Orzhov in the highest place.

Increasing tensions in Ravnica have led to an atmosphere of instability, and to counter this, the Orzhov Syndicate promises the trappings of a stable, ordered life amid the chaos—for a price. The Orzhov believe that adherence to hierarchy is the key to success, and they find great comfort in the rigid structure of their guild.

To boost their declining profits in a vacillating economy, the Orzhov have begun offering protection services, promising to shield their "customers" from both physical harm and fiscal disaster. These operations amount to racketeering, bringing with them the underlying threat that those who refuse to pay for protection become targets of the Orzhov's thugs and enforcers.

The Azorius are the greatest threat to Orzhov's operations. In times past, the Orzhov danced along the edges of the law and presented an appearance of legality, but the combination of an ever-expanding legal code and the guild's move into racketeering and other explicitly illegal

activities has made it vulnerable to Azorius enforcement. So far, the Azorius have demonstrated more interest in cracking down on the chaotic activity of the Gruul and the Rakdos, but Azorius arresters also routinely shut down Orzhov protection rackets and take enforcers into custody. To make matters worse, the Azorius Senate's increasing use of precognitive magic is proving difficult for the Orzhov to work around.

So far, the syndicate's most effective tactic has been to increase the layers of separation between the day-to-day criminal operations of the guild and the leadership, ensuring that no matter how many street-level thugs and syndics are apprehended to fill the Azorius prisons, the guild's leadership remains intact. Contact between the oligarchs and lower-ranking members of the guild is increasingly rare in this situation, and even the pontiffs find it ever more difficult to arrange a hearing with their superiors.

Orzhov Characters

Alignment: Usually lawful, often evil
Suggested Races: Human
Suggested Classes: Cleric, fighter, rogue, wizard

You might enjoy playing a character who belongs to the Orzhov Syndicate if any of the following sentences are true:

- You want to move through the corrupt underbelly of society and make respectable people squirm in your presence.
- You enjoy playing fearsome or decadent characters.
- You want to strive for wealth, lavish beauty, or both.

Joining the Orzhov Syndicate

At the beginning of your association with the Orzhov, you are regarded as a borrower. Whether you are the wealthy scion of an oligarch family or a penniless citizen deep in debt to the guild, your status is functionally equivalent: you owe everything you have, even your life, to the Orzhov. Your only hope of improving your status is through your service to the guild. As you acquire renown, you can rise above this debased position in the guild hierarchy. Choose one of three parallel tracks of advancement, depending on your capabilities: advokist, enforcer, or priest.

Advokist

If you are a spellcaster (perhaps a wizard specialized in the School of Abjuration, Divination, or Enchantment), you can aspire to be an advokist—one of the syndicate's lawyers, with duties that include overseeing contracts, representing clients in Azorius courts, and prosecuting those who fail to pay their debts. Some clerics of the Order Domain also choose to pursue this path.

Many advokists draw on the power of law magic to enforce regulations and contracts to the advantage of the guild. They use their magic to draw out the truth from debtors and those who dare to break their contracts with the guild, to ensure that petitioners approach with the proper humility, and to punish those who offend them or violate their contracts. Some advokists (particularly specialists in the School of Abjuration) also deal in encrypting texts, warding vaults and secret meeting rooms, fortifying structures, and cloaking important personages in magical protections.

Enforcer

Enforcers guard Orzhov property and protect the guild's bureaucrats, administrators, and aristocrats. You might be the muscle who collects protection money and debt payments from the syndicate's clients, or an assassin (euphemistically called a euthanist) who brings speedy ends to lives deemed to have gone on too long. Most Orzhov enforcers are fighters. Rogue enforcers typically emulate the Thief or Assassin archetype.

Priest

If you are cleric (most likely of the Order Domain), you can aspire to serve an important function in the Orzhov Syndicate, which continues to maintain the outward appearance of a religious institution. Once you earn a position of respect in the syndicate, you will hear confessions and dole out penance (which is always of a financial nature). Your "calling" centers on collecting monetary tithes and offerings in a wide range of forms. Your spellcasting ability comes from the collective power of the spirits that rule the guild, not from a god.

You might even be a most unusual priest for the syndicate—one who thinks the guild's wealth should be used to ease the suffering of the downtrodden. You might also believe in the inspiration and delight that beautiful pageantry can offer to the world. If you seek to distribute wealth and share beauty, rather than hoard them, you must do so discreetly to avoid the ire of the Obzedat.

Background: Orzhov Representative

The prospect of immense wealth is the promise of membership in the Orzhov Syndicate. All of the guild's endeavors channel wealth from Ravnican society into the ranks of the Orzhov—and concentrates the spoils at the top of the hierarchy. As a functionary in that system, your best hope is to claim as much as possible of the money that passes through your hands on its way up, so that you can work your way into a more prominent position.

Regardless of your past and the wealth of your family, your initial status with the guild is near the bottom, until you have proven your value.

Skill Proficiencies: Intimidation, Religion
Languages: Two of your choice
Equipment: An Orzhov insignia, a foot-long chain made of ten gold coins, vestments, a set of fine clothes, and a belt pouch containing 1 pp (an Orzhov-minted 10-zino coin)

Feature: Leverage

You can exert leverage over one or more individuals below you in the guild's hierarchy and demand their help as needs warrant. For example, you can have a message carried across a neighborhood, procure a short carriage ride without paying, or have others clean up a



bloody mess you left in an alley. The DM decides if your demands are reasonable and if there are subordinates available to fulfill them. As your status in the guild improves, you gain influence over more people, including ones in greater positions of power.

Orzhov Guild Spells

Prerequisite: Spellcasting or Pact Magic class feature

For you, the spells on the Orzhov Guild Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

Orzhov Guild Spells

Spell Level	Spells
Cantrip	*friends, guidance*
1st	*command, illusory script*
2nd	*enthrall, ray of enfeeblement, zone of truth*
3rd	*bestow curse, speak with dead, spirit guardians*
4th	*blight, death ward, Leomund's secret chest*
5th	*geas*

Your magic tends to manifest as swirling shadows, brilliant light, or sometimes the momentary appearance of shadowy spirit forms. Your spells might draw the blood of your enemies, or even directly touch their souls.

Suggested Characteristics

Members of the Orzhov Syndicate range from the decadent nobility at the top of the oligarchy to the debt-ridden wretches at the bottom. You fall somewhere between those extremes, so you might behave with the arrogance of the very rich or the humility of the impoverished.

Personality Traits

d8	Personality Trait
1	I am always willing to act in accordance with the financial incentive offered.
2	Debts are never meant to be forgiven.
3	I am accustomed to enjoying the finest pleasures money can buy.
4	No one could doubt that I am a cut above the masses of pitiful peasants that infest the city.
5	I can't stand to spend a zib more than necessary to purchase what I need.
6	I hate it when people try to make light of a serious situation.
7	I want to make sure everyone is aware of how wealthy, powerful, and important I am.
8	I can't think of anything to look forward to.

Ideals

d6	Ideal
1	**Guild.** My guild is all that really matters. (Any)
2	**Wealth.** I will do whatever it takes to become as rich as the oligarchs. (Evil)
3	**Power.** One day, I will be the one giving orders. (Evil)
4	**Prestige.** I want to be admired, respected, feared, or even hated for my position and wealth. (Evil)
5	**Stability.** The economy functions best when chaos is kept under control and everyone knows their place. (Lawful)
6	**Eternity.** I want to live forever—in the flesh as long as possible, and as a spirit afterward. (Any)

Bonds

d6	Bond
1	The unbearable weight of my debt has driven me to desperation.
2	I'm duty-bound to obey the dictates of an ancestor on the Ghost Council.
3	I value my worldly goods more highly than my mortal life.
4	An oligarch publicly humiliated me, and I will exact revenge on that whole family.
5	My faith in the Obzedat never wavers.
6	I want to prove myself more worthy than an older sibling and thereby ensure that I inherit a greater share of my parents' wealth.

Flaws

d6	Flaw
1	I hold a scandalous secret that could ruin my family forever—but could also earn me the favor of the Ghost Council.
2	I'm convinced that everyone I know is plotting against me.
3	I'll brave any risk if the monetary reward is great enough.
4	I am convinced that I am far more important than anyone else is willing to acknowledge.
5	I have little respect for anyone who isn't wealthy.
6	I'll take any opportunity to steal from wealthier people, even for worthless trinkets.

Contacts

The Orzhov Syndicate operates according to a strict hierarchy built on a network of connections among old, wealthy families. Your family might provide important contacts, while your family's activities in crime, banking, or debt collection could tie you to members of other guilds.

Roll twice on the Orzhov Contacts table (for an ally and a rival) and once on the Non-Orzhov Contacts table.

Orzhov Contacts

d8	Contact
1	The spirit of an ancestor has taken an interest in me.
2	An older cousin has the ear of a powerful oligarch.
3	I know a knight who is responsible for collecting debts from powerful people.
4	A vampire pontiff tried to use me as a pawn in past schemes.
5	A silent spirit follows me around.
6	A sibling has keys to parts of Vizkopa Bank.
7	A giant thinks I'm adorable.
8	I regularly offer tribute to an angel, and the angel has been kind to me in turn.

Non-Orzhov Contacts

d10	Contact
1	An Azorius arrester is always snooping into my family's business transactions.
2	A Boros paladin saved my life, to my everlasting shame.
3	I know a shopkeeper who is secretly a Dimir agent and tries to make sure that I keep that secret hidden.
4	I'm fascinated by the culture of the Golgari kraul, and I have formed a friendship with one of their death priests.
5	A Gruul druid hates me but would never dare to touch me.
6	I know an Izzet engineer who is desperate to pay off a debt accrued by a deceased relative.
7	Roll an additional Orzhov contact; you can decide if the contact is an ally or a rival.
8	My childhood friend is now a Rakdos torturer. We still meet for drinks occasionally.
9	I have the key to a vault where a Selesnya druid is hiding an item of secret shame.
10	I was married to a Simic bioengineer.

How Do I Fit In?

The structure of the Orzhov Syndicate means that you are always doing the bidding of someone higher up the ladder than you are. Ultimately, your role in the guild is defined by whatever the people (and spirits) above you decide for you.

For most of your career, you can expect to engage in some aspect of the day-to-day criminal operations of the guild. That can mean throwing your weight around to enforce the will of the guild or using religious authority to extort offerings from the people. But it can also mean doing various errands for your superiors, from bearing messages to carrying out assassinations.

An Orzhov Party

An Orzhov adventuring party might be assembled in one of two ways. If its primary purpose is the application of brute force, some number of hulking enforcers (fighters) form the core of the ground, perhaps supported by a



stealthy "euthanist" (rogue) and a knight (paladin). A priest (cleric) could provide additional magical support.

If the group is more focused on the political scheming of the Orzhov, involving the use of persuasion and coercion rather than outright force, a priest (cleric) and an advokist (wizard) will probably lead the group, accompanied by more sophisticated bodyguards (fighters or rogues).

Rank and Renown

The Orzhov adhere to a very strict power structure. Positions open only at the bottom of the organization, and rising through the ranks requires utmost devotion. With increasing rank comes a greater degree of leverage over those who occupy the ranks below you.

Rank 1: Syndic

Prerequisite: Renown 3 or higher in the Orzhov Syndicate

Syndics are low-ranking functionaries. At this level of the hierarchy, you can expect deference from borrowers, who will perform small favors that require no significant risk, effort, or cost. The bulk of your work for the guild, in turn, involves doing favors for those above you.

As a priest of this rank, you can perform minor tasks in an Orzhov church: collecting tithes at the door, scheduling appointments for the senior priests, keeping ledgers, and the like. As an advokist, you copy documents, research legal precedent, depose witnesses, and otherwise assist more senior guild members. As an enforcer, you flex your muscle to collect minor debts that are of little importance to the guild as a whole.

Rank 2: Knight

Prerequisite: Rank 1 and renown 10 or higher in the Orzhov Syndicate

Each knight carries a title that expresses a quality of character, such as Knight of Penance or Knight of Despair. As a knight, you have authority over syndics, and you are trusted—so far as anyone in the Orzhov Syndicate trusts anyone else—to transport large sums of money. You also have access to sufficient funds to maintain a comfortable lifestyle between adventures.

As a priest of this rank, you hear confessions and collect penance, lead rites (and take offerings), perform ceremonies, and offer counsel to your superiors when asked. As an advokist, you represent clients in court, draw up contracts, and put your magic to use in a variety of ways. As an enforcer, you are entrusted with collecting larger sums and interacting with powerful clients.

When you're sent on a mission that poses a potential threat, your superior bestows on you an *Orzhov charm* (described in chapter 5). In addition, you have the authority to demand service from borrowers, including **indentured spirits** (see chapter 6 for the stat block). But that's an authority you must use sparingly, since their service counts as credit to their debt, and it's in the guild's interest to keep borrowers in debt.

Rank 3: Ministrant

Prerequisite: Rank 2 and renown 25 or higher in the Orzhov Syndicate

The rank of ministrant is the highest position anyone can hope to attain without being born into the guild. As a ministrant, you study finance, while managing the

syndics and knights under your control. Between adventures, you can now maintain a wealthy lifestyle.

You are given a **servitor thrull** (see chapter 6 for the stat block) that is yours to command. If it is killed, your pontiff gives you a new one at their discretion, possibly up to 1d4 weeks later. You also have a staff of 2d4 knights and 4d8 syndics under your command. You can order them only to carry out tasks that contribute to the work your pontiff assigns to you. The duty of protecting you from physical harm is always appropriate service for your knights, however. Your knights can be **knights** or **priests**, and your syndics are either **nobles** or **acolytes** (stat blocks for them appear in the *Monster Manual*).

Rank 4: Pontiff

Prerequisite: Rank 3 and renown 50 or higher in the Orzhov Syndicate, Orzhov birth

As a pontiff, you are one of the executive managers in charge of enacting the will of the Ghost Council. For that purpose, you have a staff of 2d6 ministrants (use the **mage** or **priest** stat blocks from the *Monster Manual* to represent them), with their attendant knights and syndics as described for rank 3. You have access to 2d4 **servitor thrulls** and **winged thrulls** (see chapter 6 for these stat blocks) at any given time, to carry messages and perform menial tasks for you. You also gain the occasional privilege of speaking with members of the Obzedat. Between adventures, you can maintain an aristocratic lifestyle.

Enemies and Allies

A syndicate built on a foundation of exploitation and extortion can't rely on alliances. The Orzhov appreciate certain aspects of other guilds' work and missions, but they treat other guilds as resources to be plundered. In general, the Orzhov view guilds that promote order and stability (Azorius, Boros, and Selesnya) more kindly than guilds that sow chaos and destruction (such as Golgari and Rakdos).

Sometimes adherence to order can get in the way of an efficient crime operation, though, and that's when the Orzhov part ways with the other law-and-order guilds—especially the Azorius. Any guild that obstructs the Orzhov from amassing more wealth is an enemy, whether the disruption comes from horning in on Orzhov operations or enforcing laws against racketeering.

The best way to secure individual allies from other guilds is to make them owe you something. Borrowers seldom make friendly or especially loyal allies, but they can be useful pawns. You might form a genuine alliance with members of other guilds if you share a common enemy: the overreaching Azorius or Boros, the spies of the Dimir or assassins of the Golgari, or the rampages and excesses of the Gruul and Rakdos. Alternatively, you might team up with members of a chaotic guild to bring down an opponent that is causing too much trouble for Orzhov operations.

The Orzhov View on Other Guilds

In the eyes of the Orzhov Syndicate, the other guilds primarily represent either opportunities for exploitation or dangerous threats to its way of life.

Azorius. "Their new laws challenge everything we know Ravnica stands for. If they will not protect the people, then we will do it for them."

Boros. "Though their structure is reasonable, they are naive in their outlook on justice. What glory is there in risking one's life when work continues in the afterlife?"

Dimir. "It's hard to begrudge them their love of secrets. As long as they stay out of our business, we will leave them be."

Golgari. "Admirably resourceful and elegant, but tragically unhygienic. The swarmers may persist, as long as they don't try to force their aesthetic sensibilities on us."

Gruul. "They know nothing of order and dignity, and therefore they serve little purpose as an organization."

Izzet. "Combative and obnoxious. Their allegiance lies with no one, and their naiveté isn't worth our time."

Rakdos. "A necessary source of creativity and satire. Wit is a dangerous weapon, and their critiques speak to the people more than fear and surveillance ever will."

Selesnya. "The Selesnya are idealistic fools. Looking toward nature ignores the problems at hand in the civilized world."

Simic. "Their preoccupation with life disregards the might that death can provide."





Cult of Rakdos

Jace walked into the Rakdos club, pushing into *a wall of scents and sounds. The ceilings were surprisingly high inside, draped with banners and spiked chains. An impish creature hooted as it dangled from a high wire while a man in leather chaps swallowed orbs of fire and breathed them back out through his snaggly teeth. Scarred, black-scaled drakes fought viciously in cages that swung from the ceiling, and the stink of sweat and singed flesh wafted from adjoining alcoves. Against the wall stood an enormous sentry, somewhere along the spectrum between rotund man and compact giant, dressed in what looked like the motley of a harlequin jester crossed with barbed wire.*

—Doug Beyer, *Return to Ravnica: The Secretist*

Tomorrow is an illusion; everything is ridiculous. Members of the Cult of Rakdos have witnessed the grandiose speeches and self-important plans of other guilds and concluded that their rivals take themselves far too seriously. Since death comes for everyone, and since order tends inevitably toward chaos, the Rakdos believe that unrestrained, moment-to-moment hedonism is the only sane way to live. Of course, few other Ravnicans would describe the Rakdos as sane.

The Cult of Rakdos bears the name of the demon lord who founded it. As laid out in the Guildpact, the guild was intended to fill roles concerning entertainment, mining, and manual labor. Some argue that any effort to give a demonic cult a respectable role in society was doomed to failure, but the cult remains part of Ravnica's social fabric nevertheless. The Guildpact prohibits the cult's extermination, and its entertainments—even as dark and destructive as they are—hold broad appeal. From rowdy mobs who love to see the Rakdos skewer the powerful elites to decadent socialites who come to the Rakdos for illicit amusements, most of Ravnica's people don't really want the Rakdos to go away, as much as they might publicly protest otherwise.

Inside the Cult

As one of Ravnica's original guild founders, the demon Rakdos has been part of Ravnica for millennia. Members of other guilds know Rakdos through his reputation for capricious cruelty and megalomania, but those who join the guild idolize him for his magnetic presence, which inspires art and encourages utter wantonness. Because Rakdos finds destruction entertaining, his cultists incorporate deadly acts into their performances in hopes of catching his eye and earning his favor.

Stages for Rakdos performances appear on streets and plazas throughout Ravnica every night, and they're gone by morning—carried to and fro on the backs of giants. Permanent establishments that cater to dark desires are tucked away in the seediest neighborhoods of the city, such as the Smelting Quarter in Precinct Six of the Tenth District.

Goals of the Rakdos

The Cult of Rakdos is centered on a demon lord who exemplifies the concepts of chaos and evil. At its worst, the cult is driven by a lust for power, extreme selfishness, and a lack of compassion. Cultists take delight in causing pain to others to make sure they know their place, which is subservient to the powerful adherents of this self-centered philosophy.

The cult's chaotic nature fuels its passion, impulsiveness, and obsession with freedom. A guild of unbridled hedonism, it does what it wants, driven by base desires and a strong streak of cruelty.

The Cult of Rakdos was originally recognized as a guild as part of an effort to channel the impulses of demons, giants, ogres, and humans into an acceptable direction. That effort has never been completely successful. Now, as tension builds in Ravnica and several guilds attempt to crack down on chaos and criminal activity, the Rakdos cult reacts to this building pressure with increasing violence.

The Cult of Rakdos already serves a megalomaniacal demon of chaos, so its members have no interest in seeing any other ambitious figure achieve supreme rulership over Ravnica. They fear that any other guild might gain enough power to overwhelm all the others and impose its own values on everyone. For this reason, they focus their efforts on subverting other guilds' schemes, by undermining popular and powerful leaders



and interfering—often violently—with any effort to build a centralized concentration of authority.

The Azorius Senate currently stands as the greatest threat to the Rakdos way of life. The cult targets Azorius senators and arresters for ridicule, harassment, and occasionally assassination. The Boros Legion's zealous pursuit of order and justice poses a similar threat. Although Boros's attention is focused on the Gruul at the moment, Rakdos cultists are well aware that any sufficiently disruptive performance with a high enough body count could bring the wrath of the legion down on their heads. The overreaching of the Azorius and the self-righteous wrath of the Boros engender true fear in the anarchic Rakdos cultists, and the Rakdos respond to fear with bloodshed.

Rakdos Characters

Alignment: Usually chaotic, often evil
Suggested Races: Human, goblin
Suggested Classes: Barbarian, bard, fighter, warlock

You might enjoy playing a Rakdos character if any of the following sentences describe you:

- You enjoy mayhem.
- You like playing showy, dramatic characters who are often the center of attention.
- You're drawn to bards or warlocks.
- The idea of finding a heroic way to participate in a demonic cult sounds like a fun challenge.

Joining the Cult of Rakdos

The Cult of Rakdos attracts misfits and malcontents, who can't abide the civilized norms of Ravnica, as well as wayward souls eager to idolize an ancient demon lord and partake in riots. However, what Ravnicans like most about the guild is that it has evolved into a roving circus that attracts hedonistic, anything-goes performers who really know how to put on a show.

By the time you start your adventuring career, you no doubt have a great act ready to go, and you're champing at the spike-studded bit to get out there and show the world what you've got. But you must earn a place on the stage or in the ring, and that means first doing your part backstage to keep the show running. "Backstage" can also mean "out in the city," carrying out a variety of errands for people who have more pull than you. And with the Rakdos, such errands tend to look more like adventures than like shopping trips.

What does your chosen form of performance look like? What skills do you aspire to learn? Spikewheel acrobats, lampooners, fire jugglers, puppeteers, pain artists, noise musicians, and hellbeast riders form the heart of the cult's bizarre entertainments, putting on shows in guild-owned dark speakeasies and on portable stages in the streets. Performers called uncagers tend—and unleash—the variety of beasts and horrors used in Rakdos shows.

Other Rakdos performers are spellcasters of spectacular sort, using expressive, free-wheeling, and dangerous magic. These mages find inspiration in the responses expressed by witnesses of their magic. They can be equally gratified by howls of laughter or howls of horror—any attention, in their minds, is good attention.

Most Rakdos performers are fighters of the Champion or Eldritch Knight archetype, barbarians of the Path of the Berserker, or rogues of the Thief or Assassin archetype. Spellcasting performers are often bards of the College of Valor or warlocks of the fiend (the demon lord Rakdos).

Background: Rakdos Cultist

You're an entertainer at heart, a performer with a flair for the dramatic and a love of the spotlight. You've spent years honing your craft, mastering a demanding set of skills so you can perform them with panache and make them look easy. The wild applause, the screams of the crowds, the mayhem and terror spreading into the streets—this is what you live for.

You're also a member of a cult devoted to an ancient demon who delights in violence and chaos. It just so happens that Rakdos loves a good show, and your highest aspiration is to please the Defiler, the Lord of Riots, with your own performance.

Skill Proficiencies: Acrobatics, Performance
Languages: Choose either Abyssal or Giant
Tool Proficiencies: One type of musical instrument
Equipment: A Rakdos insignia, a musical instrument (one of your choice), 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 containing 10 gp (a mix of Azorius and Boros 1-zino coins), and a bottle of sweet, red juice

A Flair for the Dramatic

Rakdos performance styles typically fuse standard circus-style acrobatics with fire, wrought-iron spikes and hooks, and monsters. You can roll a d8 or choose from the options in the Performance Options table to determine your preferred style of performance.

Performance Options

d8	Type of Performer
1	Spikewheel acrobat
2	Lampooning satirist
3	Fire juggler
4	Marionette puppeteer
5	Pain artist
6	Noise musician
7	Nightmare clown
8	Master of ceremonies

Feature: Fearsome Reputation

People recognize you as a member of the Cult of Rakdos, and they're careful not to draw your anger or ridicule. You can get away with minor criminal offenses, such as refusing to pay for food at a restaurant or breaking down a door at a local shop, if no legal authorities witness the crime. Most people are too daunted by you to report your wrongdoing to the Azorius.

Rakdos Guild Spells

Prerequisite: Spellcasting or Pact Magic class feature

For you, the spells on the Rakdos Guild Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

Rakdos Guild Spells

Spell Level	Spells
Cantrip	*fire bolt, vicious mockery*
1st	*burning hands, dissonant whispers, hellish rebuke*
2nd	*crown of madness, enthrall, flaming sphere*
3rd	*fear, haste*
4th	*confusion, wall of fire*
5th	*dominate person*

Your magic often produces a flashy spectacle, wreathing you or your targets in a mixture of harmless flame and shadowy shapes. When you manipulate an opponent's mind, a flaming symbol of Rakdos might momentarily appear like a mask over the target's face.

Suggested Characteristics

Members of demonic cults aren't generally known as the kindest or most mentally stable individuals, so you're likely to have something in your nature that distinguishes you from the law-abiding citizens of Ravnica.

Personality Traits

d8	Personality Trait
1	I revel in mayhem, the more destructive the better.
2	When violence breaks out, I lose myself in rage, and it's sometimes hard to stop.
3	Everything is funny to me, and the most hilarious and bloodiest things leave me cackling with sadistic glee.
4	I derive genuine pleasure from the pain of others.
5	I enjoy testing other people's patience.
6	I can't stand it when things are predictable, so I like to add a little chaos to every situation.
7	I throw my weight around to make sure I get my way.
8	I enjoy breaking delicate works of art. And fingers, which are sort of the same.

Ideals

d6	Ideal
1	**Guild.** My guild is all that really matters. (Any)
2	**Hedonism.** Death comes for everyone, so take as much pleasure as you can from every moment of life. (Neutral)
3	**Creativity.** I strive to find more ways to express my art through pain—my own as well as others'. (Chaotic)
4	**Freedom.** No one tells me what to do. (Chaotic)
5	**Equality.** I want to see Ravnica remade, with no guilds and no hierarchies. (Chaotic)
6	**Spectacle.** People are inspired by the greatness they see in art. (Any)

Bonds

d6	Bond
1	I have belonged to the same performance troupe for years, and these people mean everything to me.
2	A blood witch told me I have a special destiny to fulfill, and I'm trying to figure out what it is.
3	I'm secretly hoping that I can change the cult from the inside, using my influence to help rein in the wanton violence.
4	I own something that Rakdos once touched (it's seared black at the spot), and I cherish it.
5	I want to be better at my chosen form of performance than any other member of my troupe.
6	I am devoted to Rakdos and live to impress him.





Flaws

d6	Flaw
1	My family is prominent in another guild. I enjoy my wild life, but I don't want to embarrass them.
2	I couldn't hide my emotions and opinions even if I wanted to.
3	I throw caution to the wind.
4	I resent the rich and powerful.
5	When I'm angry, I lash out in violence.
6	There's no such thing as too much pleasure.

Contacts

The Cult of Rakdos is anything but organized. Individuals frequently move from one performance troupe to another. Almost all members of the cult know former castmates now in different troupes, which allows for the possibility of a widespread network of contacts.

Roll twice on the Rakdos Contacts table (for an ally and a rival) and once on the Non-Rakdos Contacts table.

Rakdos Contacts

d8	Contact
1	I was part of a two-person act until my former partner moved to a different troupe.
2	My sibling and I ran away from home and joined the Cult of Rakdos together. We're very close.
3	A childhood friend of mine is an attendant in Rix Maadi, the Rakdos guildhall.
4	My parents brought me into the guild and taught me my trade.
5	There's a lesser demon in the cult who thinks he owes me a favor, and who am I to argue?
6	The master of ceremonies in my troupe is well connected with other troupes.
7	I had a romance with a pain artist in another troupe.
8	Rakdos himself has witnessed me perform.

Non-Rakdos Contacts

d10	Contact
1	I know an Azorius elocuter who has a very amusing dark side.
2	A Boros captain really wants to "redeem" me.
3	I think a member of my troupe is a Dimir agent.
4	I once convinced a Golgari medusa to participate in a show. We've been on good terms ever since.
5	I came from the Gruul and still have relatives there.
6	An Izzet technician provides pyrotechnics for my performances.
7	An Orzhov oligarch has taken an interest in my career, like a patron of the arts.
8	Roll an additional Rakdos contact; you can decide if the contact is an ally or a rival.
9	A Selesnya healer attends my performances regularly.
10	A Simic biomancer provides mutant monsters to add a taste of the bizarre to our shows.

How Do I Fit In?

The Cult of Rakdos encourages independent action on the part of its members. Its goal is fomenting chaos, and it firmly believes in putting its own house in disorder before carrying that mission into the larger city. So your role is to execute your vision of grand satire and disruptive performance art, as you aspire to outdo your guild mates and attract the attention of Rakdos himself.

You work as part of a troupe, with your artistic talents used in service to a ringmaster's vision. But your performance is your own, and no one expects you to follow a script. In fact, if you go through a performance without doing something you haven't done before, you're clearly not trying hard enough.



A Rakdos Party

A Rakdos adventuring party could operate as a performance troupe, performing a variety of activities under the cover of its nighttime shows. The master of ceremonies (bard) is the public face of the troupe, with a number of performers (fighters, barbarians, rogues, or warlocks) doing their own unique acts. A blood witch (warlock) might take the place of a spellcasting performer or assume the role of the master of ceremonies.

Rank and Renown

The anarchic nature of the Cult of Rakdos—aside from the absolute rulership of Rakdos himself—makes rank a meaningless concept to the members of the guild. Nevertheless, renown matters: performers who are well known within the guild also tend to be well known outside the guild, which means larger audiences. Renown in the Cult of Rakdos is the difference between being a bit player in someone else's performance and being the ringmaster of your own show.

Extra

Prerequisite: Renown 3 or higher in the Cult of Rakdos

You have proven yourself both useful and talented and have earned a place on stage. It's a small place, and a dangerous one—bit players like you are as likely to suffer injury or death during a Rakdos performance as audience members are. But that's the thrill of live theater!

Sideshow Act

Prerequisite: Renown 10 or higher in the Cult of Rakdos

You have gained a reputation both within the Cult of Rakdos and (to some extent) outside it, though you are still a long way from achieving top billing. You might stage performances in back alleys and abandoned warehouses, with a handful of other performers helping to bring your vision to life.

When you go on an adventure, you can call on 1d4 helpers—a mix of **cacklers** (see chapter 6 for the stat block), stage hands, or extras—to help you complete it. Use the stat blocks of **cultists** and **thugs** from the *Monster Manual* for the stage hands and extras, respectively.

Your status also means that you can venture into the depths of Rix Maadi, the lair of Rakdos, to petition for a *Rakdos charm* (described in chapter 5). Rakdos can grant a charm with barely a thought, but your station in the guild doesn't guarantee safe passage to and from the demon's presence.

Blood Witch (Special Role)

Prerequisite: Renown 10 or higher in the Cult of Rakdos, the Spellcasting or Pact Magic class feature

The aggressive tormentors known as blood witches are the closest thing the Cult of Rakdos has to ranking officials. You can't personally mobilize large numbers of guild members, but individual performers, ogres, giants, and even demons are quick to obey your commands as long as they don't contradict the ethos of the guild or the will of Rakdos himself.

When you become a blood witch, you are assigned to torment a particular enemy of the guild. This enemy

can be an individual, a family, an organization, or even an abstract concept. Examples of blood witches include the Judge of the Judges, who targets the Azorius guildmaster; the Tormentor of the Wojek, who confounds Boros military intelligence efforts; and the Disintegrator of Law and Order, who undermines all efforts to uphold law.

Star Performer

Prerequisite: Renown 25 or higher in the Cult of Rakdos

At last, you have the opportunity to display your genius to the masses. When you perform, you're the star of the show, the climax of a night of revelry. The rest of the guild regards you with admiration and more than a little envy, since crowds pack whatever venues you choose for your shows. Rakdos himself might even come to watch. You can count on the support of your ringmaster, and you can call on the aid of other performers in your troupe—just be careful not to turn your back on the ones who would kill in return for a moment in your spotlight.

You can bring 2d4 **Rakdos performers** and 1d4 **Rakdos lampooners** (see chapter 6 for these stat blocks) with you when you're going on stage or heading out to riot on the streets.

Ringmaster

Prerequisite: Renown 50 or higher in the Cult of Rakdos

The show is yours to command. You determine what performers take center stage and when, and you design the exciting and bloody final act of the show—meaning that you decide who lives and who dies. You might adopt an ominous or overwrought title, such as Choreographer of Flame or the Dramaturge. A troupe of 3d10 + 20 **Rakdos performers** is at your service, and you can call on 2d4 **blood witches** to aid you with their magic (see chapter 6 for these stat blocks). You're probably also considered a significant public enemy by the Azorius, but they can't arrest you if they can't catch you.

Enemies and Allies

A cult of demon worshipers doesn't make a lot of friends. Ideologically, the Rakdos have the most in common with the Gruul and the Golgari; all three guilds have a desire to topple the structures of power in Ravnica. Of course, the guilds disagree about what (or who) should replace the existing structures.

Making the powerful look ridiculous lies at the heart of the Rakdos performance philosophy. The bulk of the guild's aggression is directed toward guilds that have power and abuse it or guilds that make blatant bids for power. That's particularly true when powerful guilds—especially the Azorius—try to use their power to suppress the Rakdos.

Making the ridiculous powerful is the flip side of the Rakdos philosophy. Usually, this means elevating the status of the Rakdos—and yourself—at the expense of others, but circumstances might lead you to cooperate with members of other guilds in pursuit of a common goal. For example, a power struggle in another guild can be an opportunity for you to install a sympathetic (or ineffectual) leader in that guild. Beyond that, other chaotic guilds have grudges against the law-enforcing guilds and would be happy to join your efforts to strike a blow against them.

The Rakdos View on Other Guilds

The Cult of Rakdos serves a demon lord who is feared, if not respected, by most citizens of Ravnica. Its cultists express their zeal through riotous, bloody, and deadly performances and revels. To other guilds, they are a fearsome threat to the city. To the Rakdos, the other guilds invest too much effort in a vain search for meaning and might.

Azorius. "Insufferable killjoys, and every artist's eternal enemy. Everyone thinks we are the guild of ultimate evil, but we're not the ones who want to monitor, legislate, and control your every move."

Boros. "We love a parade, but their demonstrations always come across as stiff. They're the deserving straight man for our every punch line."

Dimir. "They crave secrets, but there's nothing they can get by eavesdropping that we won't freely scream at the top of our lungs. They lurk in the shadows trying to look mysterious, practically inviting our mischief."

Golgari. "We know they're tired of being the downtrodden, misunderstood misfits. If they're truly ready to anger the powers that be rather than lick boot soles, we invite them to run away and join our circus."

Gruul. "Our well-meaning cousins in chaos! We want to take society down a peg, and they want to raze civilization to the dirt. That's practically common ground!"

Izzet. "Every performance benefits from prop masters and pyrotechnicians. They can be useful backstage, but they lack the charisma for the spotlight."

Orzhov. "The more the Orzhov try to coerce free people to act against their desires, the easier it is for Rakdos to gain recruits."

Selesnya. "Such crowds! They would scarcely notice if they were missing a few by night's end. They'd make the perfect audience, if only they had a better appreciation for bleeding-edge art."

Simic. "Imaginative creators who nevertheless fail to appreciate the meaning of their living creations—nor do they appreciate the tragic irony of not knowing how funny that is."





Selesnya Conclave

Selesnya troops poured into the streets, *emptying the nature temples, wildlife preserves, and other green spaces controlled by the conclave. The centaurs' hooves clattered on the cobblestones and the wolf-riders bounded over stone bridges. Human and elf infantry flooded through the arteries of the district, streaming past intersections and flowing around buildings. Griffons and their riders swooped down out of a blanket of low clouds, strafing past the spires. Emmara rode on the shoulder of a massive creature made of a snarl of marble, wood, and vines, her hand resting on its great head. Two more of the nature behemoths strode ahead of her, swinging their limbs in slow motion, indenting the streets with their footfalls as the other Selesnya troops ran between their legs. Below her, Captain Calomir led the Selesnya army. He rode his white war rhino, driving the Selesnya ranks forward, guiding them through the streets toward the Rakdos horde.*

—Doug Beyer, *Return to Ravnica: The Secretist*

Like a thriving garden, carefully tended and abundantly fertile, the communities of the Selesnya Conclave are a harmonious union of nature and civilization. The members of the conclave dream of embracing all of Ravnica in their peaceful union. In the meantime, they are growing an army, preparing to resist the ambition and destructive impulses of the other guilds and fight to defend their way of life.

At the heart of the Selesnya faith and philosophy is the Worldsoul, called Mat'Selesnya, which its devotees believe to be a manifestation of nature itself. At the signing of the original Guildpact, Mat'Selesnya was embodied in an elemental form and acted as the guild's first guildmaster. The current guildmaster, Trostani—three dryads fused together with Mat'Selesnya into a single being—is said to embody the will of the Worldsoul in a similar way. The original mission of the conclave involved conservation and charity, but its focus has long been on expanding its community, in which all members are cared for and nature is preserved in harmony with civilization.

Inside the Conclave

The Selesnya Conclave is organized into enclaves called vernadi, which are communes built around central trees. The vernadi are smaller versions of the guildhall, the great city-tree Vitu-Ghazi. A dryad, called a voda, is called forth from that central tree to be the leader of the community, connecting the vernadi and its devotees to the Worldsoul and uniting them with the will of the entire conclave.

A voda is accessible to all the guild members in her care. You have regular contact with your voda, who knows your name and has a good idea of your interests, goals, and strengths. And since your voda is mystically linked to the guildmaster, Trostani, through communion with the Worldsoul, it's safe to assume that Trostani knows who you are as well.

In addition to the voda, military and religious leaders in each vernadi regularly communicate with its members. Ordinary members of the conclave spend a few hours every day training with a military instructor and studying with a religious teacher.

Goals of the Selesnya

Despite the growing tensions that now grip the world, in the long view of the Selesnya Conclave, not much has changed. Ravnica is troubled, but Ravnica has always been troubled. The Living Guildpact is absent, but the Guildpact comes and goes. The Worldsoul has not changed, nor has the will of Mat'Selesnya: the conclave's main goal is to grow, as it has always been. Its strength lies in its numbers.

The conclave clings to the ideal of a peaceful collective in which individual desires are subordinate to the good of the whole group. The guild wants to see this beloved community grow, flourish, and thrive in peace. But as much as it values peace within the community, it displays incredible ferocity when that harmony is threatened.

Selesnya's vision is centered on the idea of harmony between civilization and nature. To advance the cause of civilized society, the conclave believes in the need for an ordered structure that orients the group toward

the pursuit of the common good. At the same time, the guild's connection with the natural world gives the conclave a fervent appreciation for the interconnectedness of all things. Selesnya doesn't tolerate selfishness or ambition, instead urging its members to put the needs of others ahead of their own desires and to use the power of nature—including nature's wrath—to drive away those whose selfishness threatens the coherence of the group.

The greatest danger that Selesnya faces lies in the ambitions of other guilds, which are flourishing in the absence of the Guildpact. Selesnya's way of curbing this grasping selfishness has always been to outnumber the other guilds. Its members aren't naive; they fully realize that the ambitions of other guilds will lead to violence. And they aim to be prepared for that violence when it erupts.

"For my seedlings to survive," Mat'Selesnya says, "we must grow an army capable of overwhelming such ambitions." Some of that army is literally grown, in the case of plant creatures and elementals. A great many members grow up in the guild from childhood and learn their martial skills at the guild's training grounds. And still more join the guild through recruitment—especially in these troubling times, when rumors of war and a sense of imminent doom make Selesnya's message of harmonious community sound ever more appealing.



Selesnya Characters

Alignment: Usually good, often neutral
Suggested Races: Human, centaur, elf (wood), half-elf, loxodon
Suggested Classes: Bard, cleric, druid, fighter, monk, paladin, ranger, warlock

You might enjoy playing a Selesnya Conclave character if one or more of the following statements are true:

- You like the idea of being part of a huge, peaceful community.
- You like playing druids, rangers, or spiritual monks.
- You believe in victory through respectful teamwork, overwhelming numbers, or both.
- You want a spiritual connection to something bigger than just your character.

Joining the Selesnya Conclave

New initiates come to the Selesnya Conclave as children, to be brought up by the guild's members, or as recruits drawn from the guildless or the membership of other guilds. Regardless of the path you took to get here, you start out in the role of initiate. As an initiate, you must subsume your desires to the needs of the guild while finding a way (under the guidance of your enclave's leader) to put your talents to use in service to Mat'Selesnya. This effort isn't so much a process of carrying out orders, but of gradually discerning the will of the Worldsoul and finding your place in it.

In your search for communion with the Worldsoul, you are part of a worldwide community, but you are also part of a smaller local community—an enclave called a vernadi, which is led by a dryad called a voda. Your role in the conclave is specifically oriented toward your vernadi, at least at the start of your career. Your voda helps you in your process of discerning the will of Mat'Selesnya and your place in relation to it.

The Selesnya Conclave is both a community of worshipers and a militia, and thus its leadership includes both military and religious figures.

Military Roles

Selesnya looks from the outside like a peaceful community, but it is also an army. If you are a fighter, a ranger, or a paladin (usually having sworn the Oath of the Ancients), your place in the guild is a military one. Unlike in the Boros Legion, though, the conclave's military ranks aren't highly structured; each enclave has its own forces, with a single commander and one other layer of command (at most) above the troops. A variety of special military roles become available to you as you prove yourself useful to your vernadi and the conclave. You might aspire to be a votary standing watch over the temple gardens, a sagittar archer, a pegasus-riding equenaut, or a wolf-riding Ledev guardian.

Religious Roles

If you are a druid (perhaps of the Circle of the Land), a cleric (of the Life or the Nature Domain), a warlock with the Archfey (Mat'Selesnya) as a patron, or a devout monk (who might follow the Way of the Open Hand), you might be drawn to a role of religious leadership. These leaders mediate the relationship between the members

of the conclave and the voice of Mat'Selesnya. A number of special roles will be available to you as you establish your place. You might hope to carry the message of the conclave out into the world as an evangel, and great religious leaders are honored with the title of hierarch.

Background: Selesnya Initiate

You are a member of a blessed community, built on the ideals of harmony. Here, nature and civilization coexist peacefully, living and growing in accordance with the will of the Worldsoul, Mat'Selesnya. As a member of the Selesnya Conclave, you are surrounded by people and other creatures who share your worldview and your longing for deeper spiritual communion with the world, and you have a fervent desire to share the joy you have experienced with Ravnica. Along with the rest of the conclave, you are committed to resisting the ambitions of the other guilds—with military force if necessary.

Skill Proficiencies: Nature, Persuasion
Tool Proficiencies: One type of artisan's tools or one musical instrument
Languages: Choose one of Elvish, Loxodon, or Sylvan
Equipment: A Selesnya insignia, a healer's kit, robes, a set of common clothes, and a belt pouch containing 5 gp (Azorius 1-zino coins)

Feature: Conclave's Shelter

As a member of the Selesnya Conclave, you can count on your guild mates to provide shelter and aid. You and your companions can find a place to hide or rest in any Selesnya enclave in the city, unless you have proven to be a danger to them. The members of the enclave will shield you from the law or anyone else searching for you, though they will not risk their lives in this effort.

In addition, as a guild member you can receive free healing and care at a Selesnya enclave, though you must provide any material components needed for spells.

Selesnya Guild Spells

Prerequisite: Spellcasting or Pact Magic class feature

For you, the spells on the Selesnya Guild Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

Selesnya Guild Spells

Spell Level	Spells
Cantrip	*druidcraft, friends*
1st	*aid, animal friendship, charm person*
2nd	*animal messenger, calm emotions, warding bond*
3rd	*plant growth, speak with plants*
4th	*aura of life, conjure minor elementals*
5th	*awaken, commune with nature*

Members of the Selesnya Conclave refer to their magic as "doruvati," a Sylvan word meaning "gift." When you use these gifts of Mat'Selesnya, graceful swirls of green and silver light dance in the air around you, and phantasmal green leaves might waft through the air. A sensation of gentle warmth and the smell of spring flowers or autumn leaves might accompany your spells.

Suggested Characteristics

Most members of the Selesnya Conclave are true believers—the tight-knit community allows little room for the cynical or disillusioned. They are spiritual, empathetic, and generally peaceful—unless roused to action. Their flaws and bonds alike grow naturally from their close ties to the community.

Personality Traits

d8	Personality Trait
1	I never raise my voice or lose my temper.
2	I feel the pains and joys of everyone around me, friend or foe.
3	I would rather make a friend than thwart an enemy.
4	I'm always straining to peer into another reality that seems to be just beyond my senses.
5	I'm uneasy if I can't see plants growing or feel soil beneath my feet.
6	Seeing illness or injury in any creature saddens me.
7	I have much to be proud of, but I am still just one strand in the grand, interwoven tapestry of life.
8	Nature offers rich and abundant metaphors for understanding the complexities of life.

Ideals

d6	Ideal
1	**Guild.** My guild is all that really matters. (Any)
2	**Harmony.** Nothing is more beautiful than voices and actions aligned in common purpose. (Good)
3	**Order.** Like a well-pruned tree, society thrives when everything is kept in good order. (Lawful)
4	**Life.** Preserving life and nature is always a worthwhile endeavor. (Good)
5	**Humility.** Ambition and pride are the roots of strife. (Good)
6	**Evangelism.** When all have joined the Selesnya Conclave, Ravnica will finally know peace. (Any)

Bonds

d6	Bond
1	I would give my life in the defense of the small enclave where I first encountered Mat'Selesnya.
2	I love beasts and plants of all kinds, and am loath to harm them.
3	A healer nursed me to recovery from a mortal illness.
4	I'll sing the invitation of Mat'Selesnya with my dying breath.
5	I cherish a leaf from Vitu-Ghazi that changes color with the seasons, even though it is no longer attached to the tree.
6	Every member of the conclave is my kin, and I would fight for any one of them.

Flaws

d6	Flaw
1	I'm terrified of getting into a fight where my side is outnumbered.
2	I assume that people mean well until they prove otherwise.
3	I enjoy comfort and quiet, and prefer to avoid extra effort.
4	I have a fierce temper that doesn't reflect the inner calm I seek.
5	I'm convinced that everyone else in the conclave has a deeper connection to the Worldsoul than I do.
6	I'm trying to atone for the life of crime I led before I joined the Selesnya, but I find it hard to give up my bad habits.

Contacts

The Selesnya Conclave is all about connections, so its members cultivate contacts throughout the guild. The guild also engages in energetic recruitment to draw converts from other guilds, and often these new guild members maintain friendships with former guild mates.

Roll twice on the Selesnya Contacts table (for an ally and a rival) and once on the Non-Selesnya Contacts table.

Selesnya Contacts

d8	Contact
1	A wise centaur trainer believed in me even though I was a terrible student.
2	A good friend has risen to become a Ledev guardian.
3	I left my former guild and joined the Selesnya along with a close friend.
4	The dryad at the head of my enclave has taken an interest in my activities.
5	A sibling is an instructor at the guild's training grounds.
6	One of my parents is a votary, tasked with protecting the temple gardens at the Vitu-Ghazi guildhall.
7	I had a romance with a well-known Selesnya healer.
8	Trostani, the head of the guild and the voice of Mat'Selesnya, once welcomed me into her presence.

Non-Selesnya Contacts

d10	Contact
1	I left the Azorius, and a former colleague still resents me for that act.
2	A good friend, eager for action, left the Selesnya and joined the Boros.
3	I had a relationship with a guild mate who turned out to be a Dimir agent.
4	I know a disgruntled Golgari assassin who is ripe for recruitment.
5	I'm friendly with a Gruul centaur who almost joined us a few years back.
6	I once had a heated public argument with an Izzet chemister, and neither of us is allowed back into that restaurant.





d10	Contact
7	I paid off my debt to the Orzhov Syndicate, but my good friend was not so lucky and remains indebted to that guild.
8	At a time of terrible grief in my life, a Rakdos performer made a mockery of my pain, leaving me with mixed feelings of sadness and humor.
9	Roll an additional Selesnya contact; you can decide if the contact is an ally or a rival.
10	I have a sibling in the Simic Combine, and we argue every time we see each other.

How Do I Fit In?

Although the guild teaches the importance of subjugating the individual will to the good of the conclave, it also celebrates the diversity of individuals, in the same sense that a field that produces different crops is healthier than one that yields a single crop. That principle applies to your skills as an adventurer. As long as your efforts are directed toward advancing the goals of the guild rather than your private agenda, you're allowed to put your talents to work in your unique way.

That said, you must never lose sight of the fact that you are part of a larger community. That includes the whole guild, of course, but your ties to community start with your vernadi (enclave) and its voda (dryad leader). The dryads want to know what you're doing and what purpose it serves, and they act to curtail your actions—or even expel you from the guild—if they determine that you aren't serving Selesnya's best interests.

A Selesnya Party

An adventuring party is a community in itself, a symbiotic group in which each individual contributes to the success of the whole. A fighter, a ranger, or a paladin provides a starting point of martial might. A druid or a cleric offers support and healing. A bard or a warlock gives additional spell support. A monk, a bard, or a ranger can add some measure of stealth and skill specialties. Such a group is well equipped to help Selesnya grow—and to smite the guild's enemies.

Rank and Renown

The Selesnya Conclave doesn't classify its members in a rigid hierarchy, because doing that would encourage individuals to seek to rise above the rest of the community and put their desires above the good of the whole. Thus, aside from the leadership of Trostani over the whole guild, and each voda over her vernadi, the members of the conclave are distinguished mainly by the diverse roles they fill instead of by rank or status.

Indeed, many Selesnya initiates never leave that basic role. They have discerned their purpose, and it is to live a proper life in support of the conclave, without pursuing any kind of prestigious role. But if you achieve greater renown in the guild, a variety of special roles become available to you.

Regardless of renown and role, members of the conclave don't earn salaries. The guild cares for its own, however, and every member can live in a vernadi at the equivalent of a modest lifestyle.

Evangel (Special Role)

Prerequisite: Renown 3 or higher in the Selesnya Conclave

Evangels extend their hands to potential converts and welcome new initiates into the life of the Selesnya Conclave. They include fervent preachers who speak the will of the Worldsoul in the promenades and marketplaces, humble missionaries who serve among the poor in the darkest districts of the city, and even centaur warriors who evangelize in Gruul territories where words of war speak louder than prayers of peace.

When you become an evangel, you gain one additional contact from a guild other than the Selesnya Conclave, which can be someone you have met in your adventures or chosen from the Non-Selesnya Contacts table earlier in this section. In your new role, you belong to a vernadi and can expect help and support from that community, but you spend your time away from it, operating with a great deal of independence. When you return to your vernadi, you teach and train new initiates.

Votary (Special Role)

Prerequisite: Renown 3 or higher in the Selesnya Conclave, proficiency with martial weapons

Votaries are soldiers who protect the vernadi gardens in the area immediately around its central tree. As a votary, you are usually assigned to guard duty, but your voda might also assign you to special missions that require strength of arms.

While you are in the garden you're sworn to protect, the plants obey your word, allowing you to transform the foliage into 1d6 **awakened shrubs** or 1 **awakened tree** (both described in the *Monster Manual*) for as long as a threat to the garden persists. These awakened plants won't leave the garden.

Sagittar (Special Role)

Prerequisite: Renown 3 or higher in the Selesnya Conclave, proficiency with the longbow

Sagittars are archers who defend key guild locations, including the guildhall at Vitu-Ghazi. Their range and accuracy are so great that a common saying has arisen among Ravnicans: "Sagittars aim their bows using maps." If a conclave mission would benefit from the support of disciplined archers, Trostani herself might call on sagittars to render aid.

As a sagittar, you never have to want for arrows: the guild provides arrows to you at no cost.

Selesnya Charm

Prerequisite: Renown 10 or higher in the Selesnya Conclave

You can request that the voda of your vernadi bestow a *Selesnya charm* (described in chapter 5) on you before you undertake any mission on the guild's behalf.

Equenaut (Special Role)

Prerequisite: Renown 10 or higher in the Selesnya Conclave, proficiency in Animal Handling

Equenauts are knights who ride pegasi and serve as warriors and scouts. In addition to surveilling enemy forces and terrain, they are also on the lookout for places where a new vernadi can take root. As an equenaut, you are sometimes called on to take part in military activity, but you are free to pursue your vision of how to serve Mat'Selesnya—from the back of your **pegasus** mount (see the stat block in the *Monster Manual*).

Your mount effectively belongs to you, entrusted to your care. If it comes to harm through your negligence or mistreatment, you might be punished—perhaps to the extent of losing your position as an equenaut.

Hierarch (Special Role)

Prerequisite: Renown 10 or higher in the Selesnya Conclave, Spellcasting or Pact Magic class feature

The ranks of the Selesnya clergy aren't hierarchical, yet you are honored with the title of hierarch. Hierarchs lead rites that invoke the blessing of Mat'Selesnya, bringing Selesnya's initiates into closer communion with the Worldsoul and with each other. They are assisted in these rites by less experienced clergy.

As a hierarch, you can call on the aid of 1d4 **acolytes** (see the stat block in the *Monster Manual*), even leading them on missions.

You have an important voice in decision-making for your vernadi, and you are expected to offer advice and opinions to your voda when requested.

Your position within the guild and your vernadi gives you access to superior food and lodging, the equivalent of a comfortable lifestyle.

Ledev Guardian (Special Role)

Prerequisite: Renown 25 or higher in the Selesnya Conclave, 10th level or higher

The Ledev guardians are knights who were originally protectors of Ravnica's roadways but now serve the Selesnya as champions. Their ranks include a number of centaurs. The humanoids among them ride dire wolves, which they raise from pups to forge close bonds between rider and mount. If you have a **dire wolf** mount, it effectively belongs to you (see the *Monster Manual* for the stat block).

Dignitary (Special Role)

Prerequisite: Renown 50 or higher in the Selesnya Conclave

Chosen by Trostani herself, dignitaries act as emissaries in dealing with other guilds. As a dignitary, you must be available when Trostani has need of your service, but you have great latitude to pursue your vision of the guild's goals. You can call on 10d10 Selesnya initiates to support you in your missions for Trostani, and 8d10 initiates for a mission of your own devising. These initiates are **acolytes**, **scouts** (both described in the *Monster Manual*), or **soldiers** (see chapter 6 for the stat block).

Your position gives you access to the best food and lodging, the equivalent of a wealthy lifestyle.

Enemies and Allies

The Selesnya philosophy is one that embraces all of Ravnica. Everyone is a potential ally, until the moment they demonstrate their hostility to the conclave or the will of the Worldsoul. The Selesnya have difficulty with the riotous Rakdos, the sinister Dimir, and the chaotic Izzet, but their focus on ordered community and verdant nature gives them some amount of common ground with every other guild.

Any guild can become an enemy of the conclave, though, if its guildmaster's ambitions—or rogue agents within the guild—upset the balance of power on Ravnica. From the other side, many other guilds see the Selesnya as a quiet threat and seek to diminish its strength before its numbers grow out of control, so as a member of the conclave you are duty-bound to oppose their operations of sabotage. The wanton plunder of Ravnica's natural resources can also provoke the Selesnya to take action.

When members of other guilds pursue noble aims—promoting peace, strengthening community, and opposing other guilds' efforts to expand—they act as allies of the conclave and thus your allies. Furthermore, they are potential recruits into the fold, since they have demonstrated their sympathy for Selesnya's goals and their value to the community.

The Selesnya View on Other Guilds

In the Selesnya vision of a perfect Ravnica, the guilds would be abolished and all people would live in harmony with nature and each other. Until such a vision comes to pass, the conclave judges the other guilds against that standard of perfection.

Azorius. "All their laws are meant to create a semblance of the unity that binds us already. If they would only be still and listen to the voice of Mat'Selesnya."

Boros. "Sooner or later they will tire of their fighting, and when they do, the gentle embrace of the Selesnya will be waiting for them."

Dimir. "Just as they hide from the light and cling to the shadows, they hide from life and cling to secrets. They see everything as a scheme, everyone a tool, instead of recognizing the power of unity and mutual growth."

Golgari. "They wallow in filth and rot, too preoccupied with death to appreciate the bliss of life's connections."

Gruul. "They are a desperate echo of what they should be, reaching blindly toward something greater. Such a waste. And a smelly, unreasonable, destructive one at that."

Izzet. "The path to unity doesn't lie in the oppressive control of a massive ego like the dragon's. The Izzet can tinker and meddle all they like, but they are doomed to failure."

Orzhov. "An endless stream of grasping hands, reaching for more and more, pursuing their individual ambitions at all costs—even from beyond the grave."

Rakdos. "They laugh at tragedy and wallow in pain. Eventually, they will submit to Mat'Selesnya. Until then, they must be contained."

Simic. "They chart a twisted course of warping and mangling life and nature. Yes, we must grow and adapt, but nature will take its own time in completing that task."





Simic Combine

The Simic representative was a stern-looking *mage whose parentage appeared to be partly human and partly aquatic, possibly merfolk: he rode astride a creature that seemed the offspring of a giant, blue-carapaced crab and an irate squid. The Simic squad was rounded out by a host of mages clad in scale armor, and improbable hybrid fusions of scaled, finned, and shelled creatures.*

—Doug Beyer, *Return to Ravnica: The Secretist*

The secrets of life are revealed in the laboratories of the Simic, and their research notes plumb and catalog nature's wonders. Their original mission was to oversee issues of public health, but the Simic came to believe that complete health—of individuals and of society as a whole—depends on the mutual adaptation of nature and civilization to one another. Thus, biological experimentation has always been among its primary concerns.

Historically, the guild's approach to its mission has been one of incremental progress toward a utopian ideal of thriving biology, and it remains more aloof from politics than other guilds. Its fundamental mission remains unchanged by the current political instability, and the isolation of its laboratories protects most Simic guild members from immediate harm.

Little is known about the combine's founder, except that this individual's first or family name was Simic.

Inside the Combine

Vast sinkholes called zonots are the primary geographic divisions among the Simic. Each zonot pierces layer upon layer of crumbled city as it descends deep below the surface and connects to ancient, long-forgotten ocean waters. A zonot is a distinct Simic habitat with its own culture and ecosystem, as well as a leader called a Speaker. The Speakers of all nine zonots form the Speakers' Chamber, and they elect a Prime Speaker from among them to serve as the Simic guildmaster. Zegana, the current Prime Speaker, is the Speaker of Zonot One, which is located in a remote, sparsely inhabited part of Ravnica far from the political activity of the Tenth District.

The Simic guildhall, Zameck, is located in Zonot Seven within Precinct Five of Ravnica's Tenth District. A huge chamber just below the street serves as the gathering place for all the Speakers, as well as a location where non-Simic visitors can meet with the Prime Speaker or other combine emissaries.

Goals of the Simic

Two philosophical principles, in tension with each other, combine to give the Simic Combine its unique approach to science and nature. In traditional Simic thought, these principles are called the Holdfast and the Upwelling.

The Holdfast principle, named for the biological mechanism that keeps kelp and sponges anchored to the sea floor, advises members of the Simic Combine never to stray so far from nature that they become "adrift." It espouses the idea that nature left undisturbed will evolve toward adaptive traits and increased strength. Nature will flourish and grow, and every creature will find its proper niche in the ecosystem where it can thrive.

The Upwelling principle, named for the phenomenon of nutrient-rich water rising to the ocean surface, advocates that the new and enlivened should replace the old and depleted in an unending cycle, bringing constant refreshment and renewal. This principle accounts for the combine's analytical bent and its emphasis on knowledge as a means of transformation. Learning the secrets of the universe lets you shape the world as you desire. The Upwelling encourages every creature to discover its full potential.

The Holdfast encourages the Simic to promote nature; the Upwelling urges them to perfect nature. The end result is the same: a hastened system of evolution that brings out the best in every creature's nature. But different factions within the Simic Combine interpret these principles in their own ways.

The leadership of the Simic Combine represents the traditional philosophy of the Utopians. Their vision is of an ideal world in which nature and civilization exist in balance, in which natural life adapts to life in the midst



of modern civilization and the civilized world adapts to accommodate these creatures. Utopians generally interpret the Holdfast principle as being about staying rooted in nature, and the Upwelling as concerned with slow, predictable, cyclical improvement. So they remain hidden in their subaquatic laboratories, pursuing their research while isolated from the volatile interrelationships among the other guilds. Prime Speaker Zegana encourages that isolationist attitude.

At the same time, a growing faction within the Simic believes that an all-out war among the guilds is inevitable, given the growing unrest in the city. These members, the Adaptationists, believe that the guilds exist in a fragile ecosystem in which the slightest imbalance can have cascading effects. With an absent Living Guildpact failing to maintain the balance, only catastrophe can result. The Simic must change in order to survive, and slow, small steps in pursuit of an ideal vision aren't enough. The future of the guild is in imminent danger, and the Simic need to focus on survival. Adaptationists tend to interpret the Holdfast as being about defense and security, and the Upwelling as a call for sudden, disruptive growth.

As befits members of a guild of scientists, the Adaptationists' preparations for war include the creation of soldiers that are magically and biologically adapted. The Guardian Project has yielded hybrids that combine human, elf, or vedalken stock with the characteristics of crabs, fish, jellyfish, and a variety of other creatures to give them natural armor and weapons, gills, venomous stings, and other combat-focused adaptations.

Simic Characters

Alignment: Usually neutral
Suggested Races: Human, elf (high), Simic hybrid, vedalken
Suggested Classes: Druid, fighter, monk, wizard

You might enjoy playing a character who belongs to the Simic Combine if one or more of the following statements are true:

- You are drawn to the image of the mad scientist tinkering with the fundamental forces of life.
- You like playing curious wizards, druids, or mutants.
- Prying into secrets and mysteries inspires your curiosity.
- You want to make the world a better place through research.

Joining the Simic Combine

Many paths lead people to the Simic Combine, all of them guided by the notion that tomorrow can be made better than today. All of the guild's efforts strive to achieve a utopian future that they believe is within reach. When you join the Simic, choose one of the following roles for your character.

Scientist

If you are a spellcaster such as a wizard or a druid, you can find a natural home among the Simic as a scientist, magically manipulating the forces of life and nature to shift the world toward the guild's utopian ideal. Most Simic wizards specialize in the School of Transmutation, using their magic to alter living creatures or alter the natural environment. Simic druids often choose the Circle of the Land, putting similar magic to the guild's service. Those who focus on manipulating

life forms are known as biomancers, while those who focus on water, weather, and atmospheric conditions are called terraformers, but you can choose your own path of research.

Guardian

If you are playing a Simic hybrid, you initially became involved in Simic research as a test subject in the Guardian Project. You volunteered to participate, but it's possible there was some pressure on you, or you viewed it as the only way to be accepted in the guild. Your biological modifications make you ideally suited to specific tasks, and you might come to operate as a spy, an infiltrator, or brute muscle. Good class options include fighter or rogue (of any archetype), or a monk of the Way of the Open Hand.

Deepsage

You might instead choose an ascetic, contemplative life as a deepsage (perhaps as a wizard or monk). You would devote yourself to meditating on the philosophical principles of the Holdfast and the Upwelling, a pair of complementary ideas that describe the Simic approach to nature and the city. Deepsages inscribe short philosophical riddles, bordering on paradoxes, into shells, exoskeletons, and stones, and Simic guild members reflect on these sayings to advance their understanding of the combine's role in the world. Deepsage wizards typically specialize in the School of Conjuration, and deepsage monks follow the Way of the Four Elements (focusing on air and water over the other two elements).

Background: Simic Scientist

Imagine a perfect world: one in which nature and civilization exist in harmony, adapted to each other; one in which life is shaped to match its environment and the environment is shaped to match life. That's the world you have been trying to grow in the laboratories of the Simic Combine. Nature is all about adaptation, evolution, and balance—but for it to keep up with the pace of advancing civilization, nature needs some help from biomancers and terraformers. If, along the way, you happen to create super-soldiers and mutant monsters that can bolster the combine's defenses against the schemes and ambitions of the other guilds, so much the better.

Skill Proficiencies: Arcana, Medicine
Languages: Two of your choice
Equipment: A Simic insignia, a set of commoner's clothes, a book of research 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 containing 10 gp (Azorius 1-zino coins)

Clades and Projects

As a Simic researcher, you are part of a clade—a diverse group of individuals combining disparate talents in pursuit of a common goal—or a researcher on a specialized, short-term project focused on addressing an immediate need. You can roll a d6 or choose from the options in the Research Options table to determine your area of research.

Research Options

d6	Clade/Project
1	Hull Clade, focused on protection and durability
2	Fin Clade, focused on movement
3	Gyre Clade, focused on cyclical patterns and metamagic
4	Guardian Project, focused on creating guard monsters and super soldiers
5	Crypsis Project, focused on intelligence and counterintelligence
6	Independent research in a new area

Feature: Researcher

When you attempt to learn or recall a magical or scientific fact, if you don't know that information, you know where and from whom you can obtain it. Usually, this information comes from a Simic laboratory, or sometimes from an Izzet facility, a library, a university, or an independent scholar or other learned person or creature. Knowing where the information can be found doesn't automatically enable you to learn it; you might need to offer bribes, favors, or other incentives to induce people to reveal their secrets.

Your DM might rule that the knowledge you seek is secreted away in an inaccessible place, or that it simply can't be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

Simic Guild Spells

Prerequisite: Spellcasting or Pact Magic class feature

For you, the spells on the Simic Guild Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

Simic Guild Spells

Spell Level	Spells
Cantrip	*acid splash, druidcraft*
1st	*detect poison and disease, expeditious retreat, jump*
2nd	*alter self, enhance ability, enlarge/reduce*
3rd	*gaseous form, water breathing, wind wall*
4th	*freedom of movement, polymorph*
5th	*creation*

When your magic causes physical alterations in yourself or others, the result often displays the characteristics of fish, amphibians, or other water-dwelling creatures. Blue-green eddies of magical energy sometimes accompany your spellcasting, forming spirals that reflect the mathematical perfection of nature.

Suggested Characteristics

The bizarre science of the Simic Combine attracts a certain type of personality and encompasses a set of beliefs about the nature of life. Simic members' bonds and flaws derive from their scientific research—including their creation of new life forms, which they can become very attached to.

Personality Traits

d8	Personality Trait
1	I can't wait to see what I become next!
2	I am convinced that everything inclines toward constant improvement.
3	I'm eager to explain every detail of my most intricate experiments and theories to anyone who shows the least bit of interest.
4	I assume that everyone needs even the most basic concepts explained to them.
5	I describe everything that happens as if it were going into my research notes (and it often is).
6	I am insatiably curious about the seemingly infinite forms and adaptations of life.
7	I can't resist prying into anything forbidden, since it must be terribly interesting.
8	I employ a highly technical vocabulary to avoid imprecision and ambiguity in my communication.

Ideals

d6	Ideal
1	**Guild.** My guild is all that really matters. (Any)
2	**Change.** All life is meant to progress toward perfection, and our work is to hurry it along—no matter what must be upended along the way. (Chaotic)
3	**Knowledge.** Understanding the world is more important than what you do with your knowledge. (Neutral)
4	**Greater Good.** I want to reshape the world into higher forms of life so that all can enjoy evolution. (Good)
5	**Logic.** It's foolish to let emotions and principles interfere with the conclusions of logic. (Lawful)
6	**Superiority.** My vast intellect and strength are directed toward increasing my sway over others. (Evil)

Bonds

d6	Bond
1	I helped create a krasis that I love like a pet and would carry with me everywhere ... except it's the size of a building, and it might eat me.
2	In my laboratory, I discovered something that I think could eliminate half the life on Ravnica.
3	The other researchers in my clade are my family—a big, eccentric family including members and parts of many species.
4	The laboratory where I did my research contains everything that is precious to me.
5	I will get revenge on the shortsighted fool who killed my precious krasis creation.
6	Everything I do is an attempt to impress someone I love.

Flaws

d6	Flaw
1	I have a rather embarrassing mutation that I do everything I can to keep hidden.
2	I'm more interested in taking notes on monstrous anatomy than in fighting monsters.
3	Every social situation I'm in seems to lead to my asking rude personal questions.
4	I'm supremely confident in my ability to adapt to any situation and handle any danger.
5	I'll take any risk to earn recognition for my scientific brilliance.
6	I have a tendency to take shortcuts in my research and any other tasks I have to complete.

Contacts

The fluid nature of clades, whose rosters span different laboratories and change as researchers discover new interests, creates abundant connections among the Simic. The guild members live in watery sinkholes called zonots, and their isolation shelters them from much contact with outsiders. Nonetheless, a fair number of Simic members are former members of other guilds.

Roll twice on the Simic Contacts table (for an ally and a rival) and once on the Non-Simic Contacts table.

Simic Contacts

d8	Contact
1	My research builds on my parents' work and takes it in interesting new directions.
2	If a serious problem confounds me, I can count on my mentor to provide clarity of thought.
3	A former laboratory colleague went on to work on the Guardian Project.
4	A former colleague has ventured into fields of research that are possibly immoral and almost certainly illegal.
5	A former lover is now the supervisor of a prominent clade.
6	My sibling has become an almost unrecognizable mutant.
7	An old friend has retreated into a secluded life as an ascetic deepsage, devoted to contemplating philosophical principles.
8	My former clade supervisor is now engaged in field research studying some of the largest beasts and monsters on Ravnica.



Non-Simic Contacts

d10	Contact
1	My older sibling is upset that I didn't follow them into the Azorius.
2	A Boros sergeant is always asking questions about my work, but I suspect they're genuinely curious.
3	A friend in my clade thinks I don't know they're a Dimir agent.
4	I helped a Golgari spore druid with the fertilization and growth of their fungus field.
5	I can't fathom what could have made my childhood friend run off and join the Gruul.
6	I love comparing notes with my friend in the Izzet, though our fields of research are very different.
7	I borrowed a lot of money from an Orzhov syndic to help finance my research.
8	A Rakdos ringmaster has taken an interest in my research which, come to think of it, might make a nice sideshow act.
9	I left the Selesnya—and a lover—behind when I joined the Simic.
10	Roll an additional Simic contact; you can decide if the contact is an ally or a rival.

How Do I Fit In?

As a Simic adventurer, your mission likely aligns with the Adaptationist philosophy; the disagreements and tensions among the guilds will soon erupt into open conflict, and your guild needs your help to ensure that the Simic survive. That help might come in the form of defending against Golgari incursions into Simic zonots or shielding Simic research from Azorius intrusion. It could also involve more subtle, diplomatic work to maintain balance among the guilds, or subterfuge aimed at undermining another guild's grab for power.

Self-improvement is also an important part of your mission. Anything you can do to make yourself more capable—whether learning a new spell or adopting a new hybridizing mutation—gives the Simic a stronger weapon in its arsenal. The combine must change to survive, and that means individual members of the guild must grow and adapt as well.

A Simic Party

An adventuring party drawn from the ranks of the Simic is typically formed around the nucleus of one or two mages, perhaps a biomancer (wizard) or a terraformer (druid). They might be accompanied by a soldier (probably a Simic hybrid fighter) and a deepsage (monk).

Rank and Renown

Tiers of responsibility and importance—functional ranks—create a hierarchy among the scientists of the Simic Combine. A scientist's course of advancement is the path of increasing responsibility within a clade or project. Guardians and deepsages have more limited opportunities for advancement, though they still gain the benefits of high renown scores.

Rank 1: Technician

Prerequisite: Renown 3 or higher in the Simic Combine, Spellcasting or Pact Magic class feature

As a technician, you can begin performing experiments, following the instructions of a researcher as you operate instruments, care for experimental subjects, extract samples of bodily fluids, and run errands up and down the zonot and out into the city. Such errands can bring you into contact with members of other guilds and lead to adventures.

If you have any kind of pet, familiar, mount, or animal companion, you can add one random adaptation to it from the Minor Adaptations table (see the krasis section in chapter 6). Doing so requires 1d6 days of work (8 hours per day) for each creature, and the work must be done in a Simic facility.



Rank 2: Researcher

Prerequisite: Rank 1 and renown 10 or higher in the Simic Combine

After doing your time as a technician, you are eligible to lead your own experiments. You must be associated with a clade or a project, and must work on experiments related to its primary focus under the general guidance of the clade or project leader. Project leaders are more hands-on, ensuring that your research contributes to reaching the immediate objective. Clade leaders check in from time to time, but they give you wide latitude to pursue your own experiments under the general aegis of the clade's interests.

If your research requires it, your project leader or clade leader can equip you with a *Simic charm* (described in chapter 5) before you undertake a mission or an experiment. In addition, you can call on a **category 1 krasis** (see chapter 6 for the stat block) to assist you on any mission authorized by the guild. You choose the krasis's two adaptations.

Luminary (Special Role)

Prerequisite: Renown 10 or higher in the Simic Combine

As a guardian, deepsage, or other non-scientist within the Simic, you don't progress through ranks, but as a luminary you might be entrusted with the leadership of guerrilla or espionage missions, with other Simic hybrid agents under your command. Or you might be respected as a wise and enlightened teacher.

If your work for the guild requires it, a project leader, clade leader, or other superior can equip you with a *Simic charm* (described in chapter 5) before you undertake a mission or an experiment on the guild's behalf.

In addition, when you're on guild business, you can call on the following Simic hybrid agents to assist you: one **hybrid brute** or **hybrid flier**, up to two **hybrid poisoners** or **hybrid shockers**, or 1d4 **hybrid spies** (see chapter 6 for these stat blocks).

Rank 3: Project Leader

Prerequisite: Rank 2 and renown 25 or higher in the Simic Combine

A proven researcher, you are eligible to oversee your own project, directing the efforts of other researchers toward the solution of some problem facing the guild. The Speaker of your zonot gives you laboratory space, and you have a staff of 3d12 researchers (which use the stat blocks of **commoners** or **merfolk** from the *Monster Manual*). You can have this staff work on projects for you, which can include the creation of a **category 2 krasis** (see chapter 6 for the stat block) with adaptations of your choosing, which you can then bring outside the laboratory on important business, ideally under carefully controlled conditions.

Hosting the work of a successful and important project reflects well on the Speaker of a zonot, so your Speaker keeps a close eye on your work. On the positive

side, you can count on access to the considerable resources of the zonot as long as your research is going well. On the other hand, you can expect your Speaker to try to meddle in your work to ensure that your efforts remain relevant to the overall goals of the Simic Combine.

Rank 4: Clade Leader

Prerequisite: Rank 2 and renown 50 or higher in the Simic Combine

As a famous researcher or a successful project leader, you stand ready to take on a supervisory role for an entire clade. New clades rarely form, so you must wait for your clade leader to retire (one way or another) before a position exists for you to fill, except in truly exceptional circumstances. Similar to a project leader, you are responsible for directing the efforts of researchers exploring a wide variety of projects related to the focus of your clade. Unless an experiment turns out to be especially interesting, these efforts can carry on without your supervision. If you need to, you can enlist the aid of 5d12 researchers (which use the stat blocks of **commoners** or **merfolk** from the *Monster Manual*), and you can also request the support of hybrids, krasis, or any other creature associated with the Simic Combine (see the list in chapter 6) from the Speaker of any zonot where the members of your clade live and work.

Because most clades span multiple zonots, you have status equal to the Speakers of the zonots. You have no voice on the Speakers' Chamber, unless you can persuade one or more of its members to speak on your behalf.

Speaker (Special Role)

Prerequisite: Renown 50 or higher in the Simic Combine

You are eligible to become the Speaker of a zonot. The selection of a new Speaker (in the event of an existing Speaker's retiring, dying, or otherwise leaving the position) takes place through a combination of popular election and the input of the other eight Speakers, with the current Prime Speaker having the final word. If you emerge as the victor after this rigorous process, you assume the leadership of your zonot and are empowered to bring its concerns before the Speakers' Chamber.

You are a political leader rather than a scientific one, so you have authority over other members of the combine only if they live and work in your zonot. If a clade has a laboratory in your zonot, you have the right (and responsibility) to supervise its activities to ensure compliance with laws and regulations, but not to interfere in its research beyond that point. And if the clade leader lives in a different zonot, you have no authority whatsoever over that person.

Enemies and Allies

The Simic Combine has an affinity for guilds that care for the forces of nature, and as such it has worked alongside the Selesnya, Gruul, and Golgari in the past. To a lesser extent, the combine also has a rapport with the other scientific guild, the Izzet. But overall, the Simic attitude toward other guilds is one of healthy caution bolstered by a general tendency toward isolation.

Any guild could break the peace and send the entire world spiraling into war, so all the guilds are potential enemies—particularly if they direct their aggression at the Simic Combine. The Golgari Swarm has launched a direct attack against Zonot Four (located in the Sixth District), and they could expand that attack to other zonots at any time. Azorius arresters are prying into all the zonots, looking for evidence of wrongdoing. Thus, the Simic efforts at preparing for war are in danger, and the need for those efforts to be brought to fruition could arise at any time.

Your most obvious allies are those who seek to restrain the ambition of other guilds and maintain the balance of power. At various times, that category could include members of any other guild, particularly the Selesnya Conclave. Everyone (with the possible exception of the chaotic Rakdos and Gruul) has an occasional interest in maintaining the status quo, no matter how revolutionary that notion might seem at other times.

The Simic View on Other Guilds

The most insular members of the Simic Combine avoid interacting with other guilds entirely. No one but another Simic scientist could ever fully grasp or appreciate the work of the guild, and too many of the other guilds react with fear to what they don't understand.

Azorius. "An absurd and inelegant construct, forever trapped in a maze of their own making. They would outlaw evolution if they could. And if any of them truly seek utopia, the rest are far too busy shuffling papers to notice. Avoid their attention at all costs."

Boros. "They style themselves the agents of 'justice.' But the law is no better excuse for aggression than any other."

Dimir. "We need not compete. Let them be, and they will let us be—but observe them closely."

Golgari. "Less an organization than an infestation. They are nearly as adaptable as we are, and they seem intent on competition. More than any other guild, they pressure us to improve."

Gruul. "The Gruul conceive of nature only in terms of savagery and privation. But their ways are no less a response to civilization than our own. They will survive, barely, and perhaps one day they will understand."

Izzet. "The Izzet have spent ten thousand years mimicking the appearance of research, producing more pyrotechnics than progress. Surely that is a performance to rival the Rakdos."

Orzhov. "They hoard their treasure throughout their pointless lives and lengthy afterlives. With such riches, we could swiftly bring about a future in which gold is as irrelevant as death."

Rakdos. "Camouflage, mimicry, resilience, and versatility. If the guilds were species, we would count the Rakdos among the most impressive. But they aren't, and that makes the Rakdos far more erratic—and dangerous."

Selesnya. "Like us, they seek a synthesis between 'natural' and 'artificial' systems. Unlike us, they wish to achieve it by unconditional surrender. They are adequate partners in stable times, but in the present climate they have little to offer."



Chapter 3: The Tenth District

The Tenth District is a sprawling place. To be governed effectively, it is broken into six precincts, each the size of a small city. This chapter describes the various features you can find in those wondrous places.

The Six Precincts

Each precinct, as well as its distinct personality, is explored in its own section later in this chapter. Here are brief descriptions of each of them to help orient you before your tour:

Precinct One. This is the hub of the wealthy and powerful, where courtly games and espionage play out among visitors gawking at the impressive architecture. The precinct is also known as the Guildpact Precinct.

Precinct Two. Many professionals live here in clean and orderly neighborhoods, in the shadow of New Prahv, while mob bosses coerce residents in order to enrich themselves and influence local politics.

Precinct Three. In the Greenbelt, nature has encroached into the urban environment to varying degrees, and folk here provide bountiful sustenance and domesticated beasts for most of the district.

Precinct Four. Constantly in a state of turmoil, the scarred streets of Precinct Four are a proving ground for soldiers and marauders alike. Visitors here had best be spoiling for a fight.

Precinct Five. Precinct Five is where the learned folk of the Tenth District gather to discuss theory or to put their knowledge to practical use in the precinct's many schools, libraries, and laboratories.

Precinct Six. In the hardscrabble neighborhoods of Precinct Six, the working folk eke out a living by toiling at warehouses, docks, and factories controlled by callous employers. When night comes, the residents hide indoors to avoid becoming prey to creatures that stalk the darkness.

People and Rumors

Each precinct's section includes two tables that can help you, as DM, improvise as characters explore that part of the city.

When a character wants to talk to a person on the street, you can roll on the People on the Street table for the precinct. Unless otherwise noted, these NPCs can be of any race. They might use the *Monster Manual* stat blocks for **commoners**, **guards**, or other creatures, at your discretion.

Whenever characters are gathering information or talking with contacts in a precinct, you can use the Rumors table for the precinct to add some flavor to their interactions or to generate adventure hooks.

Major Trade Ways

Two major avenues run across the whole Tenth District, crossing precinct lines.

Tin Street is the longest thoroughfare in the city, a vital center of trade, and a hub of activity day and night. In addition to its shopping attractions, Tin Street is also a popular spot for nightlife, with its many restaurants and theaters. Much of the street runs through the western part of Precinct Four, and other parts are claimed by goblin gangs. The prominent presence of Boros soldiers along the length of Tin Street helps the populace feel safer, but the threat of rubblebelt raiders and goblin thieves remains.

The **Transguild Promenade** makes its way across the district from the edge of the rubblebelt in Precinct Four to the southern gates of Precinct One. The Promenade's northern reach is heavily patrolled by Boros soldiers, and caravans coming from the north employ heavily armed escorts to ensure their safe passage through the ruined areas. Markets and parks line the avenue as it winds through Precinct One, and parades clog the street on festive holidays.

Beneath the Streets

Even though most Ravnicans think the city begins at ground level and stretches upward, the part of the city that lies beneath the streets impacts the lives of everyone. Immediately underground are the city works, such as the sewers and the transit system. Below the complex network of tunnels and passages that make up the city works lies the undercity—a realm populated by creatures that shun the surface world.

City Works

The Izzet League is responsible for constructing and maintaining public works, including sewers and other pipe systems. Many members of the Golgari Swarm live or work here, farming fungus and scavenging for valuable trinkets in the muck. Orzhov crypts and vaults, Dimir hideouts, and Simic laboratories can also be found in the city works.

Millennial Platform

Anchored by enormous chains at the juncture of Precincts One, Three, and Four, the Millennial Platform is a floating observation deck that affords the best overhead view of the Tenth District. The most exclusive restaurant in the district is located here. Every citizen is given a token that can be redeemed for one airship ride to the platform anytime during the coming year, but those who want to dine at the Millennial Restaurant might have to make a reservation months in advance.


N
E
S
W
Tin Street
Precinct Four
Precinct Five
Precinct Six
11
12
13
14
15
16
Tin Street
1. Chamber of the Guildpact
2. Plaza Avenue
3. Tenth District Plaza
4. Orzhova
5. Vizkopa Bank
6. Augustin Station
7. New Prahv
8. Vitu-Ghazi
9. Skarrg
10. Sunhome
11. Nivix
12. Zonot Seven
13. Prism University
14. Deadbridge Chasm
15. Gore House
16. Kamen Fortress

Transcuild Promenade
Precinct Three
Precinct Two
Precinct One
Transcuild Promenade
Tenth District
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2mi.

Sewers

A vast, winding sewer network runs under the Tenth District, lit by *continual flame* spells. Some of the tunnels are simply storm sewers, meant to carry rainwater (and the debris it washes from the streets) into great cisterns, where it is purified and sent into the pipes in the plumbing system that serves Ravnica's nicer neighborhoods. Others carry waste and refuse out of those neighborhoods, depositing it in different cisterns or dumping it into the subterranean oceans of the undercity.

Pipe Tunnels

Around the sewer system, smaller tunnel networks carry steam, distilled magical energy, and water to various places throughout the city. These passages are large enough for a humanoid to walk through but are often quite uncomfortable, filled with impure air and stifling heat.

Transit Tunnels

Magically charged tracks line the floors of tube-like tunnels that send vehicular constructs to major locations in the Tenth District and beyond. The tunnels open into small stations that have staircases leading up to the surface.

Crypts

Ancient resting places lie in secret chambers below the surface of Ravnica. Many of them have been magically warded to prevent unauthorized entry. Some of these sites are homes for restless undead or gathering places for thieves, smugglers, and other criminals.

Undercity

Deep below the Tenth District lies a vast, thriving community of folk who have no desire or choice to live under the sky. Here, the Dimir, Golgari, Rakdos, and Simic hold sway in the caverns, causeways, and bodies of water that grace the darkest depths.

Nightveil

The sprawling residence of many of the House Dimir elite, parts of Nightveil overlap the Tenth District in the undercity. An extensive system of natural caverns houses high-walled mansions and sunken crypts that have a grand, sinister motif. Patrolling specters and other incorporeal undead make it difficult for the unwelcome to enter.

Duskmantle

The Dimir guildhall is protected by memory wards (glyphs of warding that store *modify memory* spells) to ensure that few know of its existence. Those who are called there never remember what transpired, beyond what is necessary. Most assume that the place lies somewhere within Nightveil, but it could lie anywhere in the undercity.

Korozda

Also called the Maze of Decay, Korozda is an arched subterranean cathedral surrounded by fungal hedgerows and moss-encrusted ruins. In its center is a great amphitheater where the most important issues are brought to the Golgari's attention. Penvar, the Hanging Keep, is a castle fixed upside down on the ceiling above the entrance to Korozda. Its soldiers, predominantly the insectoid kraul, prevent any unauthorized visitors to the Golgari stronghold.

Rix Maadi

Known as the Dungeon Palace, this is the guildhall of the Cult of Rakdos, and the lava-filled lair of the demon himself. An immense, crumbling, red stone staircase called the Demon's Vestibule begins the journey from the Smelting District down into the depths, treating travelers to terrifying images depicted on banners as they descend. Farther down, the temperature rises and the passage eventually opens up into the Festival Grounds, where the bloodiest performances of the Rakdos and their torturous equipment are on display.

The Undersea

Rivers, lakes, and oceans run deep below the surface of Ravnica. Several of them connect to the Simic habitats known as zoonts. They are also used as thoroughfares by aquatic races and monsters.



Precinct One

The grandeur of Precinct One is the heart of Ravnica's civilization, and visitors gawk at the impressive architecture and rub shoulders with the rich and powerful. Immaculately maintained avenues and manicured gardens create an impression of order, civility, and high culture. During the day, the streets are filled with tourists, government officials, diplomats, and wealthy merchants and financiers. At night, most of Precinct One is quiet, with a few lit carriages drawn by constructs and well-groomed beasts making their way to exclusive nightclubs and restaurants.

The people who live in this precinct are accustomed to having high-quality goods and spending a lot of leisure time in social engagements. Neighbors are polite and affable toward others of their station, but gossip is quite common and accepted.

Affiliated Guilds

All the guilds have interests here. Lawyers, bureaucrats, and soldiers of the Azorius Senate are found throughout the precinct. The Orzhov Syndicate runs many of the clubs and restaurants here, and this is the location of both its guildhall, Orzhova, and its monumental Vizkopa Bank. The Selesnya Conclave helps to maintain the grounds around the plaza and is often involved as diplomatic envoys for meetings and negotiations that take place here.

Neighborhoods and Landmarks

Precinct One has few permanent residents, except for the very wealthy and some government officials who live in well-appointed apartments. Buildings here are of modern construction and well maintained.

Tenth District Plaza

A popular place for meetings, recreation, shopping, and simply being seen, Tenth District Plaza is a beautiful oasis of calm and cleanliness. Kept perpetually clean through magic and constantly patrolled by Azorius arresters, the plaza is considered neutral ground for every guild, gang, and faction in the city. Drawing a weapon within the confines of the plaza is met with a swift response from the arresters and marks the offender as a person who can't be trusted.

Chamber of the Guildpact

The long promenade of Plaza Avenue connects the south end of Tenth District Plaza to the great meeting hall of the guilds. The Chamber of the Guildpact is accessible by a grand staircase leading up into a cavernous hall where visitors and dignitaries from all over Ravnica meet. The Living Guildpact has an office here, but he is seldom present. In his absence, various functionaries who occupy the upper levels of the chamber try to carry out his work of adjudicating disputes between guilds and maintaining a semblance of peace.

Plaza East

This neighborhood is home to many government officials, and it offers temporary housing for diplomats. Stately homes intermingle with more modest apartments. Transportation by carriage between Plaza East and Tenth District Plaza is readily available, especially in the morning and evening.

Plaza West

The best nightclubs and restaurants, most of which are run by the Orzhov, are in this neighborhood. There are few permanent residents in Plaza West, aside from the very rich who reside in spacious, luxurious, multilevel homes.

Plaza South

Derogatorily known as Downside by the nobles and elite, this neighborhood is the hub of commerce in Precinct One and has more permanent residents than the other neighborhoods. Specialty shops catering to tourists and the wealthy line the route of the Transguild Promenade as it runs through the area. The residents here tend to be well-to-do merchants and crafters, making their living off visitors and a few rich clients.

Orzhova

The Orzhov Syndicate's lavish guildhall, also known as the Church of Deals, is on the western edge of Tenth District Plaza. The towering spires and stained glass windows house the grand gatherings of the guild and also serve as the quarters for its most elite members, including the ghosts of the Obzedat. Below the cathedral lies the mausoleum, glittering with opulence and serving as a resting place and a gathering point for secret meetings far from prying eyes and the Guildpact.

Vizkopa Bank

The Orzhov-controlled main bank of Ravnica, and also the place where the Orzhov mint their coins, Vizkopa Bank is a giant, opulent structure guarded by gargoyles. Spirits in debt to the Orzhov float within its halls and around the outside of the building.

Goods and Services

There are few general shops in Precinct One, but luxury items, grooming supplies, and fine clothing are available in boutiques in the area. Even practical items, such as backpacks and lanterns, are expensive and of the highest quality, bearing artisan's flourishes. Standard adventuring gear, including weapons and armor, is difficult to procure.

Meals and lodging suitable for a wealthy or aristocratic lifestyle are readily available in Plaza West, and comfortable accommodations are the norm for the officials in Plaza East and the merchants in Plaza South. Poorer people, including anyone who maintains a lifestyle as expensive as modest, might be seen as uncouth or undesirable.

At the DM's discretion, adventurers who don't maintain a comfortable or more expensive lifestyle might have disadvantage on Charisma checks when interacting with residents of Precinct One.


Plaza East
Tenth District Plaza
Plaza Avenue
Plaza West
Chamber of the Guildmast
Transguild Promenade
Plaza South
Precinct One

Law and Crime

The privileged and wealthy people who live in Precinct One believe that the purpose of law enforcement is to serve them and keep them protected from the more unsavory elements of the city. Government officials here are more practical in their view of the law, recognizing that Precinct One is the entry point into the Tenth for many visitors and thus it must keep up the best of appearances. Azorius law enforcement officers are ever-present here, with at least one arrester assigned to patrol each street in Precinct One. It is illegal to brandish a weapon here, and people who walk around with unconcealed weapons (even sheathed ones) draw attention. Minor crimes are reported as soon as they are witnessed or discovered. Due to enhanced monitoring by precognitive mages, the typical response time to any crime is 1d6 minutes, and the squad consists of an Azorius **lawmage** and three **soldiers** (see chapter 6 for these stat blocks).

Very little street-level illicit activity takes place within Precinct One due to Azorius's constant surveillance. Private rooms in exclusive establishments are, however, sometimes used by the Orzhov and other wealthy criminals to conduct high-end black market transactions away from the eyes of law enforcement.

People and Rumors

People on the Street—Precinct One

d12	Description
1	Banker, heading to a favorite restaurant
2	Diplomat, heading to the Chamber of the Guildpact
3	Gardener, pruning vegetation
4	Ghost, looking for directions to Orzhova
5	Government official, late for an appointment
6	Jeweler, heading to a grooming salon
7	Mob boss, leaving a nightclub
8	Noble, taking in the sights
9	Opera singer, enjoying a meal outside
10	Painter, working on a street scene
11	Tourist, gawking at everything
12	Translator, feeding some birds

Rumors—Precinct One

d6	Rumor
1	"Oh, dear! Did you hear all that commotion yesterday evening near the opera house? It appears that a couple of dignitaries went missing during the performance."
2	"I hear that Nolson has purses and handbags in his inventory that bear some sort of magic. They'll get snapped up quickly, I'll wager."
3	"A most dreadful moaning was coming from the plaza today. My friend said she saw a wailing spirit floating over the park. I wish they'd stay in the bank."
4	"Such a commotion at the Wayfinder Club last night. I heard the fight, but a friend told me there were blades drawn, and the perpetrator escaped!"
5	"Can you believe the gall of some people? I saw a couple of dirty ruffians in my neighborhood last night, and they were defacing the walls of the courthouse!"
6	"I still can't believe that crazy old Orzhov syndic just handing out zinos near the plaza, muttering 'The end is near.' She'll invite nothing but undesirables sniffing for free coin."





Precinct Two

Small houses, modest apartments, and commercial shops are sprinkled throughout Precinct Two, a place that law enforcement officers, lawyers, retired soldiers, and well-off working families call home. Corner shops cater to everyday needs, and many establishments are run by ex-soldiers. Streets are kept tidy, and buildings are maintained to be serviceable. Under the precinct's urbane veneer, tension simmers between law officers and the opportunistic crime families who call this precinct home.

The folk who live in this precinct believe in performing civic duties, conforming to your role, and maintaining strong friendships and family ties. Good neighbors show respect to one another and enjoy competing among themselves to achieve greater successes.

Affiliated Guilds

New Prahv, the Azorius Senate guildhall, is located at the eastern end of the precinct, and many residents work there. Some active officers and retired soldiers from the Boros Legion make their homes in this precinct. The Orzhov Syndicate has a presence here through its connections to many of the small businesses.

Neighborhoods and Landmarks

Most of Precinct Two is occupied by small commercial centers and rows of simple houses. It is populous but not stiflingly so.

New Prahv

The tallest structure in the Tenth District, the austere New Prahv consists of three towering columns, reminding everyone of the omnipresence of the Azorius Senate. Each column serves as the headquarters for one of the three branches of the senate. Inside, spacious chambers on the lower floors give way to a host of offices upstairs where day-to-day assignments are issued and the strategy of maintaining law is continually honed.

Whitestone

Whitestone is an orderly neighborhood on the northern side of the precinct, named for its rows of alabaster stone houses. It was built up by the Azorius to serve as a housing zone for many who work in New Prahv. To meet the demands of construction, many residents of this section of the city had to be relocated to the much more densely populated Griffin Heights.

Griffin Heights

Two-story houses are nestled in the rolling hills of this neighborhood in the southern section of the precinct. Griffin Heights is rife with corruption, and less scrupulous government officials exchange information and money with the Orzhov in business establishments here. The locals are fiercely loyal to the Orzhov knights who watch over them, dutifully paying their protection fees.

Augustin Station

The main airship station for the Tenth District, Augustin Station is located at the western end of Griffin Heights. Travelers from all over Ravnica are carried in various forms of air travel: from gondolas hung from giant balloons to compartments strapped to the backs of enormous floating beasts bred by the Simic Combine. Augustin Station has twenty platforms, with flights arriving and leaving at all hours. The most popular flight is to the Millennial Platform, a journey that costs 5 sp per passenger. Other flights carry passengers to smaller


Whitestone
New Prahv
Statue of Acrus Kos
Griffin Heights
Augustin Station
Precinct Two

stations in each precinct of the Tenth District (1 gp), to large stations in each other district (10 gp), and to various other stations around the world (1 gp per mile).

Statue of Agrus Kos

A ten-foot-tall granite statue of a Boros Legion soldier stands in a small park in Whitestone, surrounded by weatherworn tables. During the Decamillennial Celebration seventy-six years ago, Agrus Kos became a hero by foiling various schemes to undermine the Guildpact. His statue has become a social gathering point for war veterans, mob contacts, and spies who talk as they play various strategy games.

Goods and Services

Most any sort of merchandise can be acquired from some shop in Precinct Two. Former soldiers and ex-adventurers run many of the businesses here, and weapons and armor are commonly available in Griffin Heights. Meals and lodging are often of modest or comfortable quality in this precinct, which has lots of boarding houses instead of inns. Corner taverns are frequent and serve as the centers of neighborhood society.

The people who live in Precinct Two aren't fond of people who don't fit in with them, and that includes those of both higher and lower means. People who don't maintain at least a modest lifestyle are viewed as lazy and undesirable, and those who aspire to a wealthy or aristocratic lifestyle are seen as arrogant snobs. At the DM's discretion, adventurers in either category could have disadvantage on Charisma checks when interacting with residents of Precinct Two.

Law and Crime

Many citizens in Precinct Two work for the Azorius, but others feel stifled by the guild's intrusive presence under the shadow of New Prahv. Most residents respect order, but some rely more on Orzhov protection than on Azorius law. Almost everyone here knows someone who is trained in the use of weapons. The typical response to a reported crime is about 2d6 minutes, and the squad consists of two Azorius **soldiers** (see chapter 6 for the stat block) or 1d6 Orzhov **thugs** (from the *Monster Manual*).

The organized crime elements of the neighborhoods are locked in a power struggle against law enforcement officials. This conflict rarely manifests in open violence, but often antagonists "disappear" or "have an accident." Overt violent crimes sometimes involve ex-soldiers who have been psychologically scarred by past battles.

People and Rumors

People on the Street—Precinct Two

d12	Description
1	Arrester, off duty and out buying produce
2	Arrester, on duty and watching for trouble
3	Baker, returning from a long work shift
4	Carpenter, searching for a good pack animal
5	Chandler, fuming after a recent argument
6	Government official, enjoying a day off
7	Locksmith, on the way to unlock a door
8	Mob enforcer, trailing a debtor
9	Retired soldier, heading to a chess game
10	Shopkeeper, taking a child out for a treat
11	Teenager, heading to a friend's house
12	Tourist, heading to the Millennial Platform

Rumors—Precinct Two

d6	Rumor
1	"Can you believe the deals that Janus has this week in his shop? I wonder if he's in trouble, trying to move his merchandise so quickly."
2	"I got a tip on some high-quality blades at Minera's. She's looking to find good homes for them, and she says some are enchanted."
3	"Two Boros minotaurs garrisoned at Sunhome were meeting with old friends at Newson's Tavern last night. They spent most of the night telling stories about a madness taking hold of their ranks."
4	"An airship docked in the middle of the night at Augustin Station without any people on board. No one knows how it got there without a crew."
5	"This is the third person gone missing in Griffin Heights this week. I hear they were all gamblers and deep in it. Must've owed way too much."
6	"Did you hear about that lawmage who went crazy? They had to send two squads of arresters to bring him down. He kept telling them 'A homunculus made me do it.' I don't want to know what 'it' is."





Precinct Three

Ample parks, busy stables, and large gardens combine to create a vibrant environment in Precinct Three. Natural and urban life intermingle throughout the precinct, and the people who reside here view it as a respite from most other places in the Tenth District. Folk here tend to live simply, and generations of families have dwelt in the same structures for hundreds of years. During the day, the gardens, small pastures, and stables are tended by young and old. Evenings are given over to communal gatherings, sometimes featuring performances by trained beasts or storytelling.

The people of Precinct Three are comfortable with living around nature. They have no problems with pets or beastly companions sharing their space as well as residing in multifamily structures. Good neighbors help tend to plants, animals, and children whenever necessary.

Affiliated Guilds

The Selesnya Conclave's influence on this area is strong, and its guildhall, the towering tree of Vitu-Ghazi, stands at the northern edge of the precinct. Members of the Gruul Clans sometimes venture into the northern part of the precinct, rarely with peaceful intentions.

Neighborhoods and Landmarks

Precinct Three is made up of old stone structures partially reclaimed by nature, standing alongside well-preserved wooden buildings that have been enhanced by Selesnya magic.

Vitu-Ghazi

The Selesnya guildhall, a towering tree that also serves as a cathedral to Mat'Selesnya, is the epicenter of Selesnya culture and law. Members of the conclave from across Ravnica make pilgrimages to Vitu-Ghazi in hopes of finding a spiritual connection with the heart of the guild. All who come without ill intent in their heart are welcome to visit the public areas of the tree.

The Canopy

The northern neighborhood of the precinct is covered in tall trees, all of which are overshadowed by Vitu-Ghazi. To accommodate a growing population, buildings are situated around the trees and on the larger branches, making use of a network of ladders and rope walkways.

The Great Concourse

A network of elevated roadways links many of the most important Selesnya communities near Vitu-Ghazi. The polished white stone of the roadways gleams in the sun, and the pathways are topped with lush trees, grasses, and flowers. On high holy days, its central hub, called the Great Concourse, serves as a gathering place for throngs of Selesnya devotees. On most other days, the Concourse is a teeming marketplace where goods transported across the city on the great roadways are bought and sold.

Concordance

Once known as the Old City, the eastern neighborhood of Concordance is the oldest section of the precinct.


Precinct Three
Vitu-Ghazi
The Canopy
Beast Haven
The Great Concourse
Concordance

Many buildings in this area were once Orzhov structures, but they have been reclaimed by moss, shrubs, and other growth that make them blend in with the homes, parks, and the Selesnya vernadi that fill the rest of the neighborhood. The Great Concourse runs overhead through most of the neighborhood.

Beast Haven

The western neighborhood has many small pastures and stables, some of which are on open, multilevel structures. The area is filled with the sights, sounds, and smells of beasts of many sorts. Here, beasts are trained for labor and sold to customers from across the city. Every so often, a beast escapes captivity and rampages through the neighborhood, but the tough residents are usually able to bring any disruption under control quickly.

Goods and Services

The bounty of nature is plentiful in Precinct Three, which serves as the main source of food for the Tenth District. The finest steeds and livestock are raised here, as well as many war beasts (although they're often trained in Precinct Four). Unlike in most other precincts, barter is an acceptable form of transaction here, and some vendors outright reject payment in coin of any kind. Manufactured goods are relatively hard to find, except in large markets such as the Great Concourse.

Meals and lodging are widely varied, from squalid to comfortable, depending on the neighborhood. In general, the neighborhoods in Concordance tend toward the more expensive end of that scale, and those in Beast Haven more toward the other end. The residents of Precinct Three don't put much stock in personal appearance, and they're slow to pass judgment on anyone based on visible standards of wealth. The truly wretched sometimes evoke pity and sometimes scorn, and the very wealthy are generally disliked.

At the DM's discretion, adventurers who maintain a wealthy or aristocratic lifestyle could have disadvantage on Charisma checks when interacting with residents of Precinct Three.

Law and Crime

Most of Precinct Three is policed by its residents, occasionally supplemented by Boros troops when a serious threat rears its head. Each block elects a watch captain, who receives weapon training from Selesnya soldiers. The captain can call on additional citizens for support in case of a crisis. The typical response to a reported crime takes about 1d8 minutes, and the squad consists of a watch captain (a **scout**) with two **guards** or two **wolves**. In Concordance, it's either a **knight** or a Selesnya **druid** with a topiary guardian (**awakened tree**). See the *Monster Manual* for these creatures' stat blocks.

Crime usually takes one of two forms in Precinct Three. Some residents engage in outright banditry, but they typically target visitors or go outside the precinct to do their dirty work. More common are incidents of livestock theft, which sometimes lead to outbreaks of violence between neighbors, particularly in Beast Haven.

People and Rumors

People on the Street—Precinct Three

d12	Description
1	Beast trainer, walking an animal on a leash
2	Awakened shrub, completing an errand
3	Centaur, out to get the family some food
4	Evangelist, trying to win Selesnya converts
5	Farmer, using a healing balm after a hard day
6	Guide, taking a wolf out for a stroll
7	Healer, on the way to tend to someone sick
8	Ledev guardian, on patrol
9	Pilgrim, looking for directions to Vitu-Ghazi
10	Storyteller, practicing oration out on the street
11	Teamster, carrying a broken wagon wheel
12	Woodcarver, whistling a familiar song

Rumors—Precinct Three

d6	Rumor
1	"Something keeps spooking the pack animals. I wonder what it could be?"
2	"I hear there's an old granary in the rubblebelt that's filled with bandit plunder. Probably worth a peek!"
3	"The giant spiders above Velen's Rest have become aggressive as of late. I heard someone got poisoned by one yesterday."
4	"Can you believe they're going to close Vitu-Ghazi to visitors tomorrow? I wonder what's going on."
5	"Those rumblings that shook the ground last night were definitely wurms tunneling. I'm sure the Selesnya aren't pleased."
6	"We should go find that loxodon priest and see if she's still having visions. I'll bet we can get her to tell us our future!"





Precinct Four

Few days or nights pass quietly in Precinct Four. The frequent din of battle as Boros soldiers guard against Gruul marauders, the strange sounds of volatile magic emanating from Izzet experiments, and the occasional explosive flare-ups of goblin gang wars keep the precinct 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 people of Precinct Four are always ready for a fight. Being able to defend oneself and adapting to change are the most important qualities in this precinct. Good neighbors are your battle mates when you're fighting for your home or your life.

Affiliated Guilds

The Boros Legion's guildhall fortress, Sunhome, is located here, and that guild is the heart of the precinct's defense against the savage forces that come from the northern rubblebelt. The Izzet League often likes to test its latest experiments in this precinct. Its guildhall, Nivix, towers over the south end. The Gruul Clans frequently raid into the rest of the precinct from the rubblebelt in the north. The Cult of Rakdos delights in sowing mayhem here, stoking the fires of conflict and gathering inspiration for future performances.

Neighborhoods and Landmarks

Precinct Four is home to a wide range of folk, most of whom are used to fighting for a living. Transients, soldiers, goblin gang members, and hardy merchants call this precinct home.

Sunhome

The seat of the Boros Legion's power, the guildhall known as Sunhome is an imposing structure that serves as a fortress, barracks, and spiritual center. It is widely believed to be impregnable and serves as a reminder to attackers from the north of the strength of Boros resolve.

Nivix

One of the tallest towers in Ravnica, this impressive structure crackles with the wild power of the Izzet and serves as their guildhall. Filled with laboratories, testing facilities, and housing for their inventors, Nivix is the center of Izzet innovation.

Red Wastes

The rubblebelt to the north is a wasteland filled with ruins, gutted buildings, and debris-ridden streets. Aside from the Gruul Clans, the only citizens who live in the neighborhood are the ones too stubborn to move away. The Gruul share the space with ferocious beasts, elementals, and other monsters.


Precinct Four
Red Wastes
Skarrs
Transquild Promenade
Sunhome
Tin Street
Nivix
The Bulwark

The Bulwark

The neighborhood between Sunhome and Nivix is filled with reinforced structures that serve as low-rent apartments and shops. Those who live in the Bulwark are mainly workers or professionals who see opportunity in supporting the Boros garrison.

Skarrg

The Gruul Clans periodically converge on the gutted, cratered remains of a huge palace in the Red Wastes where a great bonfire perpetually burns. Skarrg is the closest thing the Gruul have to a guildhall—a place where their clans can come together, roast giant boars, boast of their exploits, and form something akin to camaraderie before they go their separate, violent ways. It's not neutral ground, though—old grudges frequently boil over into combat. Outsiders are never welcome.

Goods and Services

Precinct Four has a wide variation in available goods, depending on the neighborhood. There is little or no commerce in the Red Wastes, except for what can be bartered with Gruul clansfolk or scavenged. The Bulwark carries many basic goods and services, with weapons and armor plentiful due to the constant threat of conflict and the nearby foundries in District Six. On Tin Street, almost anything is available for a bit of searching and the right price.

The precinct offers a wide range of food and lodging, appropriate for lifestyles from squalid to wealthy. The more affluent folk of the precinct are careful not to flaunt their wealth, lest they make themselves targets for raiders from the Red Wastes.

At the DM's discretion, adventurers who maintain either a squalid or aristocratic lifestyle could have disadvantage on Charisma checks when interacting with residents of Precinct Four.

Law and Crime

Much of Precinct Four is a war zone, and mundane methods of law enforcement aren't always effective in such an environment. No one takes the constant patrolling of the Boros Legion as a guarantee of their safety, and almost all folk know how to fight to some degree. Typical threats include giant monsters, unstable elementals, and Gruul raiding parties, and a curfew system is often instituted when a neighborhood is beset by one of these dangers. The only area that is usually safe from external threats is Tin Street. Petty crimes aren't given much attention, since the soldiers are primarily concerned with curbing violence and mayhem. The typical response to a reported crime or a dangerous threat is 1d8 minutes, and the squad consists of a Boros Legion **knight** (from the *Monster Manual*) leading 4d4 **soldiers** (see chapter 6 for the stat block).

The Red Wastes is a lawless region mostly beyond the reach of Boros patrols and Azorius laws. In other parts of the precinct, goblin gangs shake down locals whenever possible and skirmish against each other over turf. The Shattergang Brothers are a notorious goblin gang that haunts Tin Street in this precinct, dealing in weapons and explosives.

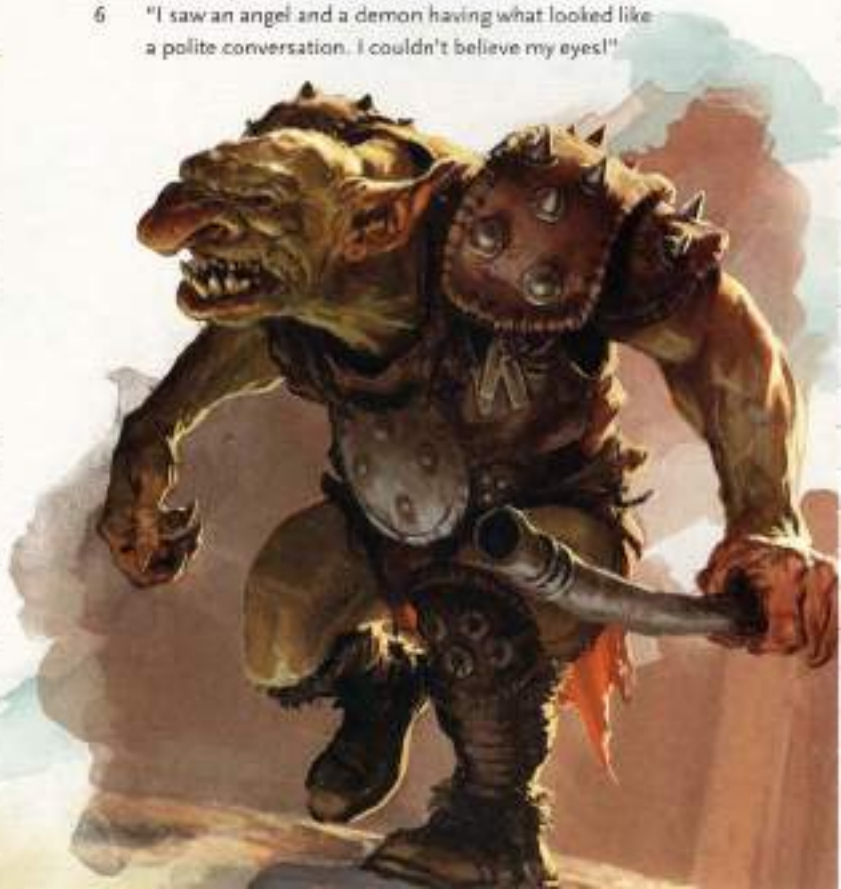
People and Rumors

People on the Street—Precinct Four

d12	Description
1	Bounty hunter, asking about a mark
2	Displaced merchant, looking for a new home
3	Goblin messenger, anxious and impatient
4	Healer, covered in blood
5	Leatherworker, carrying some flowers
6	Merchant, whistling a tune
7	Scientist, lost in thought
8	Street urchin, busking for money
9	Soldier, on duty and eating a quick bite
10	Soldier, off duty and fixing his armor
11	Thrill seeker, hoping to see some Gruul raiders
12	Transient, looking for a good place to sleep

Rumors—Precinct Four

d6	Rumor
1	"Sergeant Uwen got hold of something even the war wurms of the Gruul fear. Don't know what it is, but he sent one of them running just by standing there."
2	"If you're looking for the best deals on explosives, you should talk to one of the Shattergang Brothers. They'll set you up right, no questions asked."
3	"I swear I saw Niv-Mizzet's head floating above Nivix last night. I wonder what it means."
4	"Beria over on Tin Street just put out some new curiosities. Says they came from an expedition in the undercity. Could be magical."
5	"My whole street's been smelling like sulfur for the past two days now. People are starting to get sick, and the soldiers don't take it seriously."
6	"I saw an angel and a demon having what looked like a polite conversation. I couldn't believe my eyes!"





Precinct Five

As the home of prestigious universities, ancient libraries, and hidden laboratories, Precinct Five is the hub of information and learning in the Tenth District. People of all ages flock to this precinct to spend time learning, whether by poring over texts and scrolls or finding a mentor who will guide a student. It's also the place to find information brokers, who sell specialized or secret knowledge available nowhere else. Multilevel buildings set next to each other with little regard for planning give way to an occasional square or open campus where socially minded residents congregate during daytime hours. At night, many continue their studies while others tinker with their latest creations or intellectual endeavors. Taverns and pubs tend to be more urbane than in other parts of the district and often feature poetry readings, storytelling, and musical performances.

People who live in Precinct Five have a zeal for learning and tend to be inquisitive. Getting into a heated debate or touting a recent success to your neighbors is part of showing your worth. Good neighbors keep their projects and research hidden until a result can be displayed; it is considered uncouth to allow others to view a work in progress.

Affiliated Guilds

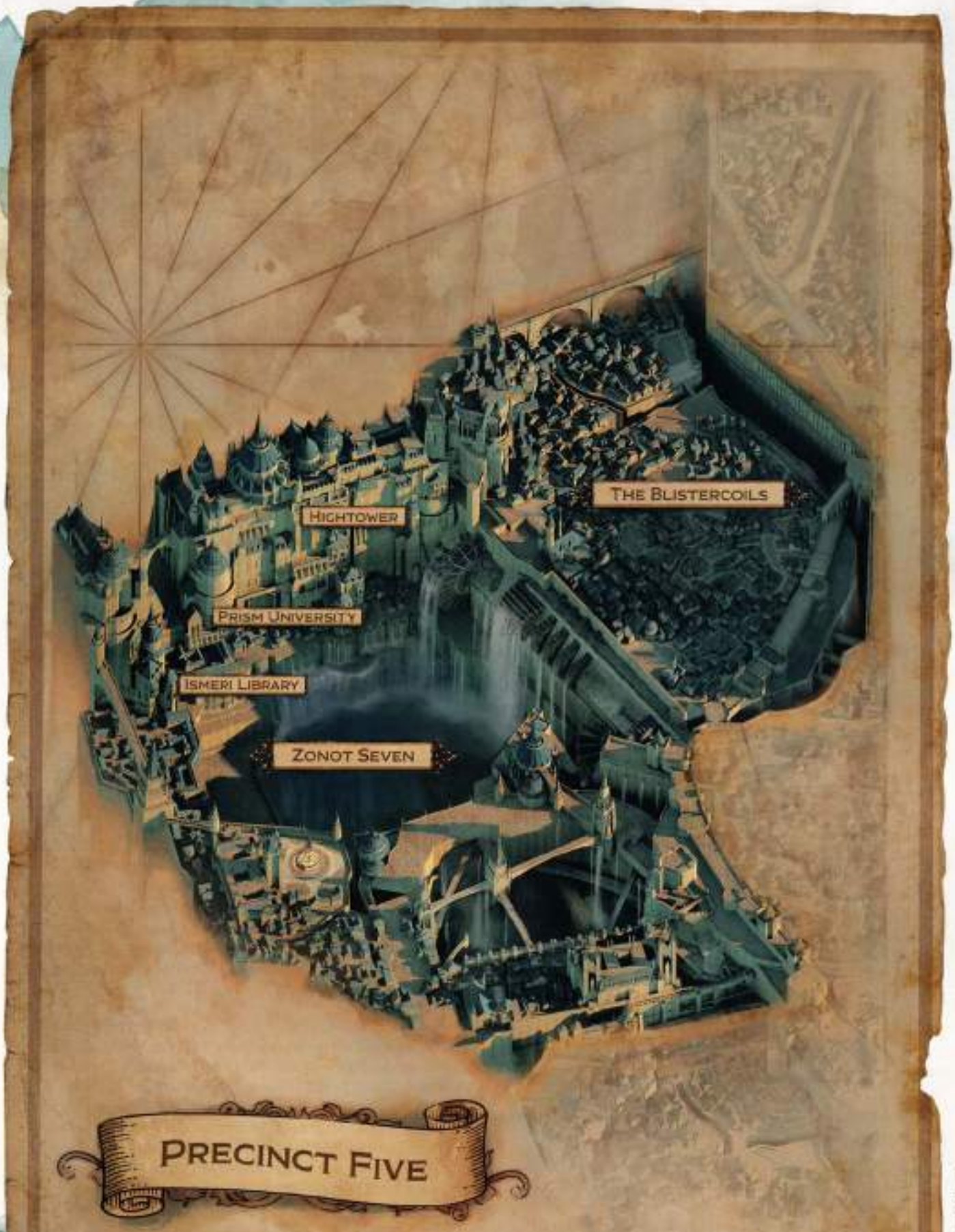
Zonot Seven, the home of the Simic Combine's guildhall, is located on the western edge of the precinct. The Izzet League maintains a network of laboratories and workshops close to Nivix (in Precinct Four). House Dimir agents are seen and unseen all around the district, and they secretly run the Ismeri Library. Some members of the Azorius Senate who prefer to study disciplines aside from the law make their homes here as well.

Neighborhoods and Landmarks

Life for residents in Precinct Five is spent mostly indoors, or in the case of the Simic, underwater. The precinct's occupants—including significant populations of students, instructors, researchers, scribes, and university staff—are crowded into dormitories and apartments squeezed in among laboratories, libraries, and magical machinery.

Zonot Seven

The Simic Combine's watery habitat is made up of huge sinkholes filled with the overflow from a subterranean ocean. Zonot Seven is the only zonot within Ravnica City proper, and it contains Zameck, the Simic guildhall. In contrast to the rest of the precinct, the zonot is a bustling place, with activity at all hours. A huge chamber just below the street surface serves as a gathering place for all the Simic speakers, as well as a place where visitors can meet with Prime Speaker Zegana or other Simic emissaries. A Simic researcher might invite a land-dwelling colleague to visit the habitat, but such an occurrence isn't common. Canals lead from here farther into the precinct and to Precinct Six.


The Blistercoils
Hightower
Prism University
Ismeri Library
Zonot Seven
Precinct Five

The Blistercoils

A series of gigantic waterwheels, built and operated by the Izzet League, turns just outside Zonot Seven in the north end of the precinct. The system generates magical energy to power public works, Simic laboratories, and, of course, Izzet workshops. Few outside the Izzet realize that the amount of energy generated in the Blistercoils far exceeds what is actually used, with the excess stored in underground batteries that could explode if they became overloaded.

Blistercoils is also the name of the neighborhood near the waterwheels, which largely consists of workshops and private laboratories.

Hightower

The western end of the precinct is packed with educational institutions of all sorts, from grand universities that cover a broad span of disciplines to specialized schools that instruct students in subjects ranging from theoretical metaphysics to fine arts. The neighborhood takes its name from the fact that most of these schools boast at least one tall spire among their structures. Students and staff live both on and off the various campuses, and several cozy pubs and small lecture halls are busy from afternoons through late in the night.

Prism University

A crystal-paned center of learning that concentrates on magical theory and application, Prism University draws potential wizards and other would-be mages who want to learn about all forms of magic, in contrast to the specialized and practical applications of magic espoused by the guilds. Even though the school maintains a formal state of neutrality, it's an open secret that many guilds have infiltrated the university and planted agents to woo prospective members. Partly as a result of this influence, many graduates of the university do go on to join a guild, finding a way to apply their broad experience to support the narrower focus of the guild. (A player character spellcaster might well be a graduate of the university, which could explain the character's ability to use magic that wouldn't normally be taught within their guild.)

Ismeri Library

One of the greatest libraries on all Ravnica, the Ismeri Library is open to all citizens at all hours. Hundreds of thousands of books covering every conceivable subject are found here. The place is also one of the centers of Dimir communication. Secret messages are hidden within its books by a variety of methods both magical and mundane. Dimir agents might have to gather message fragments hidden within several different documents, for example, to find their next assignments or targets. Intricate codes and magical wards protect other secrets.

Goods and Services

Specialty items that are commonly used by scribes, researchers, and inventors can be found in many small shops in the precinct, usually run by a tinker or academic. Precinct Five also has the best apothecaries, alchemists, and magic-mongers in the Tenth District. On the other hand, mundane adventuring gear, weapons, and armor are harder to find.

Information is an especially valuable commodity in Precinct Five. In addition to holding booksellers, the precinct is home to a variety of people who make a living (or at least a sizable side income) selling information, including private investigators, rumormongers, and spies.



Meals and lodging of modest to wealthy quality are available here. Older and more experienced people—high-ranking Simic researchers or established scholars—tend to maintain lifestyles toward the more expensive end of that scale.

The poor are pitied and the most affluent are envied, so adventurers who maintain an aristocratic, poor, squalid, or wretched lifestyle, at the DM's discretion, could have disadvantage on Charisma checks when interacting with residents of Precinct Five.

Law and Crime

Much of the crime in Precinct Five is of a sort that is hard to detect: blackmail, espionage, identity theft (of the literal kind, perpetrated by shapechangers), and the like. Most of the precinct's residents spend their time absorbed in study, unaware that such activities might be happening under their noses. Only rarely does violence break out, and Azorius arresters try hard to keep the incident quiet and maintain public calm.

The typical response to a reported crime here is 1d12 minutes, and the force consists of two Azorius arresters (use the **veteran** stat block in the *Monster Manual*).

People and Rumors

People on the Street—Precinct Five

d12	Description
1	Alchemist, reviewing an ingredient list
2	Barkeep, picking up some dropped coins
3	Cartographer, laden with map cases
4	Engineer, reading a schematic
5	Homunculus, on an errand
6	Librarian, going home for tea
7	Poet, shopping for fresh produce
8	Professor, assessing a student
9	Scribe, hands stained with ink
10	Student, lost in a book
11	Tinker, out of breath from running
12	Vampire mind drinker, heading to the library

Rumors—Precinct Five

d6	Rumor
1	"The latest is that the translocation device is only operating within fifty percent of tolerances. I'm certain that funding will be pulled any day now.""
2	"I don't know how Zameck does it, but they've certainly built a better soldier. And I hear some of the formulas have made it outside their halls."
3	"That ghost haunting the history section of the Ismeri Library is back. I've heard this time it can speak, and it's looking for someone."
4	"Creatures of some sort of elemental composition were emerging from the Blistercoils this morning. Those things could be anywhere in the city by now."
5	"I can't believe Professor Zagany let her see his research. She's going to take his findings to an information broker, I'm sure. He'll never work again."
6	"Sila has a new stock of exotic components. She says they can enhance spells in a way other components cannot."





Precinct Six

Large warehouses, major thoroughfares, and noodle-script worker tenements make the utilitarian Precinct Six a hub of activity for shipping, storage, and other mercantile concerns in the Tenth District. Wide cobblestone streets allow for the passage of beasts and constructs that transport raw goods from points beyond the Tenth and for the shipping of manufactured materials back to those locations. The demands of commerce keep the area constantly active, and the inconspicuous nature of the warehouses makes them popular as rendezvous points for all sorts of transactions, legal and illicit. At night, lurking undead and the horrors of the undercity, coming up from Deadbridge Chasm, keep wary citizens indoors, while a few people who deal in sinister magic seek the monsters out for nefarious purposes.

People who live in this working-class precinct are often practical-minded and thus tolerant of some degree of illicit activity. Being a good neighbor means keeping to yourself, unless you live in the Smelting Quarter, where the atmosphere is much more raucous.

Affiliated Guilds

The Orzhov Syndicate owns many of the warehouses in the precinct and controls much of the commerce around Tin Street. Members of the Golgari Swarm often crawl around the edges of Deadbridge Chasm, which is an opening to their sprawling subterranean network. The Boros Legion rents many of the warehouses to store manufactured goods from the Smelting Quarter, and Kamen Fortress houses a garrison to protect Boros interests. The Cult of Rakdos operates a number of pain clubs throughout the precinct, especially around Tin Street, and Rakdos street performances are more common in Precinct Six than anywhere else in the Tenth District.

Neighborhoods and Landmarks

Precinct Six is home to many working-class folk, most packed into modest apartments near their place of work. It's also home to more than its share of monsters, most of which are active at night.

Smelting Quarter

The heart of the manufacturing industry in the Tenth District is at the north end of the precinct. The Smelting Quarter is smoky, hot, and filled with activity day and night. Goblins often make their homes near the factories on Foundry Street, preferring the constant activity to sleepier neighborhoods. Standing south and east of the quarter, Kamen Fortress is a Boros garrison dedicated to keeping watch on Rakdos activity. Clashes between the Boros Legion, the goblins, and the Cult of Rakdos are common throughout this part of the precinct.

Gore House

A Rakdos club called the Gore House, run by a viashino (lizardfolk) named Nyoser, occupies a defunct factory in the south end of the Smelting Quarter—and also houses the main entrance to the Demon's Vestibule, the stairway down to Rix Maadi.


Smelting Quarter
Foundry Street
Gore House
Kamen Fortress
Medori Park
Tin Street
Wayport
Deadbridge Chasm
Benzen's Bridge
Precinct Six

Medori Park

The western part of the precinct, Medori Park, is named after an Orzhov pontiff who converted a city park into a warehouse lot many years ago. This neighborhood is particularly rife with undead at night, both corporeal and incorporeal. Some serve dark masters and often guard valuables, while others pursue their own evil urges. The Orzhov Syndicate owns many large warehouses here, and the Boros Legion maintains facilities to store a variety of equipment used by their soldiers, including valuable weapons and armor. The most important facilities are heavily guarded—often by angels, whether Boros or Orzhov.

Deadbridge Chasm

A gaping opening in the ground dominates the precinct and is lined with mossy stairs and fungal blooms. Deadbridge Chasm serves as an entrance to the Golgari's undercity realm and their guildhall, Korozda. The area smells of decomposition, an odor that grows particularly intense on hot days. Many kraul make their homes in the walls that line the cavernous descent, and Devkarin elves come up to the surface through this passage to trade on Tin Street.

Wayport

The neighborhood of Wayport rises like a pillar from the midst of Deadbridge Chasm, and a number of bridges, large and small, connect it to the surrounding city of multiple vertical levels. Many goods traded with other districts are funneled along Tin Street, often pausing in Wayport's warehouses along the way. But only the wealthiest merchants can afford storage space here.

Benzer's Bridge

This wide bridge is a main thoroughfare for cargo traveling to and from districts beyond the Tenth. A small market is located here, complete with shops and restaurants, all of which close after dark. Secret pain clubs, hidden below the market in dark rooms inside the bridge itself, come alive after sunset.

Goods and Services

Trade goods can easily be acquired in Precinct Six, along with manufactured items such as artisan's tools. Weapons, armor, and mounts are rarely on sale here. Fences deal in stolen and otherwise illicit goods. On Tin Street, which runs along the eastern side of the precinct, most anything can be had for the right price.

Meals and lodging of poor to modest quality meet the needs of the laborers, dock hands, and street performers of Precinct Six for a price they can afford. The wealthy are viewed as outsiders, and the truly impoverished are generally shunned.

At the DM's discretion, adventurers who maintain a lifestyle less expensive than poor or more expensive than modest could have disadvantage on Charisma checks when interacting with residents of Precinct Six.

Law and Crime

The folk of Precinct Six are pragmatic, not overly concerned with the welfare of others, and thus often willing to disregard minor crimes. Arresters from the Azorius Senate can often be found on patrol in and around the warehouses. Soldiers from the Boros Legion are common near the warehouses and in the Smelting Quarter. The typical response time to a reported crime in these areas is 2d10 minutes, and the squad consists of two Boros **soldiers** (see chapter 6 for the stat block). At night or in the Smelting Quarter, a response to an attack might instead consist of 1d4 Boros **soldiers** led by a sergeant (use the **knight** stat block in the *Monster Manual*).

Precinct Six is a hotbed for illicit activity, particularly organized crime. Goblin gangs haunt the Smelting Quarter, most notably a large gang that claims Foundry Street, led by a goblin named Krenko. Vicious turf wars sometimes erupt in that area. Violent crimes occur with regularity all over the precinct, with most of the bodies ending up in Deadbridge Chasm. Night-lurking monsters are a particular problem in the precinct as well, often attacking and disappearing before help can arrive.

People and Rumors

People on the Street—Precinct Six

d12	Description
1	Actor, out getting a meal
2	Carpenter, heading to the next job
3	Devkarin elf (dark elf), on an errand
4	Goblin cutpurse, looking for an easy mark
5	Laborer, ready to head to the tavern
6	Merchant, looking for a Rakdos club
7	Metalsmith, grimy from a long day's work
8	Performer, with a child apprentice
9	Shipwright, out buying some supplies
10	Soldier, off duty and enjoying a walk
11	Soldier, on duty and in a hurry
12	Teamster, spoiling for a fight

Rumors—Precinct Six

d6	Rumor
1	"Something very large was lurking in the chasm last night, and it knocked a carriage off a bridge. The passengers jumped out just in time!"
2	"I heard that Krenko's gang has been trying to get their hands on mizzium, and are willing to pay a good price for it too."
3	"The wight of Precinct Six has struck again! This morning, an arrester and a cutpurse were found dead in an alley, drained of their life. A bystander saw it happen."
4	"Did you hear those shrieking sounds out near Benzer's Bridge last night? Whatever it was, it didn't sound like anything I've ever heard before. Chilling."
5	"I hear Rhonna is closing up her forge. She says she's getting sick of replacing stolen tools every week. The staff claims they're innocent."
6	"One of the warehouses out in Medori Park had an intense red glow shining through its windows yesterday. Smelled of sulfur. No one wants to go near it."



Chapter 4: Creating Adventures

This chapter provides a toolbox to help the Dungeon Master create adventures featuring the guilds of Ravnica. The tensions among the guilds, a constant current of animosity, provide a solid foundation for building adventures.

"Krenko's Way," a sample adventure at the end of this chapter, can be used to launch a Ravnica campaign.

The tables and advice in this chapter expand on the material in chapter 3 of the *Dungeon Master's Guide*. Monsters and nonplayer characters mentioned on the tables can be found either in the *Monster Manual* or in chapter 6 of this book. 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 text tells you so.

Guild-Based Adventures

Each guild gets a section in this chapter to help you craft adventures inspired by that guild. In a guild's section, four basic seeds for creating adventures are provided: guild locations, guild villains, character objectives, and adventure hooks.

Guild Locations

Each guild's entry in this chapter includes a map of an iconic location associated with the guild. Any of these sites can serve as the location for an adventure.

The description of each guild location includes a table that lists possible goals for an adventure based there. You can choose an adventure goal, or roll one randomly, from the table in the description of the site you've chosen. If none of those goals inspires you, choose a goal or roll one randomly from the Guild Location Goals table instead.

Guild Location Goals

d8	Adventure Goal
1	Prevent a magical catastrophe inside the location.
2	Find the source of strange occurrences in or near the location.
3	Escape the location (and help others escape) when a disaster occurs inside.
4	Quell a riot inside or around the location.
5	Kill or drive out a monster that has turned the location into its lair.
6	Defend the location against an external attacker.
7	Seize control of the location.
8	Infiltrate the location and report on what's happening inside.

Linked Locations

You can create an adventure that links two locations together. The Location Connections table offers broad suggestions for how you might lead your players from one adventure location to another.

Location Connections

d6	Adventure Connection
1	Transport a person, an object, or information collected at the first location safely to the second.
2	Plant something taken from the first location inside the second to incriminate someone in the second location.
3	Do the same thing at the second location as was done at the first.
4	Uncover the source of interference encountered at the first location, which lies in the second.
5	Follow a fleeing foe or trail a suspicious figure from the first location to the second.
6	Follow up on information gained at the first location by investigating the second.

Guild Villains

Player characters might belong to any guild, and their adversaries might as well. The guild entries in this chapter offer examples of the kinds of villains and villainous schemes that might be connected to each guild.

Certain kinds of goals and schemes are common to villains in every guild. Some generic villainous schemes appear on the Guild Villains table. You can also use the Villain's Scheme and Villain's Methods tables in chapter 4 of the *Dungeon Master's Guide* to flesh out a villain's activities, and a guild's section in this chapter points to specific parts of those tables that characterize how villains from that guild enact their plans.

Guild Villains

d6	Villainous Activity
1	A villain is attempting to disgrace or discredit a powerful person.
2	A villain is striving for power within their guild.
3	A villain has claimed power in their guild and needs to be supplanted.
4	The villain is sending agents to infiltrate one or more guilds.
5	The villain's agents are luring members away from another guild.
6	The villain's agents are sabotaging the operations of another guild.

Character Objectives

The impetus for adventuring might come from within the player characters' own guilds, rather than from external guilds. Each guild entry in this chapter provides some examples of missions that the guild might send its members on. These missions can also serve as side quests that a character is asked to fulfill while engaged in a larger task that involves the whole party.

Guild Character Objectives

d8	Adventure Goal
1	Find an item that is important to the guild.
2	Get information from a guild member.
3	Protect or rescue a guild member in the midst of a catastrophe.
4	Free a guild member from captivity.
5	Find a missing guild member.
6	Kill or capture an enemy of the guild.
7	Help a guild member who's in trouble with the law.
8	Recruit someone to join the guild.

Adventure Hooks

Each guild section includes a table of adventure hooks—events that might drive adventures but don't necessarily involve specific locations or villains. They offer a general description of circumstances that can lead to adventure.

Choosing a Guild

Here are the main ways to approach the choice of guild for your adventure:

- Choose a guild that has an aesthetic or a story that excites you and that will lead to the sort of villain or type of adventure you want to build. The following section, "Adventure Types," shows how different guilds are natural fits for certain types of adventure.
- Pick a guild that fits your players' tastes. The introduction to the *Dungeon Master's Guide* offers some guidance for crafting adventures to please different kinds of players. The guild or guilds your players choose will also help you understand your players' desires. It's a safe bet that a player who creates a Rakdos character is looking for mayhem and combat, while a Dimir player is more interested in intrigue and sabotage. Armed with that understanding, you can better craft an adventure experience aimed at your players.
- Go with a guild that easily provides a villain to face. A few guilds make very straightforward villains: Gruul, Rakdos, Dimir, and Golgari.
- Let a die decide the guild, using the Random Guilds table in this book's introduction.

The guild you choose will provide a potential location, villain, mission, or adventure hook, as well as point you toward the type of adventure you're going to run.

Quick Build

To make a simple location-based adventure quickly, follow these steps:

1. Choose a guild (or use the Guilds table in chapter 1 if you want to choose randomly). The adventure will take place in that guild's location, as described in this chapter.
2. Determine the adventure goal using the table associated with that location.
3. Use creatures associated with the guild (shown on the tables in chapter 6) to populate the location.

Optionally, you can use the Location Connections table in this chapter to link the location you're using to a second location. You can either select a location based on the result of that table or determine the second location randomly.

Adventure Types

Certain guilds lend themselves to particular types of adventures better than others, as shown below. If you're interested in running an intrigue adventure, where the heroes must unravel twisted plots within plots, you'll want to choose a different guild from what you would select if you want to run a dungeon delve that will take the adventurers into the labyrinthine undercity.

Dungeon Delve

Beneath the urban environment of Ravnica is an entirely different city—the dark, dank undercity, where vermin and horrors lurk and the Golgari Swarm maintains its elegant courts. Indeed, thousands of years of development have buried countless layers of construction beneath the current surface streets, making the undercity much larger than the surface city, though much of it is inaccessible. But if a sinkhole or other catastrophe opens long-sealed vaults and exposes them to the surface again, who knows what horrors might be revealed?

Dungeon Delve Guilds

d12	Guild
1–3	House Dimir
4–8	Golgari Swarm
9–10	Cult of Rakdos
11–12	Simic Combine

Wilderness

Though the world is covered with streets and buildings, Ravnica also has its wilderness areas, including the ruined rubblebelts haunted by the Gruul and the sylvan wilds cultivated by the Selesnya.

Wilderness Guilds

d6	Guild
1–4	Gruul Clans
5–6	Selesnya Conclave

Plots and Intrigue

Every guild has its internal politics, making it easy for characters to get caught up in intrigue—particularly within their own guilds. Certain guilds are more likely to involve themselves in the politics of *other* guilds, which makes them particularly good villains for intrigue-based adventures.



Intrigue Guilds

d12	Guild
1–2	Azorius Senate
3–6	House Dimir
7–8	Golgari Swarm
9–11	Orzhov Syndicate
12	Simic Combine

Mystery

Ravnica is rife with crime, presenting law-abiding adventurers with ample opportunity to put their mystery-solving skills to the test. Identifying a guild assassin, tracking a stolen treasure, or unmasking a corrupt bureaucrat could all fall into this category. Of course, the adventurers need not be virtuous or law-abiding themselves: the Orzhov are more apt to send their own enforcers after thieves than they are to turn to the forces of law for assistance.

Mystery Guilds

d12	Guild
1–4	House Dimir
5–7	Golgari Swarm
8	Izzet League
9–11	Orzhov Syndicate
12	Simic Combine

Disaster

When a cyclonic rift sweeps through the streets, an uncontrolled wurm crashes through buildings, or a laboratory experiment goes haywire, heroes might be called upon to shelter the innocent, stop the disaster at its source, or hunt down the villain responsible.

Disaster Guilds

d12	Guild
1–2	Golgari Swarm
3–5	Gruul Clans
6–8	Izzet League
9–10	Selesnya Conclave
11–12	Simic Combine

Protection

When the innocent are victimized by the powerful, heroes step in. Criminal shakedowns, military raids, endless riots, and more are chances for characters to prove their mettle and earn the adulation of the populace.

Protection Guilds

d12	Guild
1–2	Boros Legion
3–6	Gruul Clans
7–8	Orzhov Syndicate
9–12	Cult of Rakdos

Guild versus Guild

Interguild conflict is such a fundamental aspect of life on Ravnica that the player characters' guild membership is an easy starting point for choosing an adventure villain. If you choose a villain from a guild that's already in conflict with one or more guilds that the characters belong to, it's easy to craft villainous goals that are at odds with the characters' goals.

If all the player characters belong to a single guild, choosing almost any other guild will provide opportunities for conflict. The natural state of the relationship between any two guilds is tension at best, and open warfare at worst. All it takes is a villain willing to upset the balance of power, and the characters' guild or their own motivations should easily bring them into conflict with the villain. A party's own guild could even provide a villain, given the amount of scheming and intrigue that exists even within the guilds. A guild official gone rogue, members of the same guild at odds with one another, or even a corrupt guildmaster can put characters in conflict with their own guild.

If the characters come from different guilds, a common enemy provides a good reason for them to work together. Any guild that isn't represented by one of the characters is a fine choice for a villain.



Involving the Characters

Once you've chosen an adventure seed—a villain, a mission, or a general hook—you need to figure out what gets the player characters involved in the adventure. The answer could be as simple as a guildmaster or other authority sending them on a mission, but it's generally good to hook the characters in personally. What motivation do they have to thwart the villain?

The best answers to this question stem either from the adventurers' personalities, ideals, and histories, or from their guild affiliations. The characters might have a common reason to fight the villain (especially if they all belong to the same guild or have been adventuring together for a while), or they might all oppose the villain for different reasons.

For example, say your villain is a group of Gruul anarchs raiding in a densely populated area. A Boros character might be assigned to protect innocent bystanders, or might just happen to be in the area and leap to the defense of the innocents. An Izzet character might be trying to make sure that an Izzet laboratory in the area isn't damaged or its secrets looted. A Dimir spy might leap at the opportunity to steal some Izzet secrets when the laboratory comes under attack.

The Cross Purposes table can help you involve the characters in an adventure by suggesting ways that a villain's activities might directly conflict with the player characters' goals or interests.

Cross Purposes

d10	The Villain's Activities ...
1	... directly target one or more characters. The adventure begins when characters are attacked by the villain's agents.
2	... threaten a character's contact or bond.
3	... challenge a character's ideal or exploit a flaw. The character might hear rumors of this activity, spurring them into action.
4	... open an opportunity for a character to pursue a personal goal.
5	... compete with a character's guild. A guild authority might order the character to rectify the situation.
6	... threaten guild members or property.
7	... conflict with guild goals.
8	... open an opportunity for a guild to pursue its own agenda.
9	... catch the characters between fighting forces.
10	... cause an accident or catastrophe that traps the characters.

Complications

An adventure that pits player characters against a single guild is relatively straightforward, but adding another guild can make an adventure even more interesting.

The involvement of a second guild can be as simple as the appearance of a bumbling innocent who needs the characters' protection, or as complex as a second villain who pursues an entirely separate scheme. The Secondary Guild Role table presents a range of options.

Secondary Guild Role

d8	Secondary Guild Role
1	A rival pursues the same goal as the adventurers, but is doing it "wrong."
2	One or more members of another guild are caught between the villain and the adventurers.
3	A group of NPC adventurers from another guild confront the same villain for different reasons.
4	Someone is manipulating the villain for their own purposes.
5	A known rival or enemy meddles in the adventure, hoping the adventurers will fail.
6	A known rival or enemy can provide essential help in stopping the villain.
7	A second villain's plot is unfolding at the same time but is otherwise unrelated.
8	A second villain is in competition with the first one.

Guild Intrigue

Intrigue in Ravnica most often involves interaction between two guilds, so you can use the Guild Intrigue table to find the nugget of a plot. The villain tables in the guild entries can help you determine the nature and motivations of the individuals involved.

Guild Intrigue

d6	Adventure Goal
1	Guilds are vying for influence over a prominent individual (who might be a player character).
2	Guilds are competing for control of a key site or swath of territory.
3	Guilds are locked in a deadly feud but might be open to a peace negotiation.
4	Villains from two or more guilds are forming a dangerous alliance.
5	A villain is trying to disrupt an alliance between two or more guilds.
6	Splinter factions from two guilds are trying to form a new guild.

Random Nonplayer Characters

Any time you need an NPC for an adventure—for example, if the player characters are sent on a mission to rescue a member of their guild—you can use the contacts tables in chapter 2 to help flesh out the NPC. If you don't know the NPC's guild affiliation, you can roll on the Random Guilds table in this book's introduction to determine the guild. Then you can choose an appropriate stat block in chapter 6 to represent the NPC's game statistics.

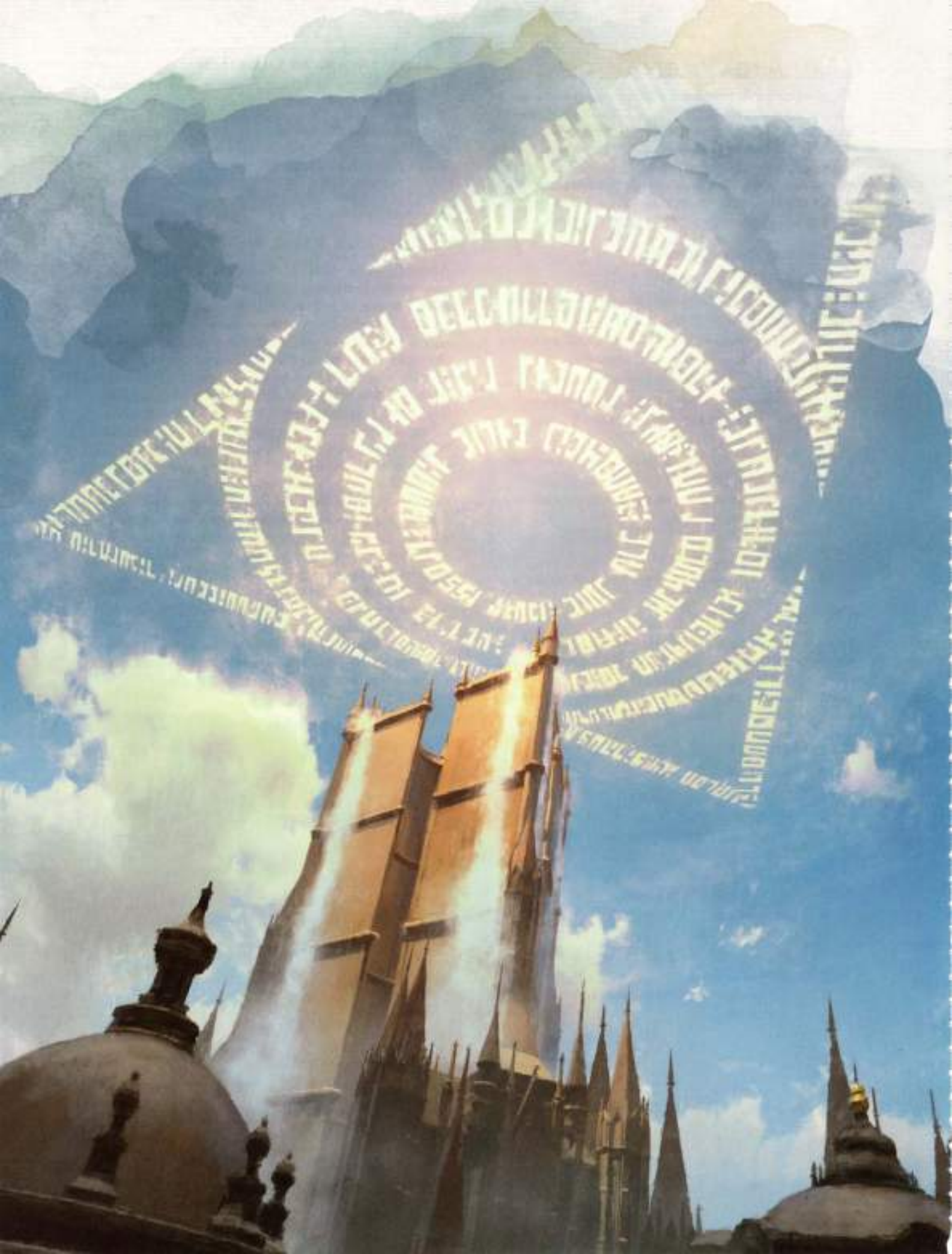
Allies and Rivals

A friendly contact can act as a patron, sending a character on a mission or a side quest either as a formal assignment or as a favor. Friendly contacts also have a knack for getting into perilous situations from which they need to be rescued, which can sometimes force characters into making difficult choices between saving friendly nonplayer characters and capturing villainous ones. In extraordinary circumstances, a friendly contact might even join the adventuring party for a short time.

Contacts who have a more antagonistic relationship with a character can hinder the adventuring party's efforts in a variety of ways. They might appear at inconvenient times to delay the party, or catch the group in the midst of some illegal activity. They might leak information to the adventure's villain, subtly aid the villain's efforts, or even become villains themselves.

Contacts can complicate things even more when they interact with multiple player characters or with each other. Consider what might happen when two people who are friendly contacts for two different characters are bitter enemies of each other, or when a single NPC is a good friend of one character and a rival of another. The characters might have to navigate those complex relationships in order to achieve their goals.





Azorius Senate

Adventures involving the Azorius Senate naturally revolve around law enforcement. Player characters who find themselves on the wrong side of the law might be forced to confront well-meaning Azorius arresters as enemies, even if the characters are innocent of any wrongdoing. Lawful characters might also assist the Azorius in maintaining law and order on the mean streets of Ravnica.

Arrester Station

Map 4.1 depicts an arrester station, which serves as the law enforcement hub for a precinct or neighborhood.

Arrester Station Adventures

Characters might be drawn to the arrester station because of prisoners held there, information or items stored there, or crimes occurring there. The Arrester Station Adventures table presents some possibilities.

Arrester Station Adventures

d12	Adventure Goal
1	Break out of the holding cells.
2	Break someone else out of the holding cells.
3	Stop someone before they can give information to the arresters or testify before a judge.
4	Protect a prisoner from assassins.
5	Get information from or to someone in the holding cells.
6	Apprehend a former prisoner who used magic to take over the station and drive the guards away.
7	Retrieve something held as evidence.
8	Find proof that the captain of this station is corrupt.
9	Discover who helped a prisoner escape and how.
10	Uncover a plot to discredit, blackmail, or kill the station commander.
11	Steal the arresters' files about a criminal or a case.
12	Intercept a message being sent to or from the station.

Arrester Station Map

Two separate buildings make up this station, separated by an elevated plaza. One end of the station includes a courthouse (the lower level) and a prison (upper level).

Wide, impressive stairs lead to the main courthouse entrance, which opens into a large waiting room. All the doors leading out of the waiting room are kept locked, so they can be opened only from the other side. To either side of the waiting room are private meeting rooms, which lead back to an extensive area of offices for the large staff that keeps the place running.

The twin courtrooms include bench seats for spectators and witnesses. The judges preside from platforms that hover in midair, with shallow pools of water below. The accused are seated on balconies that overlook the same pools. Doors at the back of these balconies lead to a central hallway that ends at a staircase that ascends to the prison level.

Direct access to the prison area from outside the building is provided by two long, narrow staircases that lead up from the plaza. The stairs end at a balcony that is guarded at all times by archers behind arrow slits. A narrow hall leads through several locked doors to the cells—the general population on one side, where prisoners are allowed to mingle to some extent, and a high-security area on the other side, featuring smaller cells keeping prisoners in complete isolation.

The opposite end of the station is a headquarters for a local detachment of arresters. The main level includes two meeting rooms, an office for the commander, and a break room. The upper level provides working space where arresters can interview suspects and complete paperwork, as well as space for storing evidence. The lower level includes a morgue and a large area where the whole local force can be assembled.

Azorius Villains

Examples of Azorius villains appear in the Azorius Villains table.

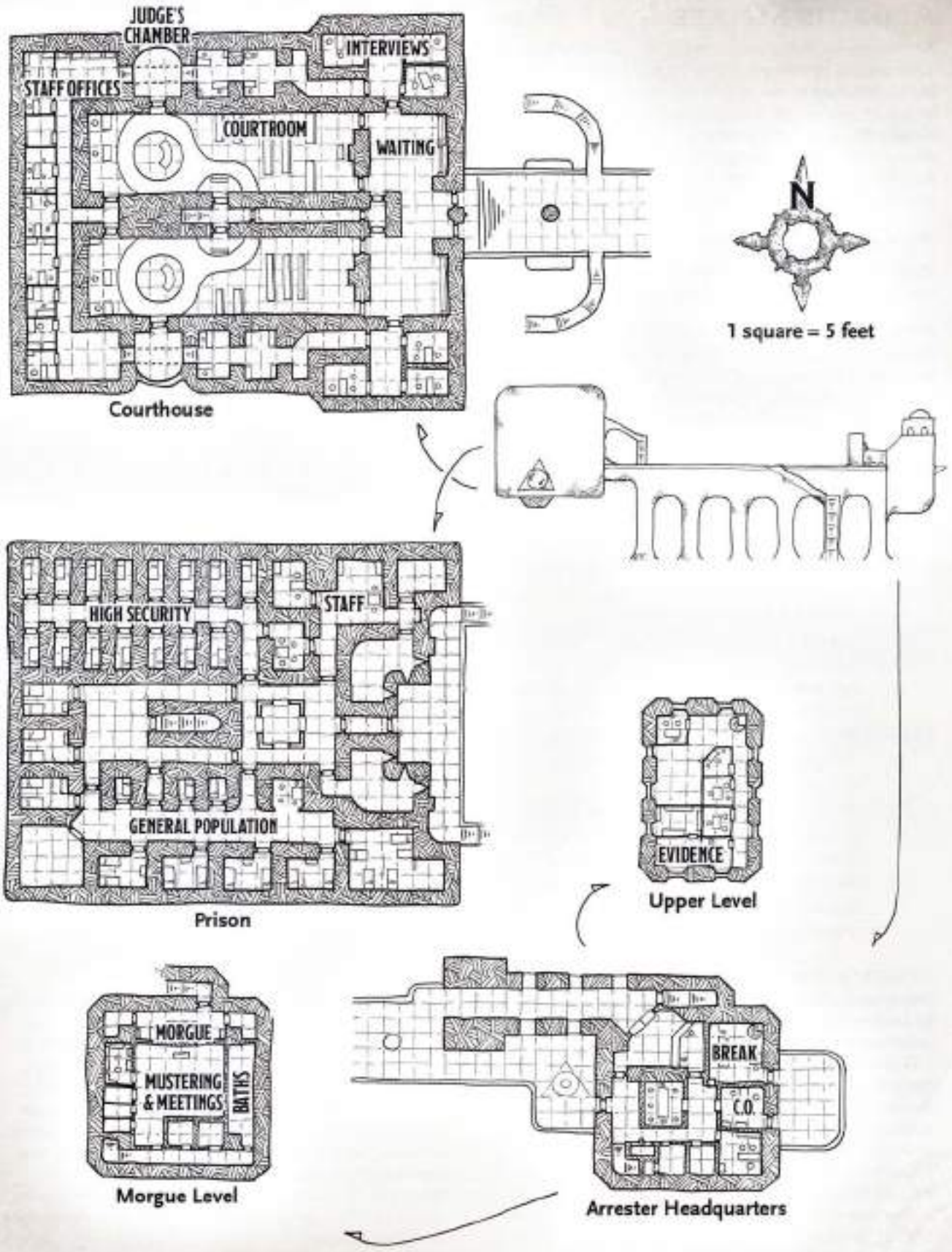
Azorius Villains

d8	Villain
1	An ambitious authority figure seeks to achieve a higher rank by framing or defaming a rival.
2	A venal judge's rulings are swayed by bribes and favors.
3	A vengeful imperator persecutes a certain group of people, seeking revenge for a past wrong done by one of the group's members.
4	An overzealous imperator is prepared to arrest a neighborhood full of people to find a stolen item.
5	A sadistic warden tortures prisoners, ostensibly for the sake of law and order.
6	A corrupt senator seeks to pass laws that favor a certain class of people.
7	A **precognitive mage** (see chapter 6 for the stat block) invents visions designed to frame enemies.
8	A cowardly bureaucrat destroys evidence to hide someone else's involvement in a crime.

Azorius as Campaign Villains

The Azorius become villains when they abuse the power of the law. A local magistrate might imprison innocent people, or the senate might pass oppressive legislation, thereby drawing the ire of the Boros and the Selesnya, who care about the folk who get caught in the crosshairs. Arresters might decide to crack down on unsafe Izzet laboratory practices, illegal Rakdos performances, or the Gruul presence in the city. Self-righteous prison wardens or precinct captains might abuse their authority in the name of the law, and corrupt bureaucrats might use their positions to garner favors for themselves and their relatives.

Low-level characters might suffer harassment at the hands of overzealous arresters. As the campaign progresses, they might be able to identify a particular imperator who is driving this heightened aggression.



Map 4.1: Arrester Station



who then becomes something of a nemesis for them. As they gain experience, this imperator continues to be a thorn in their side and advances through the ranks of the senate as well, becoming a minister and eventually the arbiter who dictates law enforcement policy for the entire guild. Along the way, this villain uses every available means to hinder the characters, probably veering into covert illegal activities (evil means for a good end). The climax of the campaign might involve a violent confrontation with this arbiter and a group of arresters, or a tense verbal argument adjudicated by Supreme Judge Isperia herself.

Azorius Character Goals

Characters who are members of the Azorius Senate might be sent on missions of law enforcement by their superiors or contacts in the guild, and trusted characters might be tasked with apprehending criminals without killing them. The examples on the Azorius Assignments table might be side quests specific to an Azorius character, undertaken while a party of adventurers is engaged in a larger mission.

Azorius Assignments

d6	Adventure Goal
1	Find and arrest a wanted fugitive.
2	Arrest someone identified as a potential criminal by precognitive mages.
3	Clear the name of an innocent person.
4	Solve a murder by questioning suspects.
5	Retrieve a stolen item.
6	Quell a riot.

Other Adventure Hooks

The Azorius Adventure Hooks table presents ideas for additional adventures involving the Azorius Senate.

Azorius Adventure Hooks

d6	Adventure Hook
1	A **precognitive mage** (see chapter 6 for the stat block) has identified the characters as future criminals, and now there's a warrant out for their arrest.
2	A **precognitive mage** (see chapter 6 for the stat block) has foreseen the characters' future struggles and tries to protect them, thereby interfering in their next adventure.
3	**Felidars** (see chapter 6 for the stat block) have bonded with the wrong person and now track an innocent citizen.
4	Hussars—Azorius **soldiers** (see chapter 6 for the stat block) mounted on **griffons**—declare martial law in a neighborhood and enforce their harsh authority on the citizenry.
5	An **archon of the Triumvirate** (see chapter 6 for the stat block) interprets innocent actions as illegal ones because its connection to the law has been corrupted.
6	A missing **homunculus** is the sole witness to the murder of a judge.

Boros Legion

Adventures involving the Boros Legion might have a military bent, focusing on small-scale conflict between groups of Boros soldiers and bands of rioters or raiders. The legion is generally a prominent force for law and good in Ravnica, which makes it an appropriate home guild for noble-minded player characters. Its holy bent also makes villains drawn from its ranks particularly dangerous and perhaps tragic.

Legion Garrison

The Boros Legion maintains garrisons throughout Ravnica, ensuring that every neighborhood has a strong military presence. They range from towering fortresses to small bunkers like the one shown in map 4.2.

Legion Garrison Adventures

Designed with defense foremost, a Boros garrison is well suited for adventures that challenge the characters to find a way in or fight their way out. The Legion Garrison Adventures table offers a number of possibilities.

Legion Garrison Adventures

d12	Adventure Goal
1	Lay siege to the garrison.
2	Break a siege at the garrison.
3	Sabotage the building's defenses so someone else can break into the garrison.
4	Find a hidden explosive charge in the garrison before it detonates.
5	Steal a magic weapon held inside the garrison.
6	Discover evidence that incriminates an officer in the garrison.
7	Identify a spy among the garrison's soldiers before the spy can escape.
8	Help a spy get safely out of the garrison without being discovered.
9	Capture a garrison officer for interrogation.
10	Shore up the garrison's defenses before an assault.
11	Clear out the monsters infesting a garrison that was abandoned years ago.
12	Steal plans for future Boros military action.

Legion Garrison Map

Access to the garrison is limited to a pair of 20-foot-wide walkways elevated above street level and protected by archers behind arrow slits. Two antechambers give the Boros soldiers and angels ample opportunity to screen anyone who seeks to gain entrance. Beyond them is a large hall where troops can be mustered. To one side of the mustering hall is a barracks area, with a kitchen, a mess, food storage, and guest quarters on the other side.

An extensive array of wall niches in the lower tier (at street level) provides storage space for archived records and the like, and a basement beneath that includes food storage and a well for fresh water, enabling the garrison to withstand a long siege.

The upper tier includes more large halls, the commander's quarters and office, and several niches—accessible only by flying from outside the garrison—that serve as living quarters and watch-posts for the angels stationed here. Parapets on the rooftop provide cover for humanoid archers as well, and the broad open space that they surround offers room for training and sparring. Grass-covered ridges separate different training areas and add a contrasting touch of nature's beauty to the otherwise stony building.

Boros Villains

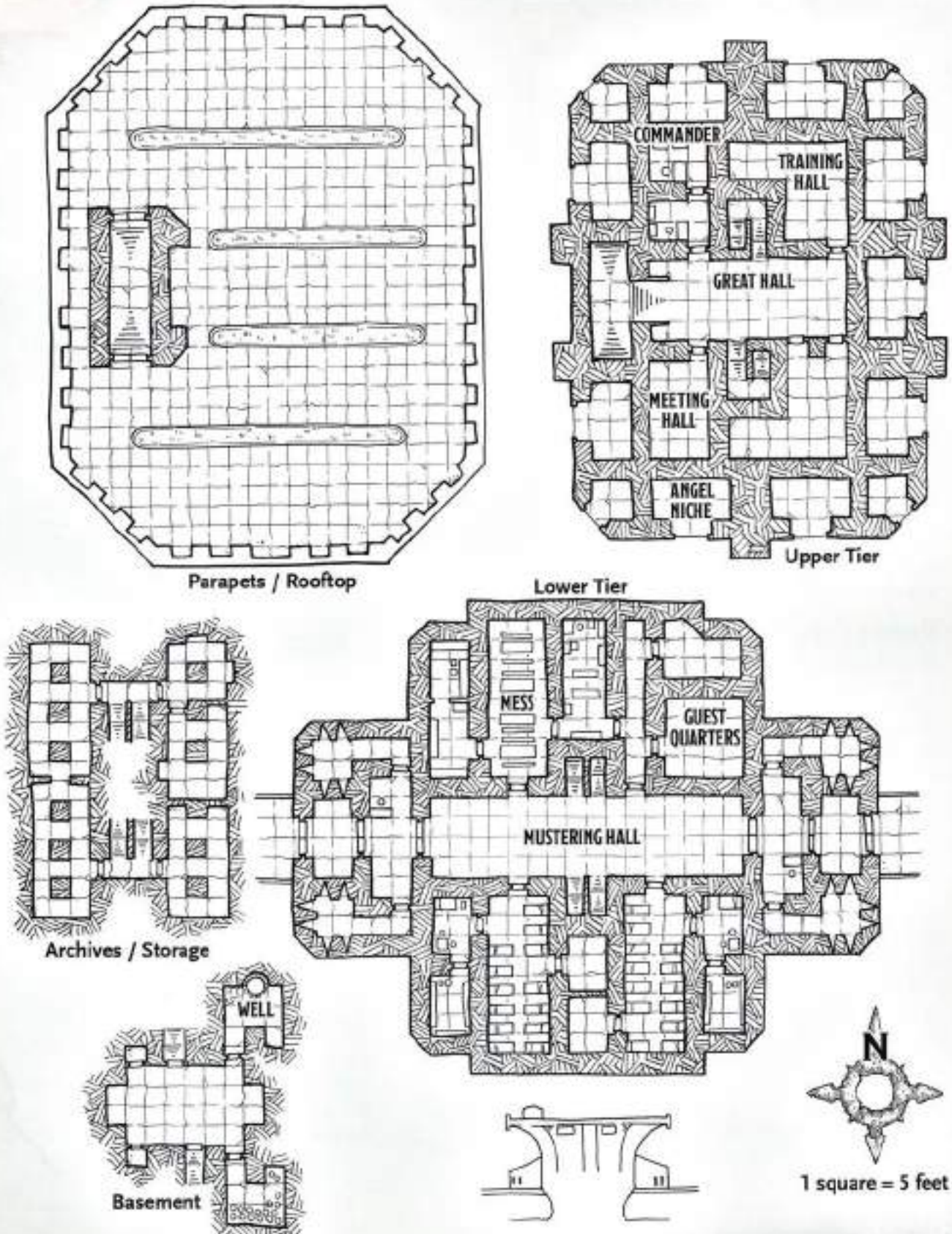
Examples of Boros villains appear in the Boros Villains table.

Boros Villains

d8	Villain
1	Seeking to avenge a partner's murder, a Wojek League officer turns to vigilantism.
2	A Boros commander starts preemptively closing Izzet foundries, Simic research chambers, and other locations considered prone to disaster.
3	Angered at the death of a loved one in a certain neighborhood, a Wojek agent is inciting its residents to revolt, knowing that the Boros will respond with force.
4	Believing that they are harboring terrorists, a Boros brigadier is slaughtering helpless people in transient communities in the undercity.
5	A squad of corrupt Boros **soldiers** (see chapter 6 for the stat block) is extorting money from local merchants.
6	A Boros commander under the thumb of another guild is turning a blind eye to the violence perpetrated by that guild.
7	An overzealous angel has risen up against innocent people, including the soldiers in her own garrison, believing that they harbor evil in their hearts.
8	A crazed angel demands to be worshiped as a god.

Boros as Campaign Villains

Not too long ago, the leaders of the Boros Legion valued zeal more highly than justice, believing that their military might made their cause right and just. Although the current guildmaster, Aurelia, has reversed her stance on the issue, some voices within the legion still espouse these views. Boros villains are typically intolerant, self-righteous warmongers who abuse their power



Map 4.2: Legion Garrison

in pursuit of their own private visions of justice. And because the lower echelons of the guild are taught to follow orders without question, even the villains among the Boros can command companies of soldiers to help them carry out their schemes.

Boros villains are inclined to engage in activity that involves pursuing one's passion, acquiring power, or exacting retribution. The Boros make good campaign antagonists if the adventurers represent the forces of chaos that the legion opposes—Rakdos revelers, Gruul raiders, Golgari corrupters, or Dimir spies.

You could structure a campaign around the legion's slow progress in taking over the authority of the Azorius Senate and imposing a sort of martial law on the city. A campaign of this sort is particularly effective if the characters initially work alongside the Boros, especially if one or more characters belong to the legion. They might help Boros soldiers drive off Gruul raiders or uproot Dimir spies—clearly fighting against evil on the side of the good and just. As time goes on, though, their Boros allies might start taking their war against evil too far. Innocent citizens get caught in the crossfire, most punishment is cruel and excessive, and any resistance is met with overwhelming force, to "set an example" for anyone else who might consider opposing the legion. A Boros ally (or even a close friend) of the characters might become fully caught up in this fervor. Perhaps the characters can talk some sense into their old friend, but the resolution of the campaign might force them to take more extreme measures to curb the legion's excesses.

Boros Character Goals

The Boros Legion sends individuals or small parties on small-scale military missions, usually to help quell riots or protect bystanders from dangerous situations. Trusted characters might also be involved in internal investigations of suspected wrongdoing, especially if they're associated with the Wojek League. The Boros Assignments table provides examples of missions or side quests that Boros characters might undertake.

Boros Assignments

d6	Assignment
1	Help quell a Rakdos riot or hold back Gruul raiders, or otherwise maintain the peace while protecting innocent bystanders.
2	Capture or kill a Gruul chieftain who has taken responsibility for a series of brutal raids.
3	Help evacuate citizens from the area of a natural or magical disaster.
4	Escort an important person safely from one place to another.
5	Investigate a Boros commander suspected of cultivating personal loyalty in underlings, rather than loyalty to the legion.
6	Uncover a spy in the legion.



Other Adventure Hooks

The Boros Adventure Hooks table presents ideas for additional adventures themed around the Boros Legion.

Boros Adventure Hooks

d6	Adventure Hook
1	A Boros officer is awaiting trial for unsanctioned and excessive use of force, and the officer's squad is planning a jailbreak.
2	The Boros are secretly working with the Shattergang Brothers, a group of black market arms dealers, to develop a devastating weapon.
3	A Boros offensive is displacing and even killing innocent bystanders caught in its path.
4	Flame-kin soldiers created as part of an abandoned weapons project are suddenly reactivated and run amok. These soldiers use the **azer** stat block in the *Monster Manual*.
5	A Boros parade meant as a show of strength provokes widespread protests, some of which erupt into violence.
6	A flying Boros fortress is about to crash, threatening to devastate the neighborhood below.

House Dimir

Masters of misdirection, infiltration, and espionage, Dimir spies and assassins pursue their objectives behind layers of deception. Dimir agents make ideal villains for adventures involving intrigue and mystery in the shadows of dark alleys and the tunnels of the undercity.

Safe House

House Dimir maintains safe houses throughout Ravnica, many of them tucked away in the undercity, for guild members who need to elude the ready reach of the law. These sites are protected by magical wards that confuse and misdirect all who approach—in particular, spells that make intruders forget where they are or what they're doing there.

A safe house can also be used to hold prisoners for interrogation, with its protections equally effective in preventing escape and in deterring intruders. Often, a single site serves both purposes.

Map 4.3 presents the floor plan of a typical Dimir safe house.

Safe House Adventures

The first task in almost any mission involving a Dimir safe house is to find the place. Most people who have been to a safe house or its environs have no memory of the event, thanks to Dimir mind magic.

The Safe House Adventures table offers some reasons why characters might need to visit such a location. In addition, you could use any other guild's sample location as the site for a location-based adventure, with a simple mission: uncover a Dimir spy in that location.

Safe House Adventures

d12	Adventure Goal
1	Find a fugitive hiding in the safe house.
2	Liberate someone being held in the safe house.
3	Retrieve a stolen item.
4	Get information from a prisoner in the safe house without revealing that information to the Dimir.
5	Acquire information from a Dimir agent to unmask a spy embedded in another guild.
6	Escape from captivity in the safe house.
7	Plant a magical surveillance device inside the safe house.
8	Damage or destroy the safe house so the Dimir can't use it anymore.
9	Prevent the creation of a horror (see chapter 6) in the safe house. (You can replace the horror with a different creature from the *Monster Manual*.)
10	Find and kill a **mind drinker vampire** (see chapter 6 for the stat block) or other monster that is picking off the safe house's inhabitants.
11	Disable the safe house's wards and plant a beacon inside it so that members of another guild can find and raid the place.
12	After stumbling into the safe house accidentally, get out with memories intact.

Safe House Wards

You can make a Dimir safe house hard to find and hard to get into by using some of these options:

- The safe house is underground and accessible only through a maze of tunnels and crevices.
- The area surrounding the house is protected by a *guards and wards* spell. Navigating the ancient underground corridors or the modern alleyways above ground becomes more complicated when intersections are clouded by fog, doors are hidden and magically locked, and magical compulsions drive visitors away.
- A *glyph of warding* might cast *fear*, *phantasmal force*, or *crown of madness* on a character who triggers it—or simply explode in a blast of cold energy.
- Dimir agents might use *alarm* spells to ensure that they know when intruders are approaching the safe house.

Safe House Map

This safe house is a domed building encased in a stone exoskeleton characteristic of Dimir construction. The ground level is a comfortable living space that features accommodations for at least five people. It has five bedrooms, abundant storage space, a central lounge, a recreation space, a dining room, a kitchen, and a pantry.

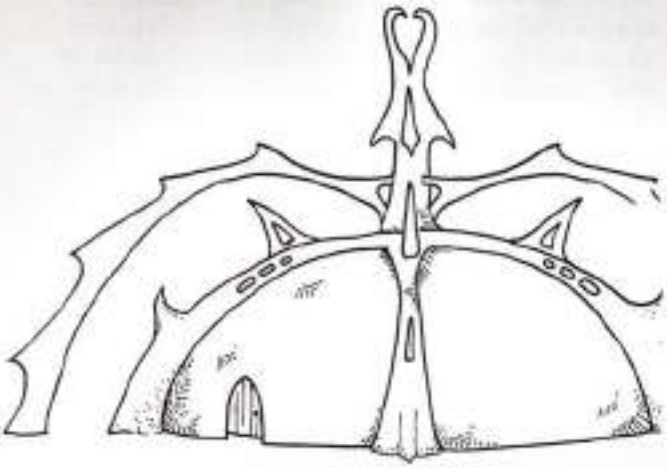
A secret door in the back of a shared closet leads to a spiral staircase that descends to the basement, which contains three small holding cells. A watch post at the end of the hall allows a guard to keep an eye on the cells and anyone coming down the stairs. An interrogation room can be outfitted with equipment designed to extract information. One-way mirrors offer a view on the interrogation proceedings from an observation room.

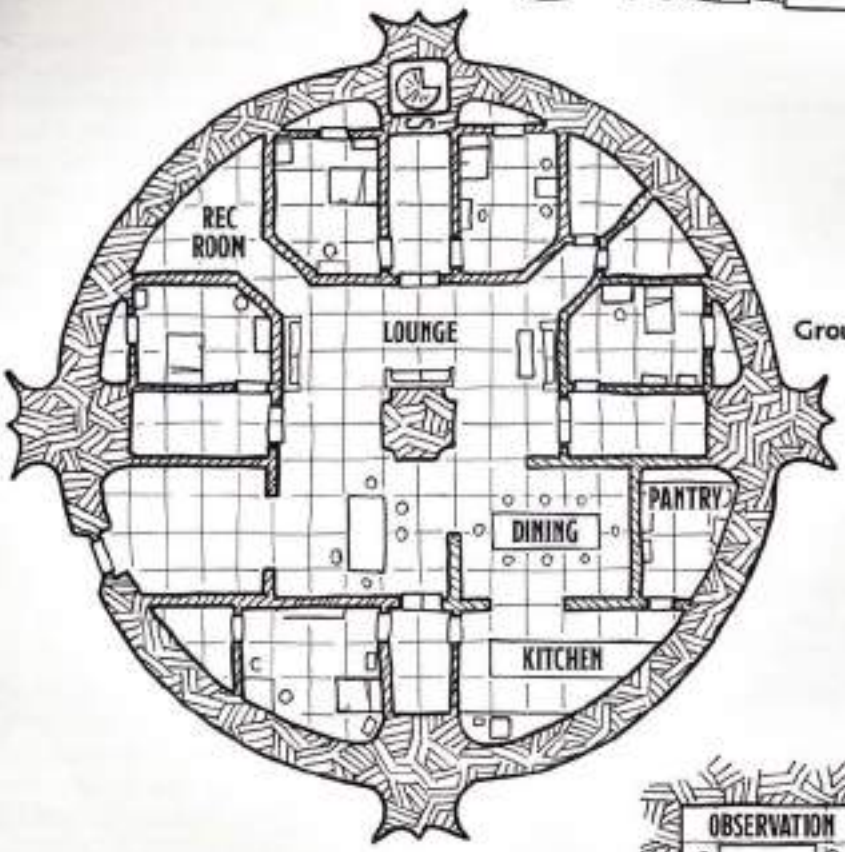
Dimir Villains

The Dimir can be masterfully sly villains. Example villains appear in the Dimir Villains table.

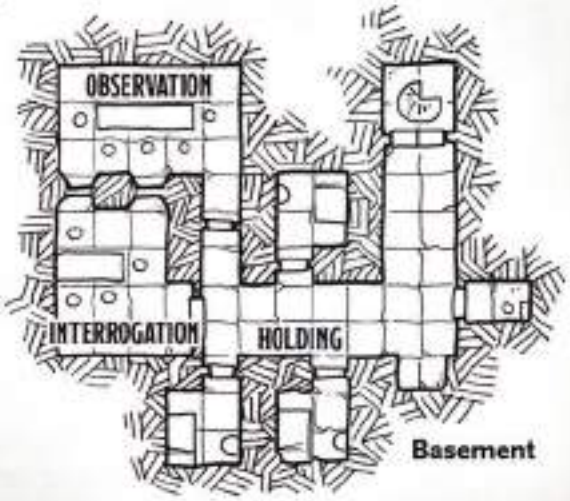
Dimir Villains

d8	Villain
1	A spy seeks to plunder another guild's secrets.
2	A **mind mage** (see chapter 6 for the stat block) is hunting down everyone who witnessed a great humiliation to expunge their memories of the event.
3	A **mind mage** (see chapter 6 for the stat block) has implanted false memories of a crime in many minds in order to incriminate someone.
4	A group of Dimir agents is plundering the minds of people who have knowledge of a vault that holds great wealth or magical power.
5	After a Dimir spy is unmasked, a **mind mage** (see chapter 6 for the stat block) erases the memory of the spy's identity from the minds of those involved.
6	A shapeshifter has replaced a high-ranking member of another guild in order to provoke conflicts.
7	A **mind drinker vampire** (see chapter 6 for the stat block) is plundering the minds of its victims.
8	Roll on another guild's villain table, but the villain is a disguised Dimir agent or someone being manipulated by the Dimir.





Ground Level



Basement



1 square = 5 feet

Map 4.3: Safe House

Dimir as Campaign Villains

Dimir villains favor schemes involving captivity and coercion, defamation, impersonation and disguise, murder, politics, theft, and torture. Perhaps the most insidious technique employed by the Dimir is the erasing and modifying of memories.

Because their tendrils reach into every other guild, Dimir villains could turn out to be the link between plots that initially seem to be unconnected. Even when individual missions might be straightforward dungeon crawls or battles in the streets, the campaign revolves around the mystery of determining the true villain.

At low and middle levels, the characters might find themselves engaged in important but apparently unrelated tasks. They might kill or drive off a monster that is lairing in an abandoned arrester station (unwittingly clearing the way for a Dimir agent to be placed in the station). They might help the Boros capture a dangerous Rakdos ringleader (who is actually a Dimir agent working to destabilize Azorius influence). They might unmask a Dimir spy within one of their own guilds (who is an internal rival of the Dimir villain).

As the characters advance in level, they might come to realize that a powerful and ambitious Azorius figure is going too far in spying on the populace, despite that guild's great success in using precognitive mages to arrest evildoers—especially Dimir spies. Ultimately, the Azorius villain is revealed to be a high-ranking Dimir agent, a confidant of Lazav or even Lazav himself, who is trying to take over the Azorius Senate and turn it into a surveillance and espionage organization under the villain's control.

Dimir Character Goals

Characters who are members of House Dimir are spies and saboteurs. It's possible to let these characters experience all the most enjoyable tropes of the spy genre while skirting the more sinister aspects of House Dimir.

The missions on the Dimir Assignments table can work for a team of Dimir agents or as secret missions for a Dimir character to pursue under the cover of the larger adventure plot.

Dimir Assignments

d6	Assignment
1	Impersonate an individual to gather information from that individual's contacts and associates.
2	Make sure that a particular person (not a main antagonist) at an adventure site doesn't survive the encounter with the characters.
3	Make sure that a particular person (not the main villain) survives the adventure.
4	Get information from the main villain by magically extracting the villain's dying thoughts.
5	Plant evidence to steer the other adventurers away from the true villain.
6	Get information to a Dimir agent who is embedded in the adventure location.



Other Adventure Hooks

The Dimir Adventure Hooks table presents ideas for additional adventures themed around House Dimir.

Dimir Adventure Hooks

d6	Adventure Hook
1	The characters find a bundle of thought strands, and Dimir agents are in a rush to find them before they fade away.
2	A rogue agent hunted by Dimir assassins offers crippling information about House Dimir in exchange for protection.
3	A Dimir horror (described in chapter 6) is randomly killing people in the dark alleys of a particular neighborhood.
4	Word is out that someone claims to have a list of Dimir agents embedded in other guilds, igniting a furious contest to obtain the list.
5	While prying too deeply into ancient lore, a Dimir agent (now deceased) released a nameless evil into the city.
6	Roll on another guild's adventure hooks table, but the Dimir are secretly behind the situation.

Golgari Swarm

A dominant force in the undercity, the Golgari Swarm is ideally suited for dungeon-based adventures. The Golgari represent corruption and decay, counting many villains among their ranks even though most members are mainly concerned with the balance of the natural cycle of life and death.

Undercity Mansion

The Golgari are a strange underground aristocracy in a city that mostly lacks a noble class; they are like throwbacks to an ancient time when one's birth determined one's station. The mansion depicted in map 4.4 is a stately relic of such a time—a grand hall that happens to be buried hundreds of feet beneath the streets of Ravnica.

Undercity Mansion Adventures

The Undercity Mansion Adventures table provides some possible challenges based in and around the Golgari undercity mansion.

Undercity Mansion Adventures

d10	Adventure Goal
1	Find the source of a noxious fog rising from the undercity and poisoning a surface neighborhood.
2	Rescue several citizens being held hostage by Ochran agents.
3	Find the daytime lair of an elusive monster that hunts on the surface at night.
4	Rescue a guild member petrified by an **undercity medusa** (see chapter 6 for the stat block) that uses the mansion as its lair.
5	Take shelter in the mansion to escape a horrible monster prowling the undercity.
6	Win a bet by surviving a night inside.
7	Escape from captivity here.
8	Find a fugitive hiding here.
9	Find and claim a treasure hidden in the mansion.
10	Attend a masked ball held in the mansion in order to get information from another guest.

Undercity Mansion Map

This structure is built in a large depression, perhaps part of Deadbridge Chasm. A bridge crosses just above it, and a wide, curving stair leads down from the bridge to the grand ballroom on the top level of the mansion. The rest of the structure is built down from there, with the main, elegant halls and parlors on the second level. Notably, a wide hallway on this level connects with a passage leading to other areas of the undercity. A couple of areas on this floor have crumbled with the weight of the ages, but the place retains its stately grandeur.

The bottom level might be a basement excavated in the floor of a chasm, or it could hang above still more open space like a giant stalactite. It includes living quarters for the owners, servants, and guests.

Golgari Villains

Examples of Golgari villains appear in the Golgari Villains table.

Golgari Villains

d8	Villain
1	Armed with a powerful magic item found among the dead in the undercity, a **Golgari shaman** (see chapter 6 for the stat block) enacts a plan of revenge against another guild.
2	A **kraul death priest** (see chapter 6 for the stat block) is seeking a way to revive the ancient gods of Ravnica and destroy the world.
3	A **Devkarin lich** (see chapter 6 for the stat block) is capturing living subjects and infecting them with an insidious, mind-controlling fungus.
4	A trophy-hunting **undercity medusa** (see chapter 6 for the stat block) is on a killing spree, petrifying victims in interesting poses.
5	A **Golgari shaman** (see chapter 6 for the stat block) is spreading a fungal infection that transforms its dead victims into **zombies**.
6	An elf child lures citizens into the sewers, where a monstrous "pet" is waiting to kill and eat them.
7	Pursuing a personal vendetta, an Ochran **assassin** is targeting members of a certain guild and trying to ensure that their bodies are never found.
8	A **kraul death priest** (see chapter 6 for the stat block), angry at the way the Golgari have treated the kraul in the past, is killing the elves and medusas of the guild, hoping to eventually take Jarad's place as guildmaster.

Golgari as Campaign Villains

Given their affinity for death, necromancy, and decay, the Golgari make excellent villains. Because they consider life and death as equal parts of the natural cycle, they have no qualms about subjecting entire neighborhoods to poisonous gas or strangling vines to achieve their various goals. When a Golgari assassin goes on a killing spree, when a patch of their vegetative growth begins "reclaiming" an area that isn't yet abandoned, or when their fungus-bearing zombies emerge from the undercity to haunt the city streets, heroes are duty bound to act against the threat.

The Golgari possess a combination of ambition and ruthlessness that makes them extremely dangerous adversaries. The tension among the various factions of the swarm (the elves, the medusas, the kraul, and the rising erstwhile) adds an element of instability to the



Map 4.4: Undercity Mansion

mix. But perhaps the Golgari Swarm's most dangerous quality is the widespread confidence among its members that it will survive any catastrophe that might befall the surface world. This certainty means Golgari villains will stop at nothing in an attempt to provoke such an event—triggering a virulent plague, causing explosive plant growth, or inciting the other guilds into open war, for example. Over the course of a campaign, a group of adventurers might foil Golgari plans to accomplish all these things, or the characters might be constantly struggling against one ongoing disaster.

For example, the characters might spend the early part of the campaign resolving disputes between guilds, unaware that the Golgari are actually the instigators of those conflicts. Perhaps incidental to these missions, they also face a spore druid who is in the early stages of testing a terrible plague. Then, as the campaign reaches higher levels, the plague breaks out again, this time spreading rapidly. The crisis heightens tensions among the other guilds, especially when food sources are threatened. At the climax of the campaign, the heroes must defuse conflict among the guilds while finding a way to get at the druid at the cause of it all, who is locked in an undercity mansion waiting out the catastrophe.

Golgari Character Goals

Characters who are members of the Golgari Swarm might be sent on missions into the undercity, particularly jobs that involve retrieval or salvage. The secretive agents of the Ochran are more likely to pursue goals that call for theft or even assassination, while shamans could participate in the swarm's work of "reclamation" in surface neighborhoods. The Golgari Assignments table reflects this range of possibilities. An assignment can also serve as a side quest for Golgari adventurers to undertake while pursuing a larger goal with a mixed-guild party.

Golgari Assignments

d6	Assignment
1	Find a valuable item believed lost in the undercity.
2	Retrieve a corpse in the undercity.
3	Collect a sample of a fungus in the undercity.
4	Steal something that is important to another guild.
5	Kill an outspoken enemy of the Golgari.
6	Position a fungus so that its spores will spread into a populated area and drive the inhabitants out.

Other Adventure Hooks

The Golgari Adventure Hooks table offers ideas for additional adventures themed around the Golgari Swarm.

Golgari Adventure Hooks

d6	Adventure Hook
1	Citizens who die in a particular neighborhood sprout fungal growths and rise as **zombies**, then shamble toward the undercity.
2	**Shriekers** sprout throughout a neighborhood.
3	**Swarms of insects** under the control of a **Golgari shaman** (see chapter 6 for the stat block) terrorize a neighborhood.
4	Poor people who subsist on Golgari food contract a dangerous, contagious magical infection.
5	Several kraul have moved into an old tenement and are making their neighbors nervous.
6	A beloved statue, long assumed to be the image of some forgotten community hero, suddenly returns to life after being petrified for a hundred years.



Gruul Clans

An adventure involving the Gruul Clans typically revolves around combat. The Gruul provide characters with opportunities to fight huge monsters and vicious berserkers. The Gruul bring chaos and destruction with them wherever they go, so they can easily disrupt and complicate adventures involving any other guild. Any time an adventure needs an injection of brutal violence, the Gruul are a good tool for the purpose.

Rubblebelt Encampment

The Gruul have no interest in the buildings, streets, and markets of Ravnica, except as targets for their raids. The encampment shown in map 4.5 represents a temporary shelter in the ruins, the sort of place the Gruul might call home for a time.

Rubblebelt Encampment Adventures

Many Gruul adventures begin with a raid into a settled part of the city. Adventurers might be able to follow the raiders back to their camp—for the sake of revenge, in an effort to retrieve something, or perhaps in chains.

Rubblebelt Encampment Adventures

d10	Adventure Goal
1	Determine why the Gruul have camped so close to a settled neighborhood.
2	Free a captive taken in a recent raid.
3	Win freedom by defeating a Gruul champion in a duel.
4	Retrieve something looted in a recent raid.
5	Strike a deal with the Gruul leader to cooperate against a common foe.
6	Attempt to overthrow the clan chieftain in a combat challenge.
7	Strike a blow to the Gruul to ensure that they don't launch a raid.
8	Free a corralled herd of violent beasts so they stampede through the Gruul camp before the Gruul can steer them toward settled areas.
9	Interrupt a ritual intended to summon or create a huge elemental.
10	Disrupt a gathering of clans that could lead to an alliance between them.

Rubblebelt Encampment Map

Built in a plaza surrounded by crumbling ruins, this camp offers some defensive advantages to its Gruul residents. An old tower is the one intact structure the Gruul use, because it offers a good vantage point over the surrounding area. A sluiceway provides potable water, and a handful of scraggly trees are a reminder of nature's potential to grow and flourish even among the ruins.

Otherwise, the camp is little more than a handful of tents around a bonfire. A trash pit serves as a means of waste disposal, a few makeshift cages can hold prisoners, and a partially enclosed area to one side has been converted into a pen for the beasts used by the Gruul.

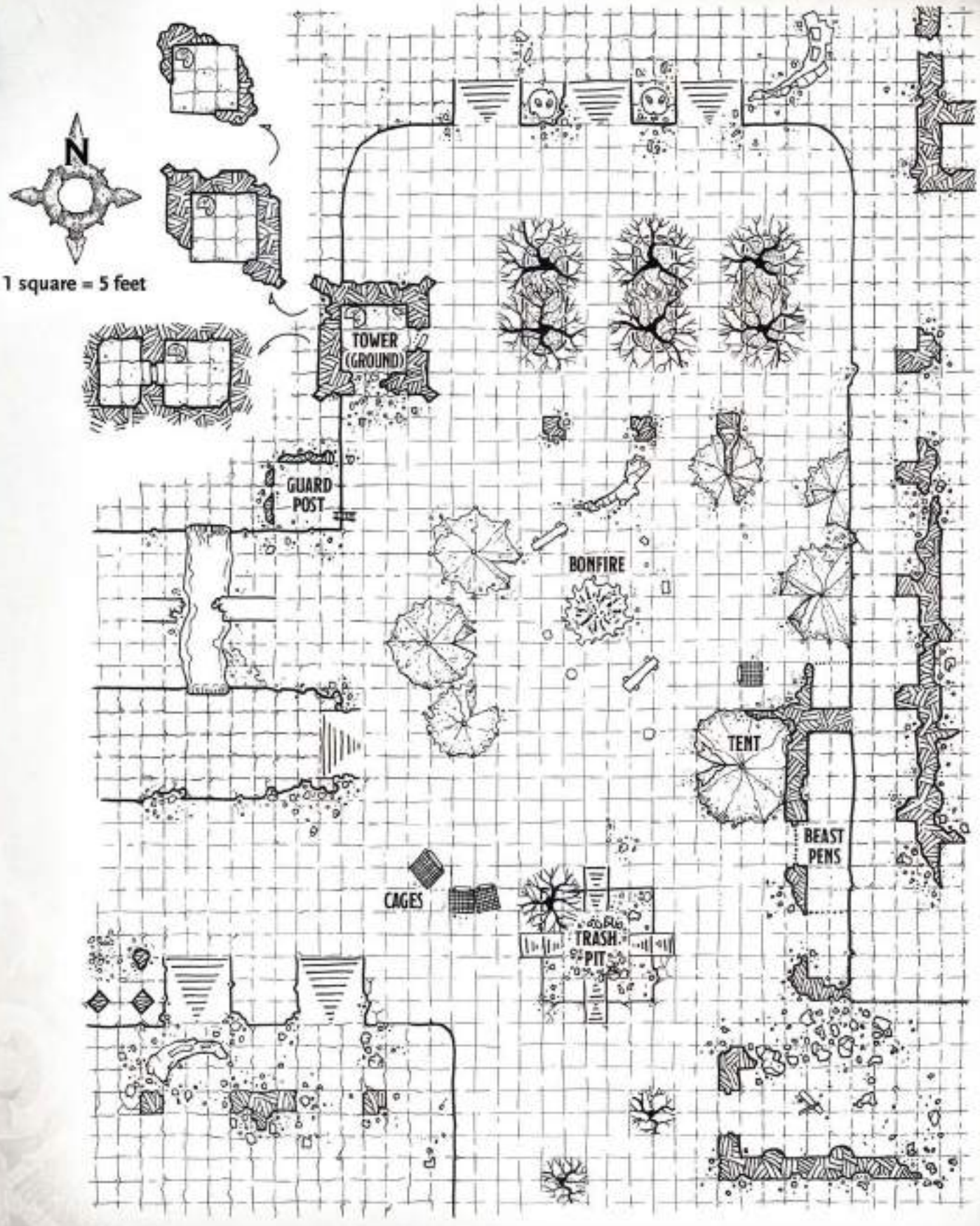


Gruul Villains

The Gruul are straightforward villains, employing direct action and violence to tear down civilized society. They aren't schemers, and they have little patience for political maneuvering. Their cunning is that of a hunter stalking its prey, and the threat they pose is rampant, aggressive destruction. Examples of Gruul villains appear in the Gruul Villains table.

Gruul Villains

d8	Villain
1	A **druid of the Old Ways** (see chapter 6 for the stat block), spurred by visions of the end of civilization, plans humanoid sacrifices in the name of Ilharg the Raze-Boar.
2	A druid is directing herds of beasts to run amok through tenement neighborhoods.
3	A druid summons huge vines and roots to tear buildings down.
4	A clan chieftain leads a raid to settle a personal vendetta against another guild.
5	In a display of strength, a clan chieftain seeks to destroy a significant landmark.
6	Looking for a totem of spiritual significance, a clanless giant wrecks anything in its path.
7	Hoping to form a new clan, a clever centaur tries to break violent criminals out of jail.
8	A druid leads a band that has begun starting fires around the district.



Map 4.5: Rubblebelt Encampment

Gruul as Campaign Villains

Using the Gruul Clans as the main antagonists in a campaign could be an opportunity to explore the apocalyptic religious beliefs of the Old Ways—the expectation of the return of an ancient god, Ilharg the Raze-Boar.

At low levels, characters could be drawn into seemingly coincidental clashes with the Gruul, perhaps as minor events in adventures that involve other guilds. Only later does a pattern emerge: the raids correspond with certain astronomical events, the movements of wurms, or another sign that the druids of the Old Ways consider significant. As the adventurers' power grows, so does that of the Gruul druids behind the trouble, and soon the druids are actually instigating natural disasters—earthquakes and mighty storms, for example. As the campaign reaches its climax, the Gruul Clans all come together to perform an enormous ritual meant to summon the Raze-Boar and bring an end to civilization on Ravnica—and the adventurers must stop it.

Gruul Character Goals

The goals shown on the Gruul Assignments table can be objectives in themselves, or side quests that a Gruul character pursues in the course of undertaking an adventure with a larger purpose.

Gruul Assignments

d6	Assignment
1	Collect a beast cub so it can be trained for battle.
2	Slay a powerful monster to prove your strength.
3	Destroy a laboratory, a work of engineering, or a similar edifice of decadent civilization.
4	Kill someone who has been persecuting the Gruul.
5	Free a captive warrior who was imprisoned during a recent raid.
6	Create a disruption so the clan can raid elsewhere.

Other Adventure Hooks

The Gruul Adventure Hooks table presents ideas for additional adventures themed around the Gruul Clans.

Gruul Adventure Hooks

d6	Adventure Hook
1	Conflict between two feuding clans spills onto the streets of the city, threatening to destroy entire neighborhoods.
2	Gruul **anarchs** (see chapter 6 for the stat block) deface or destroy monuments throughout the district.
3	A Gruul mob riots in the streets in observance of Rauck-Chauv, a holiday celebrated with violence.
4	A **wurm** (see chapter 6 for the stat block) breaks free of its Gruul controller and goes on a rampage.
5	Swine everywhere run wild, and the Gruul interpret this as a sign of the Raze-Boar's return.
6	Gruul raiders steal something from an Izzet laboratory that will cause a disaster if it isn't returned.

Izzet League

Adventures involving the Izzet League typically concern magical mishaps, dangerous inventions, and feats of engineering (for good or ill). Player characters might be called upon to help clean up in the aftermath of a magical disaster, contain the damage, or rein in an ongoing danger. Or they could test or steal or destroy Izzet inventions, perhaps inadvertently causing magical catastrophes in the process.

Experimental Workshop

The fundamental responsibility of the Izzet League is building and maintaining Ravnica's infrastructure, and the guild's work is responsible for many of the magical-technological conveniences that make life in the city relatively safe and comfortable, from paved roadways to running water. Under the leadership of the draconic genius Niv-Mizzet, the Izzet have continued to innovate, taking their work far beyond the essential needs of infrastructure and into the realm of wild invention. As a result, the workshops and laboratories of the Izzet are prone to magical mishaps, with results that range from personal injury to district-wide destruction. It is perhaps best for Ravnica as a whole that most of Izzet's work takes place in small workshops scattered throughout the city, rather than being concentrated in one place (with the guildhall of Nivix being the notable exception).

Experimental Workshop Adventures

Izzet workshops like the one depicted in map 4.6 are notable for three things: the brilliant minds at work



there, the incredible inventions they produce, and the destructive events that can occur when things go wrong. Adventurers might be drawn to a workshop to steal, thwart, or protect any of those things. The Experimental Workshop Adventures table shows some examples.

Experimental Workshop Adventures

d12	Adventure Goal
1	Rescue people trapped in the workshop after a disaster.
2	Steal plans or a prototype for a new weapon.
3	Capture an inventor for interrogation.
4	Stop the spread of toxic gas or molten mizzium from inside the workshop.
5	Shut down the operation of a dangerous device.
6	Capture or kill an elemental or an Izzet weird (described in chapter 6) that is running amok in the workshop, and make sure it doesn't escape out into the city.
7	Get out of the workshop before it is destroyed by a spreading catastrophe.
8	Destroy the workshop in order to obliterate the research being done there.
9	Destroy the workshop in order to bring down a different building nearby.
10	Find a saboteur in the workshop before the traitor's plans can be enacted.
11	Kill an inventor whose ideas are too dangerous to be put into practice.
12	Activate an invention being held in storage in the workshop.

Experimental Workshop Map

An Izzet workshop is a chaotic place, buzzing with energy and activity. A mana generator in the basement fuels all the experimentation and construction above. The generator draws power from the city infrastructure, and ultimately from the Blistercoils, but the construction depicted in map 4.6 is designed to amplify and focus the magical energy. The machinery is fragile, so visitors are strongly discouraged from entering the basement.

Some parts of the generator extend up to the ground floor and the laboratory mezzanine above it, with portions of those floors open to the basement or covered only by metal grates. The ground level is typically cluttered with devices attached to the generator below, as well as cast-off pieces of such devices, awaiting new homes in new inventions. The laboratory mezzanine includes three spaces where projects can be developed in isolation, with thick walls providing some shielding from potentially explosive results. Additional equipment related to the generator system is housed in a tower and on the workshop's roof, culminating in a storm siphon that can harness and channel atmospheric energy (including lightning).

The Bizarre Magical Effects table provides suggestions for the sort of events that might result from a failed (or successful!) Izzet experiment, which can add spice to any Izzet adventure.

Bizarre Magical Effects

d6	Effect
1	Every spell cast in the area triggers a wild magic surge. (Roll on the Wild Magic Surge table in the "Sorcerer" section of the *Player's Handbook*.)
2	One or more objects in the area have a random trick effect. (Roll on the Tricks table in appendix A of the *Dungeon Master's Guide*.)
3	The area is affected by a *guards and wards* spell.
4	Rooms and chambers in the area are affected by random obstacles. (Roll on the Obstacles table in appendix A of the *Dungeon Master's Guide*.)
5	One or more objects in the area have a random trap effect. (Roll on the Traps table in appendix A of the *Dungeon Master's Guide*.)
6	Random sections of the area are affected by an *antimagic field* spell.

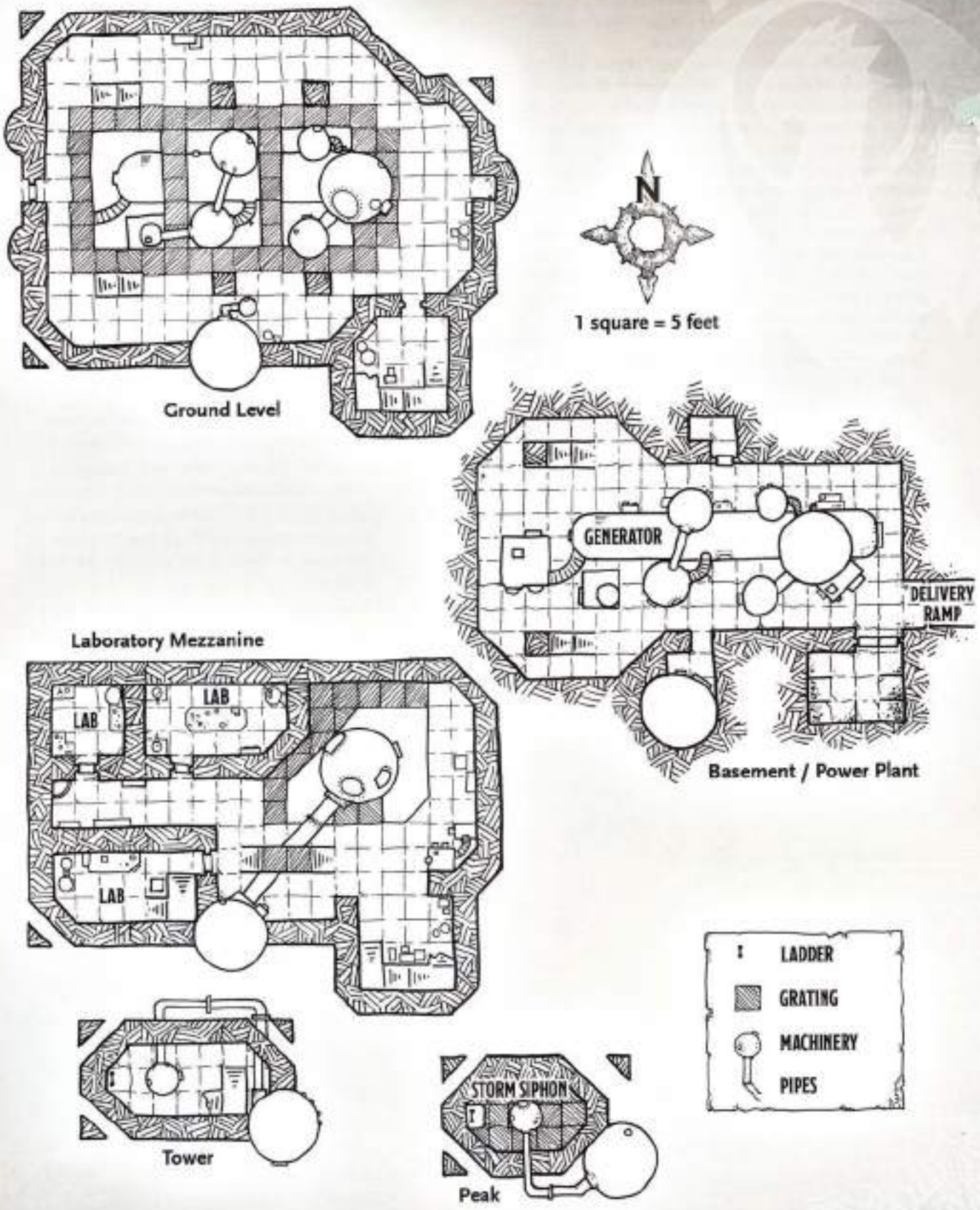
Izzet Villains

The behavior that members of the Izzet League display most often is careless disregard for safety, which causes frequent upheavals on both small and large scales. The true villains among the Izzet, though, aren't just accident-prone but also committed to widespread destruction. Out of madness or despair, they might plot the destruction of precincts or districts. Hungry for profit and power, they develop weapons capable of destroying large groups of people and commit crimes to get the resources they need to complete their research.

The Izzet Villains table includes examples of villains as well as those who have less sinister intentions.

Izzet Villains

d8	Villain
1	A disgraced member of the Izmundi tries to embarrass the guild by orchestrating a magical disaster.
2	A team of inventors is creating a secret arsenal of volatile weapons.
3	Trying to impress the guildmaster, a mage from the Laboratory of Storms and Electricity creates a device that pushes the weather from one extreme to another.
4	A researcher siphons power from the Blistercoils to fuel experiments, causing failures in parts of the city's infrastructure.
5	An obsessive researcher, trying to perfect an alchemical formula, causes a series of ever-worsening laboratory mishaps.
6	A guild leader orchestrates a series of "accidental" laboratory explosions that are actually meant to disrupt the nearby activities of other guilds.
7	An imprisoned spellcaster stages an explosive prison break using improvised materials.
8	A suspicious spellcaster who can't trust research secrets to others creates clones that run amok.



Map 4.6: Experimental Workshop

Izzet as Campaign Villains

A campaign involving the Izzet League could revolve around an Izzet researcher's efforts to gain personal power or greater influence for the guild through the wonders of modern magical science.

At low levels, the characters might help deal with a small-scale mishap in an Izzet workshop that is presumed to be an accident. Maybe something in the manner of the responsible researcher stirs up their suspicion, but there's no evidence of wrongdoing at this point. As the campaign progresses, the characters might continue having run-ins with the same researcher, whose work seems to be growing more dangerous. Eventually, they discover evidence that this researcher is developing weapons to use against the other guilds, and as a result the researcher has to move to a secret workshop, perhaps tucked away in the undercity. Or perhaps the guildmaster intervenes, declares this issue to be an internal matter for the Izzet to resolve, and assures the authorities that the researcher will be properly dealt with. As the campaign reaches its climax, the adventurers are tasked with discovering the researcher's secret laboratory and disabling the super-weapon.

Izzet Character Goals

Characters who are connected with the Izzet League might be asked to run errands for higher-ranked researchers, or to take on more difficult tasks on behalf of colleagues. The Izzet Assignments table provides examples of goals that can serve as adventure hooks for a party or as side quests for an Izzet character to pursue in the course of a larger adventure.

Izzet Assignments

d6	Assignment
1	Acquire a hard-to-find metal or energy source.
2	Copy a rival's research notes.
3	Destroy a rival's research.
4	Take measurements of an unusual object or location (such as spatial dimensions or readings of various magical levels).
5	Test a new invention.
6	Repair an important piece of Ravnica's infrastructure, such as a water main or a boiler pipe, that is tucked away in a remote location.

Other Adventure Hooks

The Izzet Adventure Hooks table presents ideas for additional adventures themed around the Izzet League.

Izzet Adventure Hooks

d6	Adventure Hook
1	An Izzet experiment transforms a researcher, who then seeks help in returning to normal form.
2	An escaped Izzet weird (described in chapter 6) is causing magical malfunctions around the district.
3	A researcher trying to craft an antigravity alloy for a personal flight apparatus has created a number of *reverse gravity* effects, and is now trapped in midair at the top of one.
4	After a laboratory explosion, an alchemical fire resistant to conventional firefighting techniques is spreading through several neighborhoods.
5	A reckless researcher triggered an explosion in a mizzium foundry, causing a wave of molten metal to spill out into the surrounding streets.
6	A researcher who claims to have traveled back in time warns of an impending disaster.



Orzhov Syndicate

The Orzhov Syndicate is a sprawling network of organized crime that operates behind a facade of legitimate banking, robed in the trappings of religion. Adventures involving the Orzhov often include some combination of fighting their criminal activities, interacting with their wealth, and dealing with the haunting spirits and sinister monsters that make up a significant part of the guild's leadership.

Grand Basilica

Combining the guild's interests in organized crime, banking, and religion, Orzhov properties are ornate basilicas as grand as any cathedral, though the business conducted within them is driven by greed and lust for power rather than altruistic motives. Each location includes a grand space used not for purposes of worship, but to ensure that petitioners feel small and abased before the Orzhov oligarchs. Its lower level contains vaults to store the ill-gotten riches of its leaders, as well as crypts that hold the corpses of family members whose spirits might still be active above.

Grand Basilica Adventures

An adventure in an Orzhov basilica, like the one shown in map 4.7, can feel like the action in a gangster movie, a bank heist, or the exploration of a haunted house. The Grand Basilica Adventures table provides some examples.

Grand Basilica Adventures

d12	Adventure Goal
1	Steal (or recover) a magic item from the vaults below the basilica.
2	Put an end to nightly visitations by finding and confronting the haunting spirit in the basilica.
3	Survive a night trapped inside the basilica.
4	Deliver a warning to an Orzhov pontiff in the basilica and get out alive.
5	Rescue a prisoner being held in the basilica's spire or crypts.
6	Escape from captivity in the basilica's spire or crypts.
7	Destroy a dangerous weapon stored in a vault beneath the basilica.
8	Acquire or destroy some incriminating evidence held by an Orzhov blackmailer.
9	Retrieve a precious item held as collateral by an Orzhov loan shark.
10	Get information from a spirit who knew something important in life.
11	Find concrete evidence of the syndicate's illegal activities.
12	Discover the fate of someone who was last seen entering the basilica a week ago.

Orzhov Basilica Map

The Orzhov basilica is a huge church with the primary function of intimidating those who come to confess, atone, borrow, or pay. The nave features lofty archways, towering statues of proud oligarchs, and a huge central statue that depicts the Ghost Council surrounded by supplicants. A pair of tall doors behind the statue leads to an sanctuary where minor treasures—worth more than most citizens will ever see in their lives, but less than the true treasures hidden in the vaults—are put on display to encourage devotion. Another statue of a patron oligarch (usually the basilica's founder) stands at the end of this room, flanked by spiral staircases leading up into the spire and down to the crypts. The stairs are secured behind ornate wrought iron gates.

The three levels of the spire hold luxurious apartments where living oligarchs dwell. The doors can be locked from the outside, making them also suitable for holding valuable prisoners.

The crypts and vaults below the basilica hold the bones of ancient oligarchs and their most cherished treasures. Some crypts contain just bones, others just valuables, and some hold both. A security station keeps watch on the entire level, and the guards there are typically the only ones who have keys to open the metal portcullises that obstruct the hallway.

Orzhov Villains

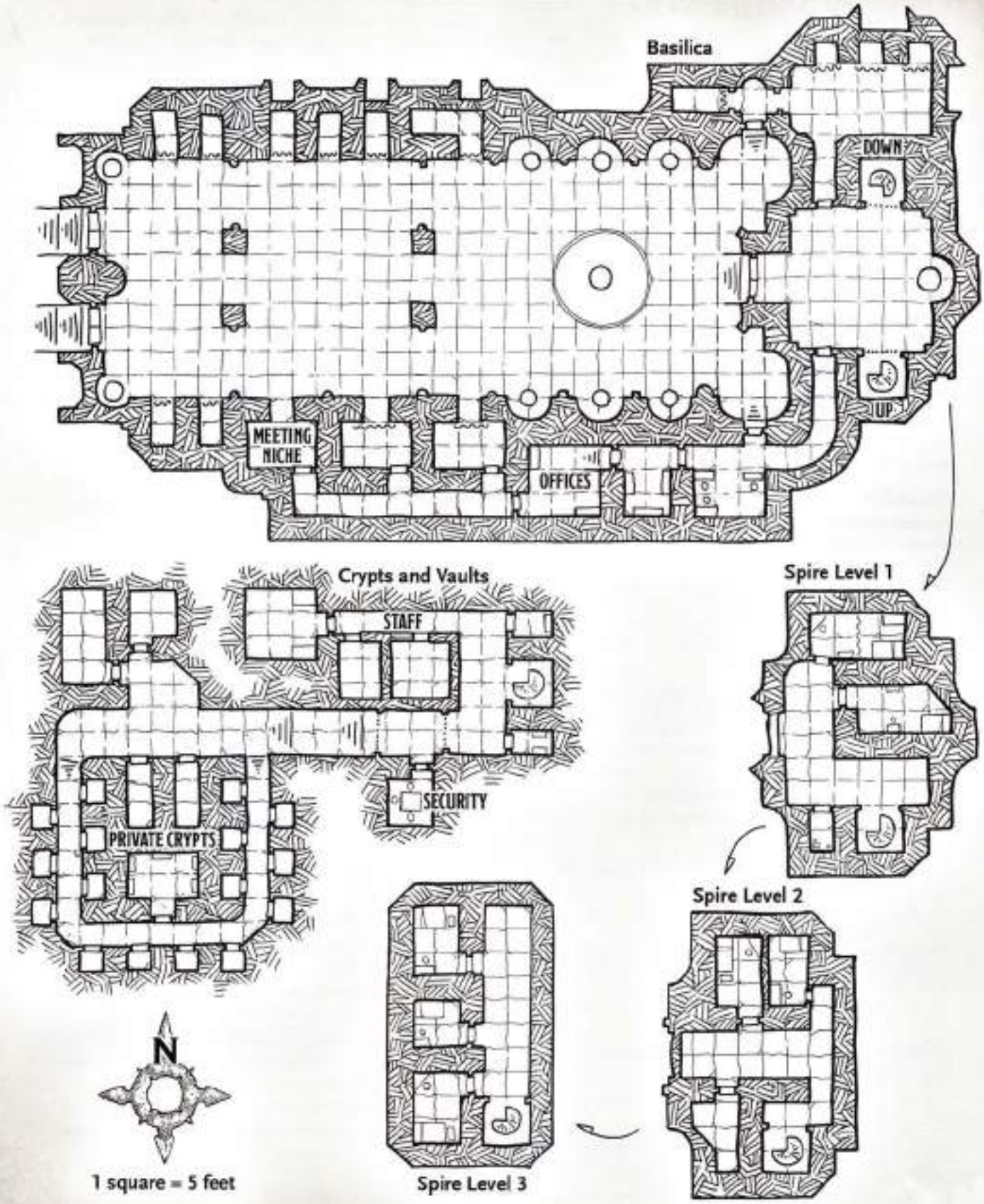
Examples of Orzhov villains appear in the Orzhov Villains table.

Orzhov Villains

d8	Villain
1	A powerful pontiff is using the spirits of dead relatives to intimidate members of other guilds.
2	An angel defected from the Boros Legion, bringing a magic sword with her that the Boros want back.
3	An Orzhov knight is trying to collect an overdue debt incurred by one of the adventurers' ancestors.
4	A pontiff is running an extortion racket, promising local businesses protection from thugs that are also in the Orzhov's employ.
5	A **blood drinker vampire** (see chapter 6 for the stat block) is holding prisoners as a food supply in a bank vault.
6	An advokist is exploiting legal loopholes to win the freedom of several criminals from Azorius prisons.
7	A desperate spirit tries to frighten people into paying its debts so it can pass on.
8	An unusually quick-witted **Orzhov giant** (see chapter 6 for the stat block) with grand visions of starting a criminal gang interferes with the flow of protection money.

Orzhov as Campaign Villains

Orzhov villains often scheme to achieve immortality (if they are still alive and have been denied the prospect of becoming a spirit after death), to gain influence, and



Map 4.7: Grand Basilica



especially to gather wealth (because too much is never enough). Their favorite methods include coercion, confidence scams (mostly relying on the fine print in magically binding contracts), murder, politics, theft, torture, and vice.

You could build a campaign around the Orzhov Syndicate's efforts to gain control of the adventurers. Recognizing the characters as powerful agents for change, one or more pontiffs scheme to make sure that the syndicate can direct that force toward goals of their choosing. In typical Orzhov fashion, that generally means trying to force the characters into debt, either to the Orzhov in general or to an individual pontiff.

At low levels, the Orzhov might be nothing more than a gentle force behind the scenes. If the adventurers need help, an Orzhov agent might appear and offer it. If they commit crimes, the Orzhov find out about it. The characters' valuables can be kept safe in an Orzhov vault, and Orzhov ministrants can provide healing and other clerical magic at reasonable prices.

As the campaign progresses and the characters acquire more influence in their guilds and in the city at large, the Orzhov begin trying to exert pressure. They call in favors in exchange for the help they have previously offered, they make subtle threats about reporting the adventurers' illegal acts, or they point to the fine print in agreements made with the ministrants. Initially, their motives might not be outwardly sinister. (The Orzhov Assignments table can serve as inspiration.) But if the characters work against Orzhov interests, the syndicate interferes more forcefully. All the while, Orzhov leaders are looking for ways to trap the characters under their ghostly thumbs.

As the campaign builds to a climax, the adventurers might be forced to make sacrifices in order to throw off the yoke of Orzhov debt. That turn of events could lead to a confrontation with an undead pontiff or even the entire Obzedat. And if a member of the adventuring party has died along the way, the other characters might find themselves fighting the spirit of their dead companion!

Orzhov Character Goals

Characters who are members of the Orzhov Syndicate, as well as those who are indebted to the Orzhov, might receive missions or errands that further the interests of their corrupt overlords. The Orzhov Assignments table includes examples of quests and side quests that such characters might undertake.

Orzhov Assignments

d6	Assignment
1	Convince a debtor to make a payment.
2	Damage the person or property of someone who refuses to pay protection money.
3	Distribute alms-coins to the poor.
4	Transport a chest of coins to an Orzhov bank.
5	Destroy evidence that implicates the Orzhov in a crime.
6	Find information that can be used to blackmail a powerful person.

Other Adventure Hooks

The Orzhov Adventure Hooks table presents ideas for additional adventures themed around the Orzhov Syndicate.

Orzhov Adventure Hooks

d6	Adventure Hook
1	Newly minted Orzhov coins are inscribed with a magical symbol that binds the spirit of anyone who uses them.
2	**Indentured spirits** (see chapter 6 for the stat block) have been deployed to haunt a location the Orzhov want to keep people away from.
3	Thrulls (described in chapter 6) that have broken free of Orzhov control are causing mischief.
4	Items appear on the black market that were obviously stolen from an Orzhov vault, but no one admits that the theft has occurred or claims credit.
5	**Gargoyles** perched on structures throughout the city are robbing passersby and delivering their stolen goods to an Orzhov basilica.
6	An eclipse triggers violent behavior from bound Orzhov spirits.



Cult of Rakdos

On most worlds, a cult dedicated to an ancient demon lord would be an obvious villain, to be rooted out and exterminated at all costs. On Ravnica, though, the status of the Cult of Rakdos isn't so clear-cut. It is a guild like the others, and its existence is mandated by the Guildpact, so exterminating it and its founder would violate the fundamental social order of the world. Although the ranks of Rakdos include outright villains who crave blood and mayhem, most of its members are performers who just want to put on a good show. Not every performance ends in violence, and even when a riot does break out, it's not always easy to pin the blame on the entertainers.

Nonetheless, the Cult of Rakdos has more than its share of truly villainous members, and the guild provides ample opportunity for adventurers to fight against true evil.

Notorious Nightclub

Catering to all sorts of demented desires, nightclubs like the one shown in map 4.8 are permanent venues, in contrast to the portable tents and stages set up by Rakdos performers in streets and plazas every night. Much of what happens here would be illegal if it weren't consensual—and if the city's rich and powerful weren't as drawn to its forbidden pleasures as anyone else in Ravnica.

Notorious Nightclub Adventures

Characters might be drawn to a Rakdos nightclub for reasons that have nothing to do with adventuring, but adventures unfold in these places regardless. The Notorious Nightclub Adventures table includes a variety of examples.

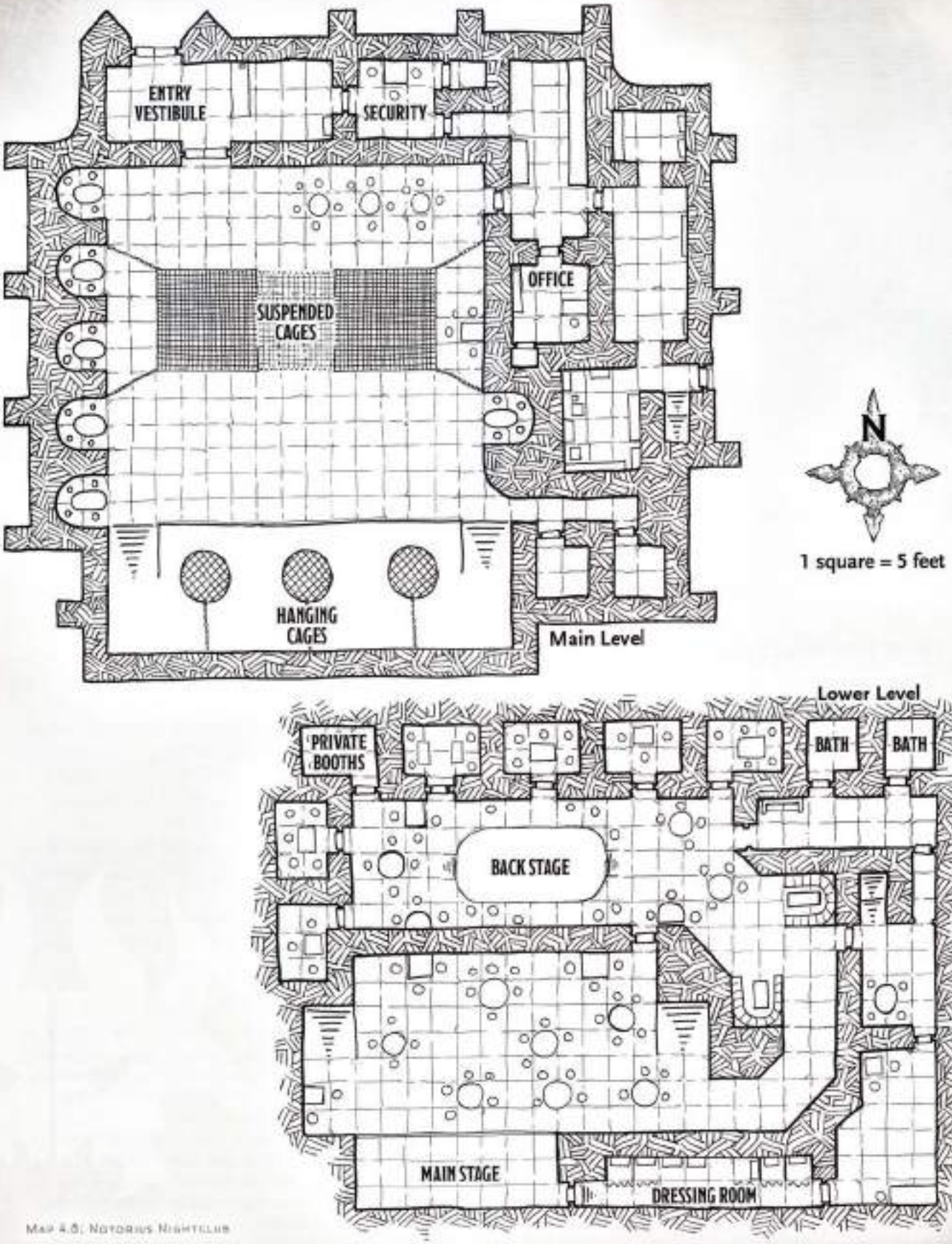
Notorious Nightclub Adventures

d12	Adventure Goal
1	Shut down a performance before the performers start attacking the crowd.
2	Escape from the club once the violence starts.
3	Protect a thrill seeker who wants to witness a performance close up.
4	Rescue someone who has been abducted for use as an extra in a show.
5	Find evidence that someone important was (or was not) killed in a previous performance here.
6	Capture a performer who ran away from a prominent family to "join the circus."
7	Use the distraction of a performance to hold a secret meeting with someone from another guild.
8	Spy on someone who is using the distraction of a performance to hold a secret meeting.
9	Acquire a magic item the Rakdos are using as part of a performance.
10	Investigate rumors that the Rakdos have a wingless angel in their show.
11	Find an escaped convict who is rumored to be hiding behind Rakdos makeup.
12	Stop a Rakdos member who is blackmailing an important person with embarrassing information.

Notorious Nightclub Map

Security, privacy, and terror are the priorities of this nightclub. Visitors are channeled through a large entry vestibule into an upper area with tables tucked away in nooks. From there, they can watch the violent antics of ferocious beasts or performers in cages suspended from the ceiling. Stairs lead down to the area of the main stage, where headlining performances are held. Offices and storage areas fill the rest of the main level.

A second stage in the lower level provides a more up-close experience, which often means audience members are showered in blood or drawn into the show. Several private booths surround the backstage area, with doors that include shuttered windows to enable those inside to keep an eye on the show or carry out private business.



Map 4.8: Notorious Nightclub



Rakdos Villains

Rakdos villains range in power from demented cultists to sadistic demons. Most of them are driven by a desire for unfettered mayhem. A hunger for a certain form of immortality (being an artist who is remembered forever) often feeds that desire, and insofar as Rakdos can be considered the "god" of his cult, objectives related to magic—carrying out his wishes, offering him sacrifices, and rousing him into action—are also significant objectives for some cultists. Driven as they are by selfish impulse and emotion, Rakdos villains also sometimes pursue schemes related to passion, power, or revenge. Specific examples appear on the Rakdos Villains table.

Rakdos Villains

d8	Villain
1	A coven of **blood witches** (see chapter 6 for the stat block), seeking Rakdos's favor, uses magic to turn members of other guilds against their own allies.
2	Word spreads that a retiring performer wants to go out with a bang, and their final performance promises to be explosive.
3	Mocking the absence of the Guildpact, a Rakdos troupe takes over the Chamber of the Guildpact and performs its satire before a captive audience.
4	A demon captures people and makes a game of thwarting their efforts to escape.
5	A skilled puppeteer uses skeletal marionettes to recreate historical acts of violence between guilds—which are inexplicably repeated in the real world within the next few days.
6	A ringmaster has discovered magic that fills the whole audience with blood lust and sends them rampaging through the streets.
7	A hypnotist is programming audience members to go into a murderous rage when a triggering event occurs.
8	A crazed **blood witch** (see chapter 6 for the stat block) hopes to rouse Rakdos by driving captured sacrificial victims into his lair.

Rakdos as Campaign Villains

You could build a campaign around the Cult of Rakdos's efforts to stir its demonic patron into action against the other guilds. The campaign might unfold amid steadily increasing violence, escalating to episodes of widespread rioting and rampaging demons.

At lower levels, the adventurers might encounter incidental violence spilling over from Rakdos venues: a brawl outside a nightclub, overenthusiastic devils spreading fires around a street stage, or the "accidental" death of a few performers at the climax of their act. As the campaign progresses, the characters might be drawn into combating the efforts of blood witches who are trying to exterminate the cult's most active enemies.

The more they foil the cult's efforts, the more the characters themselves become targets of both ridicule and violent action.

At the campaign's climax, the adventurers might have to interrupt a ritual performed in Rakdos's lair in order to prevent him from rampaging through the city—or if they are too late to do that, they might have to fight the ancient demon lord himself.

Rakdos Character Goals

Characters who are members of the Cult of Rakdos are expected to be self-motivated and rarely take orders from anyone other than Rakdos himself. The Rakdos Assignments table includes some suggestions for adventures or side quests that Rakdos characters might undertake on their own initiative, or perhaps at the request of a ringmaster or a fellow performer.

Rakdos Assignments

d6	Assignment
1	Acquire a flashy magic item to use as a prop in a performance.
2	Try out a new performance routine in the midst of actual life-or-death combat.
3	Sow distrust of an important person through satire or slander.
4	Make sure a specific person is in the front row for a certain performance.
5	Capture a deadly monster for use in a spectacular show.
6	Interrupt a solemn ceremony or ritual being performed by another guild.

Other Adventure Hooks

The Rakdos Adventure Hooks table presents ideas for additional adventures themed around the Cult of Rakdos.

Rakdos Adventure Hooks

d6	Adventure Hook
1	Wild-eyed people attending a popular new club seem unwilling or unable to go home after several days of nonstop merriment.
2	One morning, everyone who has seen a Rakdos performance in the past week suddenly transforms into a minor demon.
3	An apparently spontaneous Rakdos-led riot has spread to take over an entire neighborhood.
4	People who die in Rakdos-inspired violence stand back up as **zombies** and keep fighting.
5	Ordinary knives and chains in homes across the neighborhood seem to come to life in advance of the start of a Rakdos show.
6	After several mausoleums are burst open from the inside, people see their undead family members cavorting on a Rakdos stage.

Selesnya Conclave

The Selesnya Conclave is most likely to be involved in adventures as a force for good, since many of its members are healers, diplomats, and mediators. It is a natural home for player characters—especially clerics and druids—so it might serve as a patron. Nonetheless, the guild has a militaristic bent, and like nature itself it isn't beyond corruption.

Vernadi Center

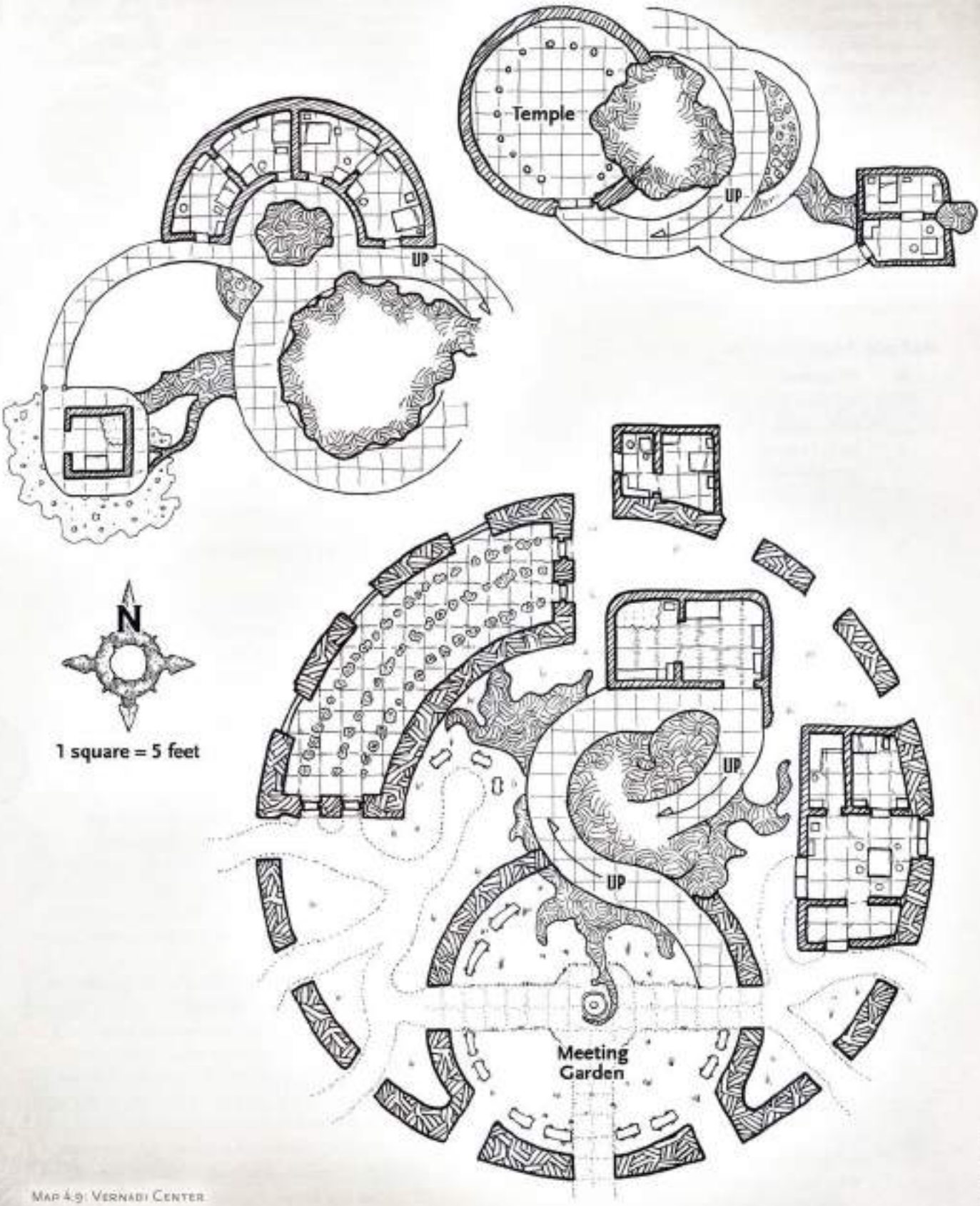
The basic unit of the Conclave's organization is the vernadi—a community centered on a large tree and led by the voda of the enclave, a dryad whose spirit is linked to that tree. From the outside, a vernadi might resemble a peaceful commune, and thus seem to be an easy target for theft or assault. But its temple gardens are protected by soldiers and archers, and even the seemingly serene initiates have some military training.

Vernadi Center Adventures

Though a vernadi lacks the defensive fortifications of, for example, a Boros garrison, it is still a difficult place to attack or infiltrate. Because of the sheer numbers of initiates that might be inside, stealth is probably a better tactic than frontal assault. The Vernadi Center Adventures table offers some suggestions.

Vernadi Center Adventures

d12	Adventure Goal
1	Ascertain the numbers of the military forces housed in and around the vernadi.
2	Find the source of pollen that is drifting through the neighborhood and making people placid and compliant.
3	Find the source of wind-borne seeds that are drifting through the neighborhood and quickly growing into hostile awakened shrubs.
4	Retrieve an initiate who was supposedly forced to join the guild through mind-affecting magic.
5	Stop the vernadi, whose tree has awakened and escaped the control of its dryad, from trampling through the neighborhood.
6	Find a way to tap into the mind, will, and knowledge of Mat'Selesnya through the vernadi's central tree or its dryad.
7	Introduce a contagion into Mat'Selesnya through the vernadi's tree or its dryad.
8	Capture an equenaut who has been accused of a crime and who has taken refuge at the vernadi.
9	Convince or coerce a healer to tend to a sick or wounded person who would normally be an enemy of the conclave.
10	Find a spy embedded in the vernadi community.
11	Blend into the community to avoid pursuers.
12	Retrieve an item that was donated to the community by a new initiate, but without the permission of the item's owner.



Map 4.9: Vernadi Center

Vernadi Center Map

The temple shown in map 4.9 is at the heart of the vernadi, built in and around a large tree. A circle of white marble with several archways surrounds the base of the tree, encompassing both a decorative garden where meetings are held and a vegetable garden that provides food for the vernadi. The meeting garden includes benches and a fountain of fresh water. Two small buildings at ground level offer rustic accommodations for members of the vernadi or guests.

Gracefully curving ramps sweep around the trunk of the tree, leading to various other small buildings. Several of these are open to the air, offering sheltered places for gatherings or quiet contemplation. Others are apartments where leaders of the vernadi live. Near the top of the tree is a large, round temple space.

Selesnya Villains

True evil is rare among the members of Selesnya, with misplaced religious zeal being the impetus that most commonly pushes its members into acts of villainy.

Examples of Selesnya villains appear in the Selesnya Villains table.

Selesnya Villains

d8	Villain
1	A fanatical leader disrupts building projects because they aren't in harmony with nature.
2	A Ledev guardian is leading preemptive raids on other guilds, believing that a full-scale attack on the conclave is imminent.
3	A voda, feeling imperiled by the ills of society, causes vines to grow and seal the members of her vernadi inside.
4	A militant leader of a splinter group harasses "unbelievers" on the street and threatens to unleash elemental power on them.
5	A loxodon evangel uses coercive methods to recruit young people into the conclave.
6	An elf seeking spiritual union with Mat'Selesnya threatens the dryad of their own vernadi.
7	A crazed prophet claims to be the incarnation of Mat'Selesnya and gathers an army to strike at other guilds.
8	A **horncaller** (see chapter 6 for the stat block) steals animals that were used as pets, mounts, and beasts of burden throughout the neighborhood.



Selesnya as Campaign Villains

You could structure a campaign around the efforts of the Selesnya Conclave to finally bring all of Ravnica into its welcoming embrace.

At lower levels, Selesnya might be an ally to the player characters, offering support in the form of healing and other magic. By the time the characters reach middle levels, Selesnya emerges as a threat: perhaps it becomes clear that several vernadi are using magical charms (or other forms of coercion) to win converts, and the conclave might even try to coerce the player characters to join. Eventually, their strategy evolves toward extortion and conquest, as they unleash wurms and similar powerful beasts to threaten those who refuse to convert, and they use the might of their armies to eliminate other guilds and bring whole precincts under their control. The climax of the campaign might involve the heroes leading or coordinating the efforts of all nine other guilds to unite against the Selesnya threat.

Selesnya Character Goals

Characters who are part of the Selesnya Conclave are usually sent into the world to help ease suffering, make peace, win converts, and advance the other objectives of the guild. The Selesnya Assignments table includes a number of side quests for individual Selesnya characters as well as adventure hooks for a whole party.

Selesnya Assignments

d6	Assignment
1	Work to stop the spread of a strange illness.
2	Tend to the victims of a catastrophe or an attack.
3	Mediate a dispute between two other guilds.
4	Plant a magic seed, watch it grow into a great tree, and defend the tree until reinforcements arrive.
5	Bring an unruly beast under control and return it to the vernadi it escaped from.
6	Lead a targeted military strike to warn another guild against overreaching.

Other Adventure Hooks

The Selesnya Adventure Hooks table presents ideas for additional adventures themed around the conclave.

Selesnya Adventure Hooks

d6	Adventure Hook
1	A sacred tree has been defiled or cut down, and an angry Selesnya mob is gathering to exact revenge.
2	The Worldsoul has identified the characters as emblematic of their guilds' overreaching ambition.
3	A seer of the conclave tries to convince the characters that they are fated to save the world.
4	Plants throughout a neighborhood develop carnivorous tendencies.
5	A magic-infused stone of a Selesnya building grows out of control, threatening nearby buildings.
6	A Selesnya **wurm** (see chapter 6 for the stat block) breaks free of its controller and goes on a rampage.

Simic Combine

Adventures that involve the Simic Combine delve into the world of weird magical science. The Simic breed the hybrids known as krasis, and those creations can break free of their controllers and rampage through the city streets. The Simic also infuse sapient races with animal features, creating hybrids with adaptations designed for combat and espionage.

Growth Chamber

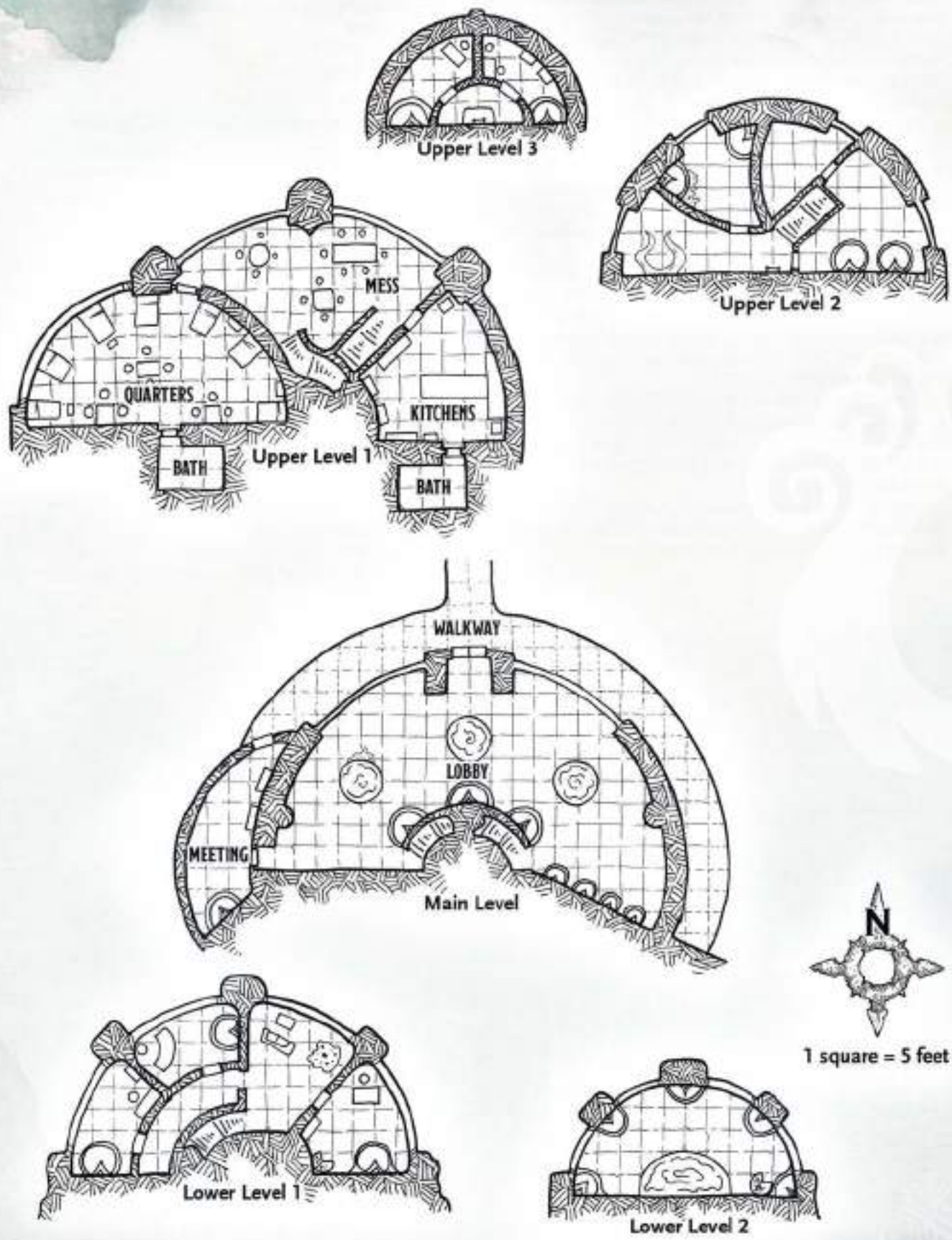
Although most Simic research is concentrated in the nine zonots distributed all over Ravnica, mages affiliated with the guild construct laboratories in various other locations, particularly when they are seeking a particular combination of environmental factors such as air and water temperature, humidity, and ambient light. Growth chambers like the one depicted in map 4.10, built for the creation and incubation of krasis and hybrids, could be located anywhere, from deep in the undercity to the top of a tall spire.

Growth Chamber Adventures

Adventures in a growth chamber often involve dealing with Simic experiments. The Growth Chamber Adventures table shows some examples.

Growth Chamber Adventures

d12	Adventure Goal
1	Escape from the chamber while a **category 3 krasis** (see chapter 6 for the stat block) runs amok through it after breaking out of its growth pod.
2	Break one or more krasis (described in chapter 6) out of their growth pods in order to wreak havoc on the growth chamber.
3	Stop a sinister experiment in progress.
4	Spy on a research program intended to create superior soldiers.
5	Subtly sabotage a research program so that it fails without the interference being obvious.
6	Steal research notes from an experiment with broad applications.
7	Free someone who has become the involuntary subject of Simic experiments.
8	Discover the source of a form of terraforming magic spreading out from the chamber's location.
9	Capture a crazed Simic scientist who is trying to use other scientists in the chamber for experimental subjects.
10	Capture a crazed Simic scientist whose own body has been drastically altered by their experiments.
11	Acquire the laboratory's technology so it can be put to use by another guild.
12	Retrieve research notes from a flooded and abandoned laboratory.



Map 4.10: Growth Chambers

Growth Chamber Map

This structure is attached to the side of some other structure, much as a coral affixes itself to a solid surface. It might be built on the inside wall of a zonot or a chasm, or it could abut another building at street level. The chamber consists of a series of overlapping domes with large, green-tinted windows.

The main entrance leads into a lobby with three decorative pools and three functional growth pods showcasing the most innocuous research being done here. The pods are glass and metal devices filled with greenish, vaguely glowing liquid, designed to allow life forms to gestate and grow until they are ready to emerge. The pods might be growing homunculi or category 1 krasis, but it would be highly unusual for the Simic to display the maturation of a hybrid soldier in such a public way. Four smaller growth pods to one side serve the same function. On the other side, a meeting room (containing one more growth pod) offers a place for researchers to meet with outsiders.

The first level above the main floor is dedicated to living, cooking, and eating space for the researchers and others who live here. A single large room acts as a barracks for the scientists, with folding screens offering some degree of privacy.

The other levels of the chamber are entirely dedicated to research and space to grow the laboratory's creations. Growth pods are found in nearly every room.

Simic Villains

Examples of Simic villains appear in the Simic Villains table.

Simic Villains

d8	Villain
1	A rogue researcher is flooding parts of the undercity to serve as aquariums for secret experiments.
2	Researchers are capturing members of the other guilds so they can create hybrid soldiers that take advantage of the weaknesses of those guilds.
3	Researchers team up to surround an entire neighborhood in a plasma casing that is slowly altering the environment and all its inhabitants.
4	A magic-wielding Simic hybrid is eluding capture by the authorities thanks to a combination of adaptations and spells.
5	A researcher delves too deep into ancient lore and discovers mind-warping alien secrets.
6	A researcher creates a moss that threatens to destroy much of the city's food production.
7	A **biomancer** (see chapter 6 for the stat block) seeks revenge by creating a specialized krasis that targets a specific guild.
8	A researcher turns to necromancy, exploring the combination of dead body parts with living tissue.





Simic as Campaign Villains

Many Simic researchers are driven by the belief that the guild must adapt to the prospect of imminent war among the guilds. Thus, villains among their number are often those who seek to provoke the war they have foreseen, or those who go to extraordinary, unethical, or illegal lengths to conduct their work.

In the early stages of the campaign, the adventurers might face Simic-related threats such as rogue hybrids and rampaging krasis, which seem to be unrelated to each other and more or less accidental. As the campaign progresses, it becomes clear that these Simic creatures are part of a military build-up. The wrath of the other guilds turns toward the combine, but this conflict is exactly what the guild has been preparing for. Ultimately, it falls to the characters to either prevent the war, disable the Simic creatures that are poised to obliterate the other guilds' armies, or find another course of action that can maintain the balance of power in Ravnica.

Simic Character Goals

The Simic Assignments table presents some ideas for missions that could drive an adventure or serve as side quests for a Simic character.

Simic Assignments

d6	Assignment
1	Protect a Simic researcher who is trying to make an exhaustive examination of a new form of plant life.
2	Capture a previously unknown type of creature.
3	Contain an ooze or a krasis that is running loose.
4	Observe the behavior of a new form of krasis or Simic hybrid in the field.
5	Test a symbiotic magic item or life form (perhaps something like a living *cloak of the manta ray*).
6	Introduce a new predator species to the area to prey on a smaller species that is running amok.

Other Adventure Hooks

The Simic Adventure Hooks table presents ideas for additional adventures themed around the Simic Combine.

Simic Adventure Hooks

d6	Adventure Hook
1	A researcher who was hybridized with an ooze is accidentally spreading that effect throughout a neighborhood, partially liquefying the residents.
2	Multiple **category 3 krasis** (see chapter 6 for the stat block) under no one's control emerge from canals throughout the city.
3	A Simic laboratory has sunk to the bottom of a zonot, and all contact has been lost with the researchers inside.
4	A Simic airship falls to the ground, and it contains key research that several parties want to acquire.
5	A sage of the Gyre Clade accidentally creates an *antimagic field* that slowly spreads over the neighborhood.
6	People and animals near a Simic zonot develop spontaneous mutations.



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, 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.

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.

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 helps 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 Lyev 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 Golgari 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 chapter 6 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 (see chapter 3). 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 arresters, 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 chapter 6 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 chapter 6 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 another 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

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.

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

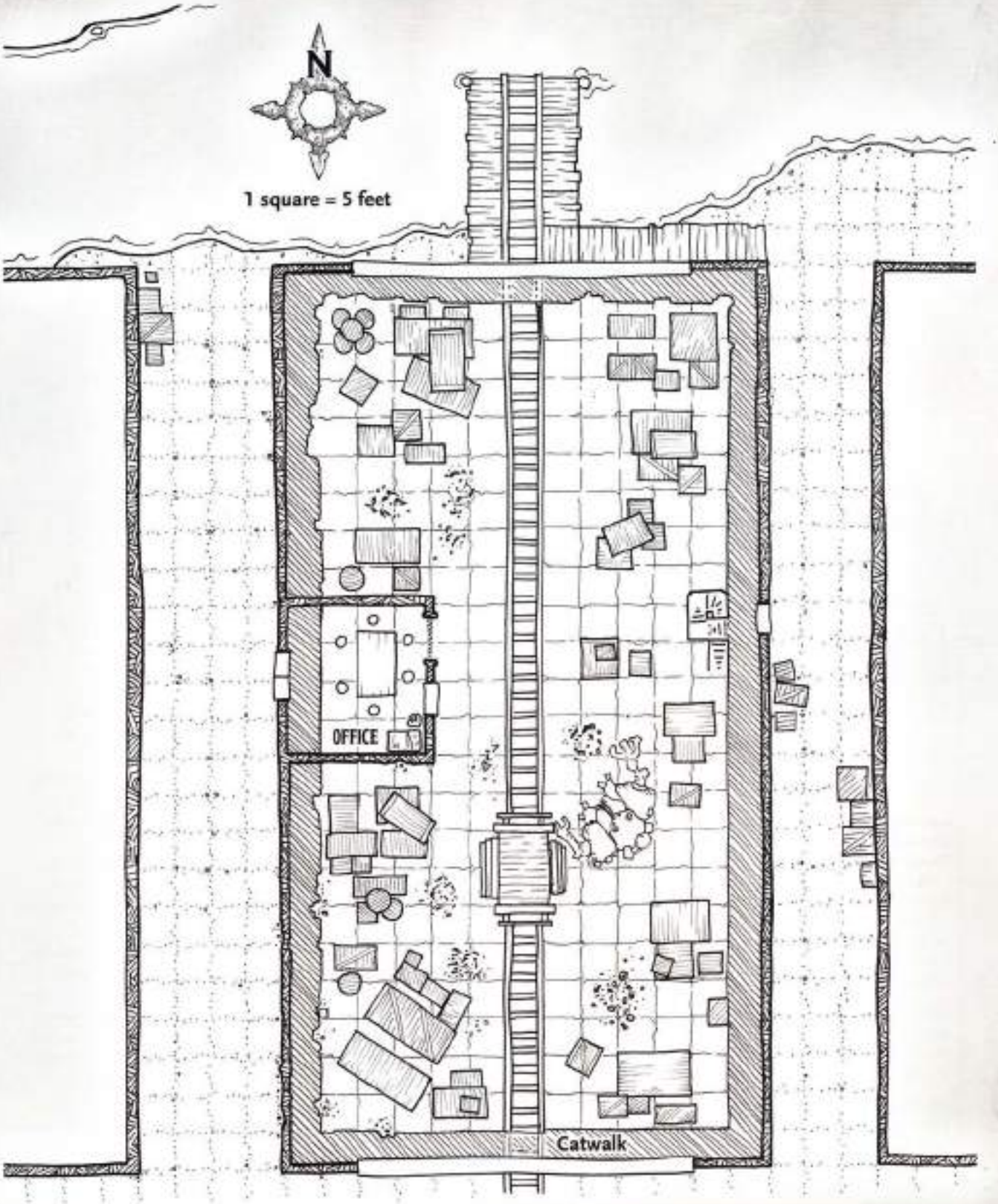
One of the steps of the catwalk staircase is ready to collapse. This fragile board is located 10 feet off the ground and can be spotted by anyone on the stairs who has a passive Wisdom (Perception) score of 13 or higher. A creature that weighs more than 100 pounds that steps on the board must succeed 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.



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 chapter 6 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.

In addition to the adventure seeds in the first part of this chapter, 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?



Chapter 5: Treasures

Those who are bold or cunning enough can find treasures aplenty to reward their exploits in Ravnica. Coins change hands in back alleys, chests of riches are laden onto beasts of burden, and fine objects of art stand on display in museums and galleries. Obscene wealth lies secreted away in Orzhov vaults, the Azorius Senate's payroll is a bureaucratic tangle, and House Dimir greases countless palms with an apparently endless fortune. And items of magic lure adventurers and thieves with the promise of greater power.

Coins in Treasure

When you use the treasure tables in chapter 7 of the *Dungeon Master's Guide*, you can change the type of coinage found if you'd like to associate the coins with a particular guild. For more information about coinage in Ravnica, see the "Currency: Zibs and Zinos" section in this book's introduction.

Copper pieces encountered in treasure are either standard Azorius zibs or Orzhov alms-coins. A pouch of alms-coins might belong to someone who has been impoverished—or someone who makes a habit of robbing from the poor. A chest full of alms-coins could be an Orzhov lockbox used to hold the coins before they are distributed to the poor.

Silver coins minted by the Azorius Senate are worth 25 cp, so they might be found in smaller numbers than the standard silver pieces mentioned on the treasure tables. They are common currency, so they're found in the coin purses of virtually everyone in Ravnica. A hoard of silver coins might be amassed by a miser or stored in a bank vault (or stolen from such places).

Electrum pieces found in treasure are Azorius 50-zib coins. These coins are more common than electrum pieces are on most other D&D worlds, and they serve a function very similar to the silver 25-zib coins. You might reflect this fact by turning some silver pieces found as treasure into electrum pieces.

Gold coins in treasure translate directly to 1-zino coins, which could be the standard coins of Azorius mint or Boros coins (which might have been used as the weekly pay of a soldier in the Legion). A treasure might include Boros 5-zino coins, representing the salary of an officer or a payment made from the Legion to another guild.

Platinum pieces found in treasure are Orzhov 10-zino coins. They might have originally belonged to an Orzhov pontiff. Perhaps they were withdrawn from an account in an Orzhov bank—which suggests someone wealthy and powerful, possibly with criminal connections. A significant treasure find might include a stash of Orzhov 100-zino coins (one-tenth the number of platinum pieces found on the treasure table), which almost certainly belongs to a powerful Orzhov scion who wants it back.

Guild Charms

A guild charm is a magical effect placed on an otherwise mundane item. Charms are often given to favored members of the guild—those whose renown scores with their guilds have reached 10 or higher—or those entrusted with important missions. A charm typically manifests as the guild's symbol emblazoned on an item that is worn or carried by the chosen creature.

A guild charm can be used only a certain number of times before it vanishes, and only by the creature upon which it was bestowed. If you use a charm to cast a spell, you can do so without expending a spell slot or providing any components. The spell's save DC is 15, its attack bonus is +7, and the spellcasting ability modifier for any spell effects is +4.

A charm can't be used in the area created by an *antimagic field* spell or a similar effect. The guildmaster of the charm's guild can revoke the charm as an action, but otherwise the charm can't be removed from the object on which it was placed by anything short of divine intervention or a *wish* spell.

The charms associated with each guild are described below.

Azorius Charm

When you activate this charm, you can cast the *hold person* (3rd-level version), *command*, or *counterspell* spell. The charm vanishes after you activate it.

Boros Charm

When you activate this charm, you can cast the *crusader's mantle* or *haste* spell. Alternatively, you can cast the *guiding bolt* spell, and if it hits, you regain a number of hit points equal to the damage it deals. The charm vanishes after you activate it.

Dimir Charm

When you activate this charm, you can cast the *blink* or *sleep* (3rd-level version) spell. Alternatively, when you take damage, you can use your reaction to turn invisible and teleport up to 30 feet to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast a spell. The charm vanishes after you activate it.

Golgari Charm

When you activate this charm, you can cast the *dispel magic*, *false life* (3rd-level version), or *stinking cloud* spell. The charm vanishes after you activate it.

Gruul Charm

When you activate this charm, you can cast the *heroism* or *thunderwave* spell (3rd-level versions). Alternatively, as a reaction when you miss with a weapon attack, you can make another attack against the target you missed. The charm vanishes after you activate it.

Izzet Charm

When you activate this charm, you can cast the *dispel magic* or *lightning bolt* spell. Alternatively, as an action, you can regain one expended spell slot of 3rd level or lower. The charm vanishes after you activate it.

Orzhov Charm

When you activate this charm, you can cast the *bestow curse* or *fear* spell. Alternatively, when a creature you can see within 30 feet of you is reduced to 0 hit points, you can use your reaction to have it drop to 1 hit point instead. The charm vanishes after you activate it.

Rakdos Charm

When you activate this charm, you can cast the *crown of madness*, *hellish rebuke*, or *shatter* spell. The charm vanishes after you activate it.

Selesnya Charm

When you activate this charm, you can cast the *aura of vitality* or *conjure animals* spell. Alternatively, as an action, you can give up to three creatures of your choice within 30 feet of you resistance to bludgeoning, piercing, and slashing damage until the end of your next turn. The charm vanishes after you activate it.

Simic Charm

When you activate this charm, you can cast the *enhance ability* (3rd-level version), *enlarge/reduce*, or *gaseous form* spell. The charm vanishes after you activate it.

Magic Items

Magic items are abundant on Ravnica. Izzet workshops and foundries create a plethora of wild and often dangerous items, and spellcasters from every guild craft items for their own use and that of their guild mates. More powerful items are created in grand experiments or by angelic blessings, or they find their way out of hidden vaults and ancient underground ruins.

Guilds and Magic Items

Each of Ravnica's guilds has an affinity for certain magic items. This section identifies the magic items most likely to be created, used, or valued by each guild. The lists include the magic items in this book (referred to as *GGR*) and in the *Dungeon Master's Guide* (*DMG*) that are particularly appropriate for the guilds.

The guild lists are by no means comprehensive; the guilds are happy to use whatever resources become available to them, magical or otherwise. But the items shown here are particularly prized and even coveted by the guilds. Word of the discovery of a *holy avenger*, for example, can mobilize a whole Boros garrison to search for it and claim it for the legion's use. And if such an item is stolen from the Boros, the legion will go to equal lengths to reclaim it and punish the thieves.

Some items created on Ravnica are prized by all the guilds; they are listed on the General Items table.

General Items

Rarity	Item	Source
Uncommon	*Skyblinder staff*	*GGR*
Very rare	*Illusionist's bracers*	*GGR*
Very rare	*Peregrine mask*	*GGR*
Very rare	*Sword of the paruns*	*GGR*
Very rare	*Voyager staff*	*GGR*



Rakdos Charm

Azorius Items

The members of the Azorius Senate use, and sometimes craft, magic items that help them subdue and dominate wrongdoers. Items that heighten the user's vigilance are also highly valued among the guild's arresters.

Azorius Items

Rarity	Item	Source
Uncommon	*Guild signet*	GGR
Uncommon	*Lantern of revealing*	DMG
Uncommon	*Weapon of warning*	DMG
Rare	*Bead of force*	DMG
Rare	*Dimensional shackles*	DMG
Rare	*Guild keyrune*	GGR
Rare	*Iron bands of Bilarro*	DMG
Rare	*Rope of entanglement*	DMG
Rare	*Wand of binding*	DMG
Very rare	*Rod of alertness*	DMG
Very rare	*Rod of security*	DMG
Legendary	*Defender*	DMG
Legendary	*Rod of lordly might*	DMG

Boros Items

Weapons of war and items imbued with the holiness of the angels are the favored magic items of the Boros Legion. Some of these items are created by the blessing of Aurelia herself, while others are relics dating back to the legion's founder, Razia, or other venerated figures of the past.

Boros Items

Rarity	Item	Source
Uncommon	*Guild signet*	GGR
Uncommon	*Sentinel shield*	DMG
Rare	*Daern's instant fortress*	DMG
Rare	*Guild keyrune*	GGR
Rare or greater	*Horn of Valhalla*	DMG
Rare	*Pariah's shield*	GGR
Rare	*Sun blade*	DMG
Rare	*Sunforger*	GGR
Very rare	*Spellguard shield*	DMG
Legendary	*Holy avenger*	DMG

Dimir Items

Anything that enhances stealth or facilitates spying is precious to House Dimir. Agents of the guild disguise themselves, turn invisible, and shield their own minds while they pry into the minds of others.

Dimir Items

Rarity	Item	Source
Uncommon	*Amulet of proof against detection and location*	DMG
Uncommon	*Guild signet*	GGR
Uncommon	*Hat of disguise*	DMG
Uncommon	*Medallion of thoughts*	DMG
Uncommon	*Ring of mind shielding*	DMG
Uncommon	*Spies' murmur*	GGR
Very rare or greater	*Crystal ball*	DMG
Very rare	*Guild keyrune*	GGR
Legendary	*Cloak of invisibility*	DMG
Legendary	*Ring of invisibility*	DMG

Golgari Items

The members of the Golgari Swarm are scavengers who retrieve lost items from the undercity, which means that Golgari agents could conceivably end up in possession of any magic item of any origin. The items the Golgari prefer often involve stealth, insects, or poison.

Golgari Items

Rarity	Item	Source
Common	*Moodmark paint*	GGR
Uncommon	*Boots of elvenkind*	DMG
Uncommon	*Cloak of elvenkind*	DMG
Uncommon	*Guild signet*	GGR
Uncommon	*Pipes of the sewers*	DMG
Rare	*Dagger of venom*	DMG
Rare	*Staff of swarming insects*	DMG
Very rare	*Cloak of arachnida*	DMG
Very rare	*Guild keyrune*	GGR
Very rare	*Ring of regeneration*	DMG

Gruul Items

The members of the Gruul Clans are as likely to destroy magic items as they are to use them, but certain weapons and strength-enhancing items are well suited to their tastes.

Gruul Items

Rarity	Item	Source
Uncommon	*Gauntlets of ogre power*	DMG
Uncommon	*Guild signet*	GGR
Rare or greater	*Belt of giant strength*	DMG
Rare	*Berserker axe*	DMG
Rare	*Guild keyrune*	GGR
Rare	*Horn of blasting*	DMG
Rare	*Ring of the ram*	DMG
Rare	*Stone of controlling earth elementals*	DMG
Legendary	*Ring of spell turning*	DMG

Izzet Items

The Izzet League is the most prolific creator of magic items in Ravnica. Its inventions can be unpredictable and downright dangerous, but they can also be useful tools, weapons, and implements of magical manipulation. Izzet researchers are prone to giving their magic items special names, so what one person might call a *staff of thunder and lightning* might be an *electrosonic field manipulator* to its Izzet wielder.

Izzet Items

Rarity	Item	Source
Uncommon	*Alchemy jug*	*DMG*
Uncommon	*Elemental gem*	*DMG*
Uncommon	*Guild signet*	*GGR*
Uncommon	*Headband of intellect*	*DMG*
Uncommon	*Mizzium apparatus*	*GGR*
Uncommon	*Pyroconverger*	*GGR*
Rare	*Bowl of commanding water elementals*	*DMG*
Rare	*Brazier of commanding fire elementals*	*DMG*
Rare	*Censer of controlling air elementals*	*DMG*
Rare	*Guild keyrune*	*GGR*
Rare	*Mizzium armor*	*GGR*
Rare	*Mizzium mortar*	*GGR*
Rare	*Wand of wonder*	*DMG*
Very rare	*Manual of golems*	*DMG*
Very rare	*Staff of thunder and lightning*	*DMG*
Legendary	*Apparatus of Kwalish*	*DMG*
Legendary	*Ring of elemental command*	*DMG*
Legendary	*Staff of the magi*	*DMG*

Orzhov Items

The oligarchs and pontiffs of the Orzhov Syndicate view possession of magic items as a mark of status, whether those items are ostentatiously on display or hidden away in a vault. Items that the guild creates are often extremely ornate: Orzhov-made *wings of flying*, for example, might have the appearance of bird wings where every feather looks like colorful stained glass. Items that magically increase the wearer's imposing presence and authority are especially coveted in the syndicate.

Orzhov Items

Rarity	Item	Source
Uncommon	*Eyes of charming*	*DMG*
Uncommon	*Guild signet*	*GGR*
Rare	*Guild keyrune*	*GGR*
Rare	*Rod of rulership*	*DMG*
Rare	*Wings of flying*	*DMG*
Very rare	*Mirror of life trapping*	*DMG*
Very rare	*Tome of leadership and influence*	*DMG*
Legendary	*Sphere of annihilation*	*DMG*

Rakdos Items

Fire, pain, spectacle, and just enough random destruction to make life enjoyable—that's all Rakdos cultists want out of their magic items. Items that magically create fire, leave lingering wounds, instill fear, or randomly devour objects put inside them are all sources of delight for members of the Cult of Rakdos.

Rakdos Items

Rarity	Item	Source
Uncommon	*Deck of illusions*	*DMG*
Uncommon	*Guild keyrune*	*GGR*
Uncommon	*Guild signet*	*GGR*
Uncommon	*Potion of fire breath*	*DMG*
Rare	*Cape of the mountebank*	*DMG*
Rare	*Flame tongue*	*DMG*
Rare	*Mace of terror*	*DMG*
Rare	*Necklace of fireballs*	*DMG*
Rare	*Sword of wounding*	*DMG*
Rare	*Wand of fear*	*DMG*
Rare	*Wand of fireballs*	*DMG*
Very rare	*Bag of devouring*	*DMG*
Very rare	*Dancing sword*	*DMG*
Very rare	*Demon armor*	*DMG*
Very rare	*Nine lives stealer*	*DMG*
Very rare	*Staff of fire*	*DMG*
Very rare	*Sword of sharpness*	*DMG*
Legendary	*Iron flask*	*DMG*
Legendary	*Rakdos riteknife*	*GGR*

Selesnya Items

Members of the Selesnya Conclave cherish magic items that heal and protect, items that call on the forces of nature (and the will of Mat'Selesnya), and weapons of fine elven elegance. Such items are often made from natural materials such as wood and leather and might incorporate leaves and vines.

Selesnya Items

Rarity	Item	Source
Uncommon	*Bag of tricks*	*DMG*
Uncommon	*Bracers of archery*	*DMG*
Uncommon	*Guild signet*	*GGR*
Uncommon or greater	*Instrument of the bards*	*DMG*
Uncommon	*Periapt of health*	*DMG*
Uncommon	*Periapt of wound closure*	*DMG*
Rare	*Elixir of health*	*DMG*
Rare	*Guild keyrune*	*GGR*
Rare	*Periapt of proof against poison*	*DMG*
Rare	*Ring of animal influence*	*DMG*
Rare	*Staff of healing*	*DMG*
Rare	*Staff of the woodlands*	*DMG*
Very rare	*Oathbow*	*DMG*
Very rare	*Staff of thunder and lightning*	*DMG*
Legendary	*Rod of resurrection*	*DMG*

Simic Items

The Simic Combine spends more of its time altering the biological processes of living creatures than it does working on magic items. Its preferred items either facilitate physical transformation or are creatures themselves—symbiotic life forms engineered to provide Simic researchers and soldiers with new capabilities.

Simic Items

Rarity	Item	Source
Uncommon	*Cap of water breathing*	DMG
Uncommon	*Cloak of the manta ray*	DMG
Uncommon	*Decanter of endless water*	DMG
Uncommon	*Guild keyrune*	GGR
Uncommon	*Guild signet*	GGR
Uncommon	*Necklace of adaptation*	DMG
Uncommon	*Ring of swimming*	DMG
Uncommon	*Trident of fish command*	DMG
Rare	*Cloak of the bat*	DMG
Very rare	*Manual of bodily health*	DMG
Very rare	*Wand of polymorph*	DMG



Golgari Keyrune

Magic Item Descriptions

This section presents an assortment of magic items in alphabetical order. See the *Dungeon Master's Guide* for the rules on magic items.

Guild Keyrune

Wondrous item, rarity by keyrune (requires attunement by a member of the relevant guild)

Associated with a particular guild, a *guild keyrune* is a ceremonial, stylized key, about 1 foot long, made from carved stone. Not a literal key, the item is a badge of authority that gives its bearer access to privileged places in its guild's headquarters and outposts. At the DM's discretion, a character might be given a keyrune upon attaining a renown score of 25 in their guild.

When you use an action to speak the item's command word and place the keyrune on the ground in an unoccupied space within 5 feet of you, the keyrune transforms into a creature. If there isn't enough space for the creature, the keyrune doesn't transform. See the *Monster Manual* for the creature's stat block—the name of which is given in bold in the keyrune's description—unless you're directed to chapter 6 of this book instead.

The creature is friendly to you, your companions, and other members of your guild (unless those guild members are hostile to you). It understands your languages and obeys your spoken commands. If you issue no commands, the creature takes the Dodge action and moves to avoid danger.

The creature exists for a duration specific to each keyrune. At the end of the duration, the creature reverts to its keyrune form. It reverts early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature reverts to its keyrune form, it can't transform again until 36 hours have passed.

Azorius Keyrune (Rare). This keyrune is carved from white marble and lapis lazuli to resemble a noble bird of prey. It can become a **giant eagle** for up to 1 hour. While the transformed eagle is within 1 mile of you, you can communicate with it telepathically. As an action, you can see through the eagle's eyes and hear what it hears until the start of your next turn, and you gain the benefit of its keen sight. During this time, you are deaf and blind with regard to your own senses.

Boros Keyrune (Rare). Carved from red sandstone with white granite elements to resemble a member of the Boros Legion, this keyrune can become a **veteran** (human) for up to 8 hours. In addition to fighting on your behalf, this veteran cheerfully offers tactical advice, which is usually sound. Anyone who talks with the transformed keyrune or examines it closely can easily recognize that it is an artificial human.

Dimir Keyrune (Very Rare). This keyrune, carved from black stone accented with steel, resembles a stylized horror. On command, it transforms into an **intellect devourer** that resembles the Dimir guild symbol, with six bladelike legs. The creature exists for up to 24 hours. During that time, it pursues only a single mission you give it—usually an assignment to take over someone's body, either to impersonate that person for a brief time or to extract secrets from their mind. When the mission is complete, the creature returns to you, reports its success, and reverts to its keyrune form.

Golgari Keyrune (Very Rare). Made from deep green jade with black veins, this keyrune has an insectile shape. It can transform into a **giant scorpion** for up to 6 hours. The scorpion has an Intelligence of 4 and can communicate with you telepathically while it is within 60 feet of you, though its messages are largely limited to describing the passage of potential prey.

Gruul Keyrune (Rare). This crude keyrune is cobbled together from bits of rubble, broken glass, bone, and animal hair. One end resembles a horned beast. On command, the keyrune transforms into a ceratok, a horned creature much like a **rhinoceros** (and with the same statistics). It remains in its ceratok form for 1 hour.

Izzet Keyrune (Rare). Formed of carved and polished red and blue stone, the keyrune includes bits of cable and wire. One end resembles a humanlike head, suggesting the jagged elemental form of the **galvanice weird** (see chapter 6 for the stat block) that it can become for a duration of 3 hours. In this form, it will serve you as a bodyguard, lift and carry things for you, act as a test subject for your experiments, or aid you in any other way that its capabilities allow.



Mizzium Apparatus

Orzhov Keyrune (Rare). This keyrune is carved from white marble with veins of black. The end is shaped like a thrull's head, with a gold faceplate affixed. On command, the keyrune transforms into a **winged thrull** (see chapter 6 for the stat block) for up to 2 hours. If you don't come from an Orzhov oligarch family, it serves you grudgingly, clownishly aping your movements and mannerisms while carrying out your orders.

Rakdos Keyrune (Uncommon). This dark granite keyrune is marbled with scarlet veins and carved with the leering visage of a mischievous demon. When activated, it transforms into a **cackler** (see chapter 6 for the stat block) for up to 1 hour.

Selesnya Keyrune (Rare). Carved from white and green marble in the shape of a wolf's head, this keyrune transforms into a **dire wolf**. The wolf persists for 8 hours. Its Intelligence is 6, and it understands Elvish and Sylvan but can't speak those languages. While it is within 1 mile of you, you can communicate with each other telepathically.

Simic Keyrune (Uncommon). This keyrune is assembled from coral, mother-of-pearl, and chrome and adorned with the spirals and curves characteristic of Simic ornamentation. The head resembles the shell of a sea creature. On command, the keyrune turns into a **category 1 krasis** (see chapter 6 for the stat block) that has the Grabber and Stabilizing Legs adaptations. The transformation lasts for up to 5 hours.

Guild Signet

Ring, uncommon (requires attunement)

This ring, adorned with the symbol of a guild, allows you to cast one spell closely associated with that guild, as shown in the Guild Signet Spells table. A *guild signet* is sometimes awarded to a guild member whose renown score in that guild is 5 or higher, as a reward for performing special services for the guild. Aside from its magical properties, the ring is also an indicator of the guild's recognition and favor.

A signet has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing it, you can expend 1 charge to cast the associated spell (save DC 13).

Guild Signet Spells

Guild	Associated Spell
Azorius	*ensnaring strike*
Boros	*heroism*
Dimir	*disguise self*
Golgari	*entangle*
Gruul	*compelled duel*
Izzet	*chaos bolt* (see chapter 2)
Orzhov	*command*
Rakdos	*hellish rebuke*
Selesnya	*charm person*
Simic	*expeditious retreat*

Illusionist's Bracers

Wondrous item, very rare (requires attunement by a spellcaster)

A powerful illusionist of House Dimir originally developed these bracers, which enabled her to create multiple minor illusions at once. The bracers' power, though, extends far beyond illusions.

While wearing the bracers, whenever you cast a cantrip, you can use a bonus action on the same turn to cast that cantrip a second time.

Mizzium

Mizzium is a magic-infused steel alloy used by the Izzet League in a tremendous variety of ways, from providing the physical structure of weirds to crafting the tools used in other manufacturing. Runic markings help to channel and control the elemental energy that flows through the metal.

The magical properties of the metal are difficult to define succinctly. It is as hard as adamantine, except when it is transformed into a gaseous suspension. It has a high melting point, except when it is found in liquid form at cool autumn temperatures. Izzet chemisters can readily explain that mizzium helps to maximize metasteam potentials, realize fractional element-binding, and transduce local weird-field radicals, but no one understands what any of that means.

Mizzium Apparatus

Wondrous item, uncommon (requires attunement by a sorcerer, warlock, or wizard)

Innovation is a dangerous pursuit, at least the way the mages of the Izzet League engage in it. As protection against the risk of an experiment going awry, they have developed a device to help channel and control their magic. This apparatus is a collection of leather straps, flexible tubing, glass cylinders, and plates, bracers, and fittings made from a magic-infused metal alloy called mizzium, all assembled into a harness. The item weighs 8 pounds.

While you are wearing the *mizzium apparatus*, you can use it as an arcane focus. In addition, you can attempt to cast a spell that you do not know or have prepared. The spell you choose must be on your class's spell list and of a level for which you have a spell slot, and you must provide the spell's components.

You expend a spell slot to cast the spell as normal, but before resolving it you must make an Intelligence (Arcana) check. The DC is 10 + twice the level of the spell slot you expend to cast the spell.

On a successful check, you cast the spell as normal, using your spell save DC and spellcasting ability modifier. On a failed check, you cast a different spell from the one you intended. Randomly determine the spell you cast by rolling on the table for the level of the spell slot you expended. If the slot is 6th level or higher, roll on the table for 5th-level spells.

If you try to cast a cantrip you don't know, the DC for the Intelligence (Arcana) check is 10, and on a failed check, there is no effect.

1st-Level Spells

d6	Spell
1	*burning hands*
2	*chaos bolt* (see chapter 2)
3	*color spray*
4	*faerie fire*
5	*fog cloud*
6	*thunderwave*

2nd-Level Spells

d6	Spell
1	*blur*
2	*gust of wind*
3	*heat metal*
4	*Melf's acid arrow*
5	*scorching ray*
6	*shatter*

3rd-Level Spells

d6	Spell
1	*fear*
2	*feign death*
3	*fireball*
4	*gaseous form*
5	*sleet storm*
6	*stinking cloud*

4th-Level Spells

d4	Spell
1	*confusion*
2	*conjure minor elementals*
3	*Evard's black tentacles*
4	*ice storm*

5th-Level Spells

d4	Spell
1	*animate objects*
2	*cloudkill*
3	*cone of cold*
4	*flame strike*

Mizzium Armor

Armor (medium or heavy, but not hide), rare

This suit of armor is reinforced with a magically enhanced metal alloy called mizzium, which is made in Izzet foundries. While you're wearing the armor, any critical hit against you becomes a normal hit. In addition, when you are subjected to a magical effect that allows you to make a Strength or Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw.

Mizzium Mortar

Wondrous item, rare

This short tube, about 2 feet long and 6 inches in diameter, is made from mizzium, a magically enhanced metal alloy forged by the Izzet League. The end that's pointed toward a target is open, and a glowing ball of molten metal can be seen at the other end as long as the mortar has at least 1 charge remaining.

The mortar has 4 charges for the following properties. It regains 1d4 expended charges daily at dawn.

Molten Spray. You can expend 1 charge as an action to loose a 30-foot cone of molten mizzium. Each creature in the area must make a DC 15 Dexterity saving

throw, taking 5d4 fire damage on a failed save, or half as much damage on a successful one.

Mizzium Bombard. You can expend 3 charges as an action to launch a hail of molten projectiles in a 20-foot-radius, 40-foot-high cylinder centered on a point you can see within 60 feet of you. Each creature in the area must make a DC 15 Dexterity saving throw. A creature takes 5d8 fire damage on a failed save, or half as much damage on a successful one.

Moodmark Paint

Wondrous item, common

This thick, black paint is stored in a small jar, containing enough paint to apply moodmarks to one creature. The paint is dabbed on the face in spots or markings that often resemble the eyes of insects or spiders. Applying the paint in this way takes 1 minute.

For the next 8 hours, the marks change to reflect your mental state. A creature that can see you and makes a successful DC 10 Wisdom (Insight) check can discern whether you are happy, sad, angry, disgusted, surprised, or afraid, as well as the main source of that emotion. For example, you might communicate fear caused by a monster you just saw around the corner, grief at the loss of a friend, or happiness derived from pride in your performance in combat. A dark elf has advantage on this check.

Pariah's Shield

Armor (shield), rare (requires attunement)

Soldiers of the Boros Legion consider it an honor to bear this shield, even knowing that it might be the last honor they receive. The front of the shield is sculpted to depict a grieving human face.

You gain a +1 bonus to AC for every two allies within 5 feet of you (up to a maximum of +3) while you wield this shield. This bonus is in addition to the shield's normal bonus to AC.

When a creature you can see within 5 feet of you takes damage, you can use your reaction to take that damage, instead of the creature taking it. When you do so, the damage type changes to force.

Peregrine Mask

Wondrous item, very rare (requires attunement)

While wearing this winged helm, you have a flying speed of 60 feet. In addition, you have advantage on initiative rolls.

Pyroconverger

Wondrous item, uncommon (requires attunement)

A *pyroconverger* is an Izzet-made flamethrower. It carries a risk of malfunction each time you use it.

As an action, you can cause the *pyroconverger* to project fire in a 10-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

Each time you use the *pyroconverger*, roll a d10 and add the number of times you have used it since your last long rest. If the total is 11 or higher, the *pyroconverger* malfunctions: you take 4d6 fire damage, and you can't use the *pyroconverger* again until you finish a long rest.

Rakdos Riteknife

Weapon (dagger), legendary (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Its blade is cruelly serrated, and its hilt resembles a demonic head and wings. Whenever you slay a creature with an attack using the dagger, the creature's soul is imprisoned inside the dagger, and that creature can be restored to life only by a *wish* spell. The dagger can hold a maximum of five souls.



Moodmark Paint



For each soul imprisoned in the dagger, your attacks with it deal an extra 1d4 necrotic damage on a hit. While the dagger is within 5 feet of you, your dreams are haunted by whispers from the trapped souls.

The dagger has the following additional properties.

Siphon Vitality. As a bonus action, you can release any number of stored souls from the dagger to regain 1d10 hit points per soul released.

Annihilation. If the dagger holds five souls, you can use this property: As a reaction immediately after you hit a creature with the dagger and deal damage to that target, you can release all five souls. If the target now has fewer than 75 hit points, it must succeed on a DC 15 Constitution saving throw or die. If the target dies, you can't use this property again until you finish a long rest.

Skyblinder Staff

Staff, uncommon (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic quarterstaff. While holding it, you gain a +1 bonus to spell attack rolls.

If a flying creature you can see within 30 feet of you makes an attack roll against you, you can use your reaction to hold the staff aloft and cause it to flare with light. The attacker has disadvantage on the attack roll, and it must succeed on a DC 15 Constitution saving throw or be blinded until the start of its next turn.

Spies' Murmur

Wondrous item, uncommon (requires attunement)

This headpiece, crafted from dark metal, is worn curved around the ear. If you know a creature wearing another *spies' murmur* and that creature is within 1 mile of you, you can communicate telepathically with each other. As a bonus action, you can allow that creature to hear everything you hear for 1 hour. You can end this effect as a bonus action, and it ends if you're incapacitated.

Sunforger

Weapon (warhammer), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

As an action, you can hurl the weapon up to 120 feet to a point you can see. When it reaches that point, the weapon vanishes in an explosion, and each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one. Afterward, you can use an action to cause the weapon to reappear in your empty hand. You can't cause it to explode again until you finish a short or long rest.

If you don't call the weapon back to your hand, it reappears at the point where it exploded when you are no longer attuned to it or when 24 hours have passed.

Sword of the Paruns

Weapon (longsword), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, once on each of your turns, you can use one of the following properties if you're holding the sword:

- Immediately after you use the Attack action to attack with the sword, you can enable one creature within 60 feet of you to use its reaction to make one weapon attack.
- Immediately after you take the Dash action, you can enable one creature within 60 feet of you to use its reaction to move up to its speed.
- Immediately after you take the Dodge action, you can enable one creature within 60 feet of you to use its reaction to gain the benefits of the Dodge action.

Voyager Staff

Staff, very rare (requires attunement by a spellcaster)

You gain a +1 bonus to attack and damage rolls made with this magic quarterstaff. While you hold it, you gain a +1 bonus to spell attack rolls.

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC: *banishment* (4 charges), *blink* (3 charges), *misty step* (2 charges), *passwall* (5 charges), or *teleport* (7 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes forever.



Chapter 6: Friends and Foes

Ravnica is home to a great variety of creatures, including some that are unknown on other worlds in Dungeons & Dragons. This chapter provides stat blocks for many of these creatures, and it concludes with a collection of nonplayer characters who fill the ranks of Ravnica's guilds.

Some of the stat blocks in this book have a special feature: guild spells. If a stat block says its creature is a spellcaster of a particular guild—an Izzet spellcaster, for instance—that creature's spell list includes one or more spells from that guild's spell list. See chapter 2 for the guilds' lists.

Creatures by Guild

This section is a list of creatures in this chapter and in the *Monster Manual* that are associated with each guild. Each guild's entry includes a brief discussion of the monsters from the *Monster Manual* that could be found among the guild's members, and it includes a table showing monsters sorted by challenge rating.

Most of these monsters are in this book (*GGR*) or the *Monster Manual* (*MM*), but some of the monsters from *Volo's Guide to Monsters* (*VGM*) and *Mordenkainen's Tome of Foes* (*MTF*) are also mentioned.

Azorius Creatures

Most creatures associated with the Azorius Senate are humanoids (largely humans and vedalken) and various others that serve as familiars, pets, and mounts. Owls are popular familiars, since they are viewed as symbols of wisdom and sound judgment. Sphinxes and archons are the rare nonhumanoids that play a significant role in the leadership and operation of the guild.

Azorius lawmages craft one-eyed homunculi to perform menial tasks in Azorius buildings. These homunculi use the statistics of a regular homunculus except that they are wingless and have no flying speed.

Sphinxes of Judgment

Azorius sphinxes, known as sphinxes of judgment, wield hieromancy—the power of law magic—with the force of a judge's gavel to imprison criminals and compel truth from them. A sphinx of judgment is a gynosphinx, as described in the *Monster Manual*, but it is an Azorius spellcaster with the following wizard spells prepared:

Cantrips (at will): *friends, mage hand, message*
1st level (4 slots): *command, ensnaring strike, shield*
2nd level (3 slots): *calm emotions, hold person, suggestion*
3rd level (3 slots): *clairvoyance, counterspell, dispel magic*
4th level (3 slots): *banishment, divination*
5th level (1 slot): *dominate person*

Azorius Creatures

Challenge	Creature	Source
0	Homunculus	*MM*
0	Owl	*MM*
1/4	Giant owl	*MM*
1/2	Soldier	*GGR*
1/2	Warhorse	*MM*
1	Giant eagle	*MM*
2	Griffon	*MM*
3	Arrester (veteran or knight)	*MM*
3	Precognitive mage	*GGR*
5	Felidar	*GGR*
6	Lawmage	*GGR*
11	Sphinx of judgment (gynosphinx)	*MM*
14	Archon of the Triumvirate	*GGR*
17	Androsphinx	*MM*
21	Isperia	*GGR*

Boros Creatures

The Boros Legion employs many different creatures to swell the ranks of its soldiery. These creatures might serve as companions, guardians, or mounts.

Flame-Kin

Flame-kin (which use the azer stat block in the *Monster Manual*) are elemental soldiers magically created and animated to serve the legion as scouts and shock troops. Fanatical and inflexible, they are relics of a time when the guild was more concerned with zealotry than justice. They take the field for large military engagements.

Boros Creatures

Challenge	Creature	Source
1/8	Mastiff	*MM*
1/4	Frontline medic	*GGR*
1/2	Soldier	*GGR*
1/2	Viashino (lizardfolk)	*MM*
2	Flame-kin (azer)	*MM*
2	Skyjek roc	*GGR*
3	Knight	*MM*
3	Veteran	*MM*
4	Reckoner	*GGR*
5	Battleforce angel	*GGR*
7	Firefist	*GGR*
8	Guardian giant	*GGR*
10	Deva	*MM*
12	Firemane angel	*GGR*
16	Planetar	*MM*
21	Solar	*MM*
23	Aurelia	*GGR*

Dimir Creatures

Alongside human and vampire spies and assassins, a variety of stealthy and shadowy monsters contribute to the work of House Dimir. Doppelgangers and invisible stalkers move unseen among the populace. Horrors—as well as gricks, intellect devourers, and similar monsters—are thought to be the fears of Ravnica's populace given form by Dimir magic. And undead such as shadows, wraiths, and Nightveil specters keep watch over secret Dimir territories.

Dimir Creatures

Challenge	Creature	Source
1/2	Shadow	*MM*
1	Spy	*MM*
1	Thought spy	*GGR*
2	Grick	*MM*
2	Intellect devourer	*MM*
3	Doppelganger	*MM*
3	Flying horror	*GGR*
4	Mind drinker vampire	*GGR*
5	Allip	*MTF*
5	Mind mage	*GGR*
5	Wraith	*MM*
6	Invisible stalker	*MM*
7	Grick alpha	*MM*
8	Assassin	*MM*
8	Gloamwing	*GGR*
9	Shadow horror	*GGR*
10	Nightveil specter	*GGR*
15	Skittering horror	*GGR*
17	Lazav	*GGR*

Golgari Creatures

The Devkarin elves (drow), deadly medusas, and insectile kraul are the three most important power groups among the Golgari Swarm, vying for control over a teeming horde of lesser (or at least less ambitious) creatures.

Erstwhile

A significant shift in the Golgari balance of power began when the kraul death priest Mazirek discovered an ancient mausoleum compound. Deep in the undercity, beneath the layers of civilization that had built up over millennia, Mazirek found a hidden network of vaults called Umerilek, an enormous structure that would have dominated a city block. Inside were hundreds of well-preserved corpses suffused with a latent necromantic power that Mazirek activated, bringing the corpses back to a shambling semblance of life. This new race of undead is called the Erstwhile (equivalent to the wight in the *Monster Manual*).

In their time, the Erstwhile were aristocratic elves of immense wealth and opulence. They still wear their stately attire, despite its moldering condition, and they lend an air of high culture to the undercity court of the Golgari.

Fungus

Golgari territory is filled with creatures composed of fungus and detritus from the guild's rot farms. Shriekers serve as sentries in Golgari tunnels, and violet fungus sprouts from the corpses of intruders. Amorphous masses of dead and decaying matter can develop into shambling mounds in the spore-saturated environment of the undercity.

Some Golgari creatures are symbiotic fusions of fungus and living creatures. Golgari trolls are hulking sewer dwellers with fungus adorning their bodies like manes, acting as extra layers for their already tough hide and facilitating their regeneration.

Insects and Arachnids

Beetles, centipedes, spiders, and countless other insects and arachnids infest Golgari warrens. These creatures, often associated with decay and rebirth, are prized by the guild. Giant bugs serve as beasts of burden, companions, steeds, and guardians. Among the largest of these is the Deadbridge goliath beetle (equivalent to the triceratops in the *Monster Manual*).

Piranha beetles (best represented as a swarm of insects, from the *Monster Manual*) burrow through the soft earth and gather into swarms to overtake their victims and strip the flesh from them. Skein spiders (as giant spiders, from the *Monster Manual*) are an important part of Golgari reclamation work: fungus grows rapidly along the silken spiderwebs, expanding to engulf architecture and hasten the Golgari annexation process.

Zombies

The guild encourages the use and exploration of necromancy. Fungus covers the bodies of most of the undead that serve the guild, the majority of which are fungus drudges (equivalent to zombies in the *Monster Manual*)—mindless servants animated by the fungus that infests their bodies.

Golgari Creatures

Challenge	Creature	Source
0	Shrieker	*MM*
1/4	Drow	*MM*
1/4	Fungus drudge (zombie)	*MM*
1/4	Vegepygmy	*VGM*
1/4	Violet fungus	*MM*
1/2	Kraul warrior	*GGR*
1/2	Scout	*MM*
1/2	Piranha beetles (swarm of insects)	*MM*
1	Skein spider (giant spider)	*MM*
1	Thorny	*VGM*
2	Arkheg	*MM*
2	Ogre zombie	*MM*
2	Vegepygmy chief	*VGM*
3	Erstwhile (wight)	*MM*
4	Kraul death priest	*GGR*
5	Deadbridge goliath beetle (triceratops)	*MM*
5	Drow elite warrior	*MM*
5	Golgari shaman	*GGR*

Challenge	Creature	Source
5	Shambling mound	*MM*
5	Troll	*MM*
6	Undercity medusa	*GGR*
8	Assassin	*MM*
8	Corpse flower	*MTF*
14	Devkarin lich	*GGR*
15	Skittering horror	*GGR*
22	Jarad Vod Savo	*GGR*

Gruul Creatures

Many dangerous creatures haunt the rubblebelts and other places the Gruul Clans inhabit.

Beasts

Gruul territory is full of beasts of all sizes. Herds of giant boars (see the *Monster Manual*) called batterboars roam the rubblebelts; each batterboar can grow to be the size of a mammoth (as in the *Monster Manual*), and the passage of a herd can shake the ground and topple buildings. Maaka (use the saber-toothed tiger stat block from the *Monster Manual*) are territorial cats, about 15 feet long, with six eyes. They typically keep to the rubblebelts, though from time to time they are spotted amid tended groves and gardens.

Any beast described in this book or in the *Monster Manual* can roam the rubblebelts. The Gruul can bring out the fury in these beasts, turning them into ragebeasts. Ragebeasts often have the Reckless and Siege Monster traits:

Reckless. At the start of its turn, the ragebeast can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Siege Monster. The ragebeast deals double damage to objects and structures.

Elementals

Gruul shamans channel primal energies to summon raging fire elementals that blaze ahead of marauding Gruul bands. Or they transform the rubble and detritus of civilization into earth elementals, twisted through with choking vines, that literally give new life to the ruin of the city. These elementals are intensely destructive, but they last only as long as the magic used to summon them persists.

Giants

Nearly all the Gruul Clans include hill giants, stone giants, cyclopes, ogres, ettins, and fomorians among their number, and one clan—the Bolrac clan—is composed entirely of such brutes.

Hydras

Once a hydra chooses a lair and declares the surrounding land its territory, it's almost impossible to drive the creature out. The Gruul revere these multiheaded predators as vestiges of the ancient times before the guilds took over the world. They don't kill hydras for trophies, but pulling a spine from a hydra's neck is a mark of great bravery among the Gruul.

Gruul Creatures

Challenge	Creature	Source
1/4	Anarch	*GGR*
1/2	Rubblebelt stalker	*GGR*
1/2	Viashino (lizardfolk)	*MM*
1	Half-ogre	*MM*
2	Batterboar (giant boar)	*MM*
2	Berserker	*MM*
2	Maaka (saber-toothed tiger)	*MM*
2	Ogre	*MM*
4	Ettin	*MM*
5	Elemental (earth or fire)	*MM*
5	Hill giant	*MM*
5	Trog (gladiator)	*MM*
6	Cyclops	*MM*
6	Huge batterboar (mammoth)	*MM*
7	Druid of the Old Ways	*GGR*
7	Stone giant	*MM*
8	Fomorian	*MM*
8	Hydra	*MM*
10	Sunder shaman	*GGR*
14	Wurm	*GGR*
18	Borborygmos	*GGR*

Izzet Creatures

Izzet laboratories are staffed with attendants (commoners) and chemisters (mages). Pixies and sprites (called ratchet faeries) find employment among the Izzet working on projects that are too small for other races.

The Izzet League employs elementals formed from the combination of two or more elemental forces, including mephits of the smoke, steam, ice, and magma varieties.

Izzet Creatures

Challenge	Creature	Source
0	Attendant (commoner)	*MM*
1/4	Apprentice wizard	*VGM*
1/4	Pixie	*MM*
1/4	Smoke mephit	*MM*
1/4	Sprite	*MM*
1/4	Steam mephit	*MM*
1/2	Ice mephit	*MM*
1/2	Magma mephit	*MM*
1/2	Scorchbringer guard	*GGR*
1/2	Viashino (lizardfolk)	*MM*
1	Galvanice weird	*GGR*
2	Counterflux blastseeker	*GGR*
4	Blistercoil weird	*GGR*
4	Cosmotronic blastseeker	*GGR*
5	Flux blastseeker	*GGR*
5	Galvanic blastseeker	*GGR*
6	Chemister (mage)	*MM*
7	Fluxcharger	*GGR*
8	Nivix cyclops	*GGR*
12	Archmage	*MM*
12	Arclight phoenix	*GGR*
26	Niv-Mizzet	*GGR*

Orzhov Creatures

The Orzhov Syndicate attracts and entraps beings of all kinds, from lowly bats and manufactured thrulls to brutal giants and exalted angels. Orzhov gargoyles, animated by magic that manifests as a green, smoky glow in their eyes and gaping mouths, keep watch over banks and basilicas, and bloodthirsty vampires lurk in the vaults and crypts below.

Orzhov Creatures

Challenge	Creature	Source
0	Bat	*MM*
0	Commoner	*MM*
1/8	Guard	*MM*
1/8	Noble	*MM*
1/4	Acolyte	*MM*
1/4	Giant bat	*MM*
1/4	Servitor thrull	*GGR*
1/4	Swarm of bats	*MM*
1/2	Thug	*MM*
1/2	Winged thrull	*GGR*
1	Indentured spirit	*GGR*
1	Spirit (specter)	*MM*
2	Gargoyle	*MM*
2	Priest	*MM*
3	Knight	*MM*
4	Spirit (ghost)	*MM*
6	Mage	*MM*
6	Orzhov giant	*GGR*
8	Blood drinker vampire	*GGR*
8	Obzedat ghost	*GGR*
14	Deathpact angel	*GGR*

Rakdos Creatures

All sorts of savage, howling beasts accompany Rakdos cultists. Hell hounds, nightmares, and magmins might perform alongside the other entertainers or accompany notable members of the cult as guardians and companions. Rakdos giants, along with ogres draped in hooked chains and spikes, carry and set up tents and stages—and cause utter mayhem when blood lust seizes them.

Rakdos Creatures

Challenge	Creature	Source
1/8	Bandit	*MM*
1/8	Cultist	*MM*
1/2	Cackler	*GGR*
1/2	Magmin	*MM*
1/2	Thug	*MM*
1	Rakdos performer	*GGR*
2	Berserker	*MM*
2	Cult fanatic	*MM*
2	Ogre	*MM*
2	Rakdos lampooner	*GGR*
3	Hell hound	*MM*
3	Nightmare	*MM*
3	Ogre chain brute	*MTF*
5	Barbed devil	*MM*
5	Cambion	*MM*
6	Bloodfray giant	*GGR*
7	Blood witch	*GGR*
9	Master of cruelties	*GGR*
9	Shadow horror	*GGR*
11	Horned devil	*MM*
12	Sire of insanity	*GGR*
24	Rakdos	*GGR*

Selesnya Creatures

The Selesnya Conclave uses its close connection to nature to enlist a variety of creatures to its cause. These supporters of the conclave take their rightful place in the natural order alongside its more human-like members.

Elementals

Elementals rise to the guild's defense when the Selesnya Conclave is drawn into conflict. Most of these elementals are made from the roots and branches of trees, making them equivalent to awakened shrubs or awakened trees. Earth elementals incorporate building materials in their forms to serve as armor and weapons.

Plant Creatures

Many Selesnya buildings, temples, and paths are protected by treants or carnivorous plants, including blights and shambling mounds. Some have vine-like arms that



ensnare prey and drop it into pitcher-like bodies filled with acid. Others are covered with sticky glue that immobilizes and slowly digests the hapless victim.

Pegasi

Most often found carrying equenauts in battle, pegasi are ready allies who share the guild's goals and virtues. Members of the guild raise them from infancy, carefully protecting the foals from griffons, drakes, and other aerial predators.

Selesnya Creatures

Challenge	Creature	Source
0	Small nature elemental (awakened shrub)	*MM*
1/8	Twig blight	*MM*
1/4	Axe beak	*MM*
1/4	Needle blight	*MM*
1/2	Scout	*MM*
1/2	Soldier	*GGR*
1/2	Vine blight	*MM*
1	Dire wolf	*MM*
1	Dryad	*MM*
1	Horncaller	*GGR*
2	Druid	*MM*
2	Huge nature elemental (awakened tree)	*MM*
2	Pegasus	*MM*
2	Priest	*MM*
3	Archer	*VGM*
3	Knight	*MM*
3	Veteran	*MM*
5	Earth elemental	*MM*
5	Shambling mound	*MM*
5	Wood woad	*VGM*
9	Conclave dryad	*GGR*
9	Treant	*MM*
12	Archdruid	*VGM*
12	Wurmcaller (archmage)	*MM*
14	Wurm	*GGR*
18	Trostani	*GGR*

Simic Creatures

Simic scientists are interested in the ways that all life forms adapt to their changing environments, but they have a particular fascination with the largest creatures. In a world covered with urban construction, most of these creatures soar above the city or glide deep below it in subterranean oceans accessible only through the Simic zonots.

Benthids

Simic scientists use the term "benthid" to refer to the leviathans of the deep. These creatures vary greatly in size and morphology, so they might be represented by the statistics for a giant octopus, plesiosaurus, killer whale, giant shark, dragon turtle, or kraken.

Merfolk

Ravnica's merfolk are unique to the Simic. They emerged from the depths of the plane's long-buried oceans less than a century ago and immediately took on leadership positions in the guild. They claim a deep connection to Ravnica's primal oceans, which are almost untouched by civilization. They have the statistics of the merfolk in the *Monster Manual*, except that they speak Common and Merfolk, and their legs give them a walking speed of 30 feet.

Simic Creatures

Challenge	Creature	Source
0	Homunculus	*MM*
1/8	Merfolk	*MM*
1/2	Hybrid spy	*GGR*
1	Category 1 krasis	*GGR*
1	Giant octopus	*MM*
1	Hybrid poisoner	*GGR*
1	Hybrid shocker	*GGR*
2	Druid	*MM*
2	Hybrid brute	*GGR*
2	Hybrid flier	*GGR*
2	Plesiosaurus	*MM*
3	Killer whale	*MM*
5	Giant shark	*MM*
6	Category 2 krasis	*GGR*
6	Mage	*MM*
10	Biomancer	*GGR*
13	Skyswimmer	*GGR*
16	Category 3 krasis	*GGR*
16	Zegana	*GGR*
17	Dragon turtle	*MM*
23	Kraken	*MM*

Guildless Creatures

A monster that doesn't appear on the tables in this section can show up in Ravnica. Other categories of creatures that exist in the world include the following:

Undercity Denizens. Creatures that don't have clear guild connections, such as carrion crawlers and otyughs, creep and slink through the undercity.

Undead. Orzhov spirits and Golgari zombies are not the extent of undead in Ravnica. Wherever people die, there's a chance of them returning as revenants, ghosts, or other forms of undead.

The Guildless. The nonplayer characters presented in the *Monster Manual* and other sources can represent any of the ordinary citizens of Ravnica, whether they are connected to guilds or not. Commoners go about their daily business, bandits prey on the weak, and cultists lurk in shadowed shrines, either hidden from the guilds or beneath their notice.

Ordinary Animals. Virtually any of the creatures that appear in appendix A of the *Monster Manual* could show up in Ravnica. Many such creatures are confined to small greenbelts or the ruined rubblebelts, but others thrive in the urban environment, including birds, scavengers, and sewer dwellers.



Drakes

The winged reptiles known as drakes are a common sight in the skies of Ravnica. They soar above the spires and rooftops hunting for aerial prey. Highly trainable, they are favored as pets, servants, and mounts.

The most common drakes, called wind drakes, are about the size of a human and use the statistics of a pteranodon. The smallest drakes are the size of a bird of prey and use the statistics of an eagle; larger ones have the statistics of a giant eagle.

Pack Beasts

You can use stat blocks from the *Monster Manual* to represent various pack beasts encountered in Ravnica, as indicated in the Pack Beasts table.

Brushstrider. Destructive when confined, brushstriders thrive when they can freely wander garden areas.

Ceratok. A ceratok has two curving horns at the end of its snout.

Dromad. A dromad is similar to a camel, but it lacks a hump.

Indrik. With their long necks, indriks are common sights in the Tenth District. They are ornery creatures; an indrik without a handler to order it around usually goes on a rampage or flees.

Krovod. A krovod is a slow-witted, ox-like animal.

Raktusk. A raktusk is a bison-like creature, about 10 feet tall at the shoulder.

Pack Beasts

Beast	*Monster Manual* Stat Block
Brushstrider	Elk
Ceratok	Rhinoceros
Dromad	Camel
Indrik	Elephant
Krovod	Mammoth
Raktusk	Giant elk

Bestiary

The following pages feature stat blocks for various creatures of Ravnica, arranged in alphabetical order. For guidance on how to use a creature's stat block, consult the introduction of the *Monster Manual*.

Stat Blocks by Creature Type

Here are the creatures in this bestiary, as well as in the subsequent NPC collection, sorted by creature type.

Aberrations

Flying horror
Shadow horror
Skittering horror

Celestials

Archon of the Triumvirate
Aurelia
Battleforce angel
Deathpact angel
Felidar
Firemane angel

Constructs

Servitor thrull
Winged thrull

Dragons

Niv-Mizzet

Elementals

Arclight phoenix
Blistercoil weird
Fluxcharger
Galvanice weird

Fey

Conclave dryad
Trostani

Fiends

Cackler
Master of cruelties
Rakdos
Sire of insanity

Giants

Bloodfray giant
Borborygmos
Guardian giant
Nivix cyclops
Orzhov giant
Sunder shaman

Humanoids

Anarch
Biomancer
Blood witch
Cosmotronic blastseeker
Counterflux blastseeker
Druid of the Old Ways
Firefist
Flux blastseeker
Frontline medic
Galvanic blastseeker
Golgari shaman
Horncaller
Hybrid brute
Hybrid flier
Hybrid poisoner
Hybrid shocker
Hybrid spy
Kraul death priest
Kraul warrior
Lawmage
Mind mage
Precognitive mage
Rakdos lampooner
Rakdos performer
Reckoner
Rubblebelt stalker
Scorchbringer guard
Soldier
Thought spy
Zegana

Monstrosities

Category 1 krasis
Category 2 krasis
Category 3 krasis
Isperia
Lazav
Skyjek roc
Skyswimmer
Undercity medusa
Wurm

Undead

Blood drinker vampire
Devkarin lich
Gloamwing
Indentured spirit
Jarad Vod Savo
Mind drinker vampire
Nightveil specter
Obzedat ghost



Angels

Ravnican angels are physical manifestations of the principles of justice and righteousness. Created in the image of the founder of the Boros Legion, Razia, they originally all served in the legion, but individual angels embody different approaches to ideals of justice, duty, law, and order. This diversity has caused some angels to leave the Boros Legion; they might join other guilds or remain independent, protecting the guildless.

Angels from Ravnica appear similar to human women with two large feathered wings. Present-day angels have the full range of human height, weight, and coloration. Some are crowned or surrounded by a glowing nimbus of light, and others have hair like living flame.

Immortal Nature. Angels don't require air, food, drink, or sleep.

Boros Angels

Angels of the Boros Legion view themselves as the embodiments of what their creator intended. They are fierce warriors devoted to justice and dedicated to protecting the weak against evil and oppression. They are commanders, advisors, strategists, and soldiers. Their presence in battle inspires the mortal soldiers of the legion with righteous zeal.

Most Boros soldiers assume that angels are paragons of goodness, wisdom, and mercy. The reality is that angels aren't immune to the temptations of corruption, and the necessities of political machination can compromise the best of them.

Warleaders. The wisest, most visionary angels are responsible for forming and implementing the military strategy of the Boros Legion. Since they are immortal, their plans might span centuries, and they have been known to accept decades of losses as a reasonable cost for a more significant victory many years later. These warleaders have the statistics of planetars or solars (as presented in the *Monster Manual*), but their appearance is similar to other Boros angels.

Battleforce Angel

Battleforce angels are the radiant hosts that soar into combat, bathed in the light of Boros zeal. They lead companies of mortal soldiers from above or fly ahead of roc-mounted skyknights. They don't shy away from the blood, pain, and confusion of combat; rather, they immerse themselves in the shifting tides of battle. Only by wading into the battle can they fulfill their responsibility to carry out the commands of the warleaders by adapting their tactics to the shifting situation on the ground.

Battleforce Angel

Medium celestial, lawful good

Armor Class 18 (plate)
Hit Points 66 (12d8 + 12)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	11 (+0)	17 (+3)	18 (+4)

Saving Throws Wis +6, Cha +7
Skills Investigation +3, Perception +6
Damage Resistances fire, radiant
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., truesight 120 ft., passive Perception 16
Languages all
Challenge 5 (1,800 XP)

Flyby. The angel doesn't provoke an opportunity attack when it flies out of an enemy's reach.

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

Actions

Multiattack. The angel makes two melee attacks. It also uses Battlefield Inspiration.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 18 (4d8) radiant damage. If the target is within 5 feet of any of the angel's allies, the target takes an extra 2 (1d4) radiant damage.

Battlefield Inspiration. The angel chooses up to three creatures it can see within 30 feet of it. Until the end of the angel's next turn, each target can add a d4 to its attack rolls and saving throws.



Firemane Angel

Medium celestial, chaotic good

Armor Class 18 (plate)
Hit Points 135 (18d8 + 54)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	17 (+3)	12 (+1)	14 (+2)	23 (+6)

Saving Throws Str +10, Wis +6, Cha +10
Skills Insight +6, Perception +6
Damage Resistances fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses truesight 120 ft., passive Perception 16
Languages all
Challenge 12 (8,400 XP)

Flyby. The angel doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Innate Spellcasting. The angel's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The angel can innately cast the following spells, requiring no material components:

3/day each: *compelled duel*, *guiding bolt* (as a 5th-level spell)
1/day each: *daylight*, *fireball* (as a 6th-level spell)

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

Relentless (Recharges after a Short or Long Rest). If the angel takes 21 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The angel makes two melee attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if used with two hands, plus 22 (5d8) fire or radiant damage (angel's choice).

Firemane Nevena

Chastised by Aurelia after leading a successful assault against a group of guildless rebels, Nevena has distanced herself from the Boros Legion's leadership and independently pursues her own vision of justice and punishment. Nevena's willful independence is a source of tension among the firemanes as well as in the upper echelons of the legion's leadership. How much should a firemane be free to pursue her own agenda, given that her agenda is righteous and just? For now, Aurelia has decided to let Nevena have an unprecedented degree of freedom, but if she betrays any hint of corruption, she will quickly be brought back under close scrutiny.

Firemane Angel

Firemane angels are holy champions and paragons of war who specialize in single combat. They are powerful warriors who seek out the mightiest foes in any conflict, trusting lesser soldiers to handle lesser opponents.

Like many other Boros angels, firemanes typically have red hair. In the heat of battle, a firemane's hair can ignite, transforming into a mane of flames cascading over its shoulders and down its back.

Orzhov Angels

Few angels find anything appealing in the corruption and decadence embodied by the Orzhov Syndicate, since such a society is fundamentally antithetical to their natures, but disillusionment can seduce even immortal beings. When cynicism takes root in an angel's heart, when questions undermine devotion to the cause of justice, when strength becomes a tool to lord over the weak, the Orzhov Syndicate is there to welcome the angel with open arms, offering status, respect, and power.

Orzhov angels might claim positions as executioners, commanders, or power brokers, but more often they carve out their own place in the guild, standing apart from the otherwise rigid hierarchy of the Orzhov.



Deathpact Angel

Medium celestial, lawful evil

Armor Class 18 (natural armor)
Hit Points 175 (27d8 + 54)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	19 (+4)	20 (+5)	23 (+6)

Saving Throws Int +9, Wis +10, Cha +11
Skills Insight +10, Intimidation +11, Perception +10, Persuasion +11
Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses truesight 120 ft., passive Perception 20
Languages all
Challenge 14 (11,500 XP)

Exploitation of the Debtors. As a bonus action, the angel targets a creature charmed by it that it can see within 30 feet of it. The angel deals 11 (2d10) necrotic damage to the target, and the angel gains temporary hit points equal to the damage dealt.

Flyby. The angel doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Innate Spellcasting. The angel's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The angel can innately cast the following spells, requiring no material components:

At will: *command* (as a 2nd-level spell), *detect evil and good*
3/day each: *charm person* (as a 5th-level spell), *darkness*, *suggestion*
1/day: *raise dead*

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

Actions

Multiattack. The angel makes two attacks with its scythe. It can substitute Chains of Obligation for one of these attacks.

Scythe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 27 (6d8) necrotic damage.

Chains of Obligation. The angel targets one creature charmed by it that it can see within 90 feet of it. The target must succeed on a DC 19 Charisma saving throw or become paralyzed for 1 minute or until it takes any damage.

Deathpact Angel

Deathpact angels dwell in the grandest of Orzhov cathedrals, where they surround themselves with wealth and wretched vassals that are utterly in their thrall.

Gift Givers. Posing as a beneficent god, a deathpact angel attracts petitioners who beg the angel for blessings: wealth, prestige, health, revenge, and the like. Imagining itself generous and merciful, the angel usually tries to grant the petitioners what they seek by using its abilities, drawing from its hoard of riches, or extorting favors from other members of the guild. True to the spirit of the Orzhov, though, the angel doesn't bestow these gifts out of kindness, but for the sake of gaining fanatical followers who owe it life debts.

Debt and Indenture. Those who receive favors from a deathpact angel incur a debt that they carry with fervent devotion. They regularly bring trinkets and offerings to the angel, no longer asking or expecting anything in return, and even willingly offer up their mortal lives for their angelic patron. Even after death, these debtors continue to serve the angel and the Orzhov Syndicate as indentured spirits (described later in this chapter).

Debts Paid

A deathpact angel can give an indentured spirit a clause to escape its bound servitude: if the angel ever dies, the indentured spirit can sacrifice its undead existence to restore the angel to life. Upon seeing the angel drop to 0 hit points, an indentured spirit can destroy itself, its debt discharged as it dissipates, after which the angel returns to life with 1 hit point.

Archon of the Triumvirate

Archons are enigmatic, supernatural embodiments of the harshest aspects of law and order. They espouse a rigid sense of justice and deal ruthless punishment to those who break the law. This nature often aligns them with the Azorius Senate, and they are commonly seen circling above the Azorius guildhall astride their winged felidar mounts, soaring alongside griffon-mounted hussars.

An archon appears as an armored humanoid figure, nearly always mounted. Its face is usually shadowed beneath a large hood; those who have seen beneath the hood describe a face of celestial beauty with a stern expression and blank white eyes.

Eternal Riders. The bond between an archon and its winged felidar mount is so close that the two are sometimes considered a single being, acting with a single mind. If an archon is ever thrown from its saddle, it can magically return to its place astride its mount in an instant.

Immortal Nature. An archon doesn't require food, drink, or sleep.

Archon of the Triumvirate

Medium celestial, lawful neutral

Armor Class 18 (plate)
Hit Points 144 (17d8 + 68)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	15 (+2)	21 (+5)	18 (+4)

Saving Throws Con +9, Wis +10, Cha +9
Skills Insight +10, Perception +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 20
Languages all
Challenge 14 (11,500 XP)

Eye of the Law. As a bonus action, the archon can target a creature it can see within 120 feet of it and determine which laws that creature has broken in the last 24 hours.

Innate Spellcasting. The archon's innate spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The archon can innately cast the following spells, requiring no material components:

At will: *calm emotions, command, compelled duel*

Mount. If the archon isn't mounted, it can use a bonus action to magically teleport onto the creature serving as its mount, provided the archon and its mount are on the same plane of existence. When it teleports, the archon appears astride the mount along with any equipment it is wearing or carrying.

While mounted and not incapacitated, the archon can't be surprised, and both it and its mount gain advantage on Dexterity saving throws. If the archon is reduced to 0 hit points while riding its mount, the mount is reduced to 0 hit points as well.

Actions

Multiattack. The archon makes two Hammer of Justice attacks.

Hammer of Justice. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 18 (4d8) force damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Pacifying Presence. Each creature of the archon's choice that the archon can see within 120 feet of it must succeed on a DC 18 Wisdom saving throw, or else the target drops any weapons it is holding, ends its concentration on any spells or other effects, and becomes charmed by the archon for 1 minute. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the archon's Pacifying Presence for the next 24 hours.

Legendary Actions

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

Rejoin Mount. If the archon isn't mounted, it magically teleports to its steed and mounts it as long as the archon and its steed are on the same plane of existence.

Smite (Costs 2 Actions). The archon makes a Hammer of Justice attack, and then its mount can use its reaction to make a melee weapon attack.

Detention (Costs 3 Actions). The archon targets a creature it can see within 60 feet of it. The target must succeed on a DC 18 Charisma saving throw or be magically teleported to a harmless demiplane until the end of the archon's next turn, whereupon the target reappears in the space it left or the nearest unoccupied space if that space is occupied.



Arclight Phoenix

An arclight phoenix is variously said to be a byproduct of a lightning strike on an aviary, a mishap in an effort to create a translocation device, or a successful attempt to create an elemental creature in the form of a majestic bird.

Whatever its origin, an arclight phoenix looks like a bird of prey formed entirely of electrical energy. Lightning fans out behind it as it bolts from place to place through the sky, making up in speed what it lacks in grace and majesty. It seems happiest during natural thunderstorms, as it darts among the clouds, gliding alongside thunderbolts.

Elemental Nature. An arclight phoenix doesn't require air, food, drink, or sleep.

Arclight Phoenix

Medium elemental, chaotic neutral

Armor Class 16
Hit Points 142 (19d8 + 57)
Speed 0 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	17 (+3)	5 (–3)	12 (+1)	7 (–2)

Saving Throws Dex +10
Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 12 (8,400 XP)

Flyby. The arclight phoenix doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Grounded Lightning. The first time on a turn that the arclight phoenix touches the ground, it takes 11 (2d10) force damage.

Illumination. The arclight phoenix sheds bright light in a 15-foot radius and dim light for an additional 15 feet.

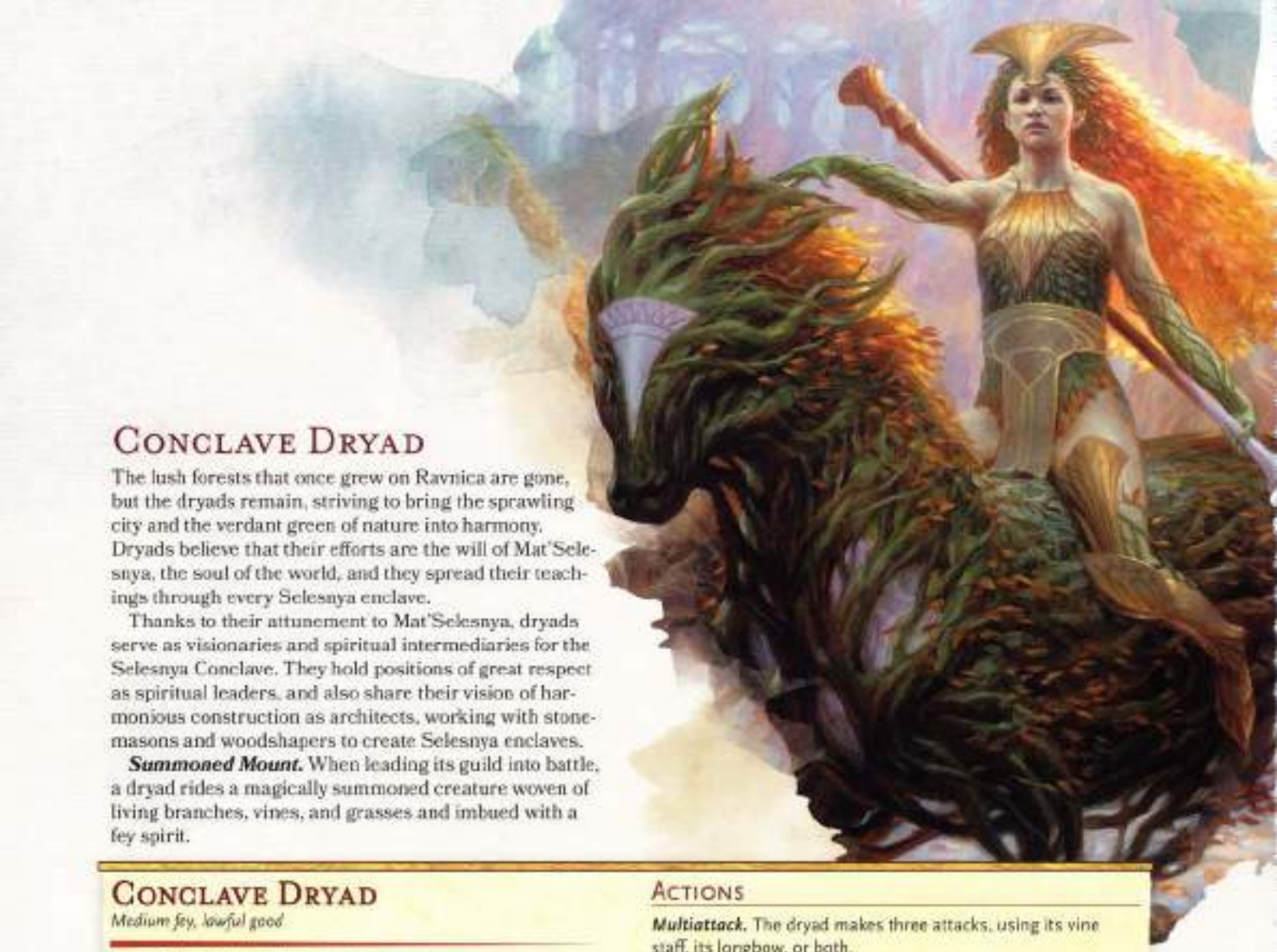
Lightning Form. The arclight phoenix can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the phoenix or hits it with a melee attack while within 5 feet of it takes 9 (2d8) lightning damage. In addition, the arclight phoenix can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 9 (2d8) lightning damage.

Crackling Death. When the arclight phoenix dies, it explodes. Each creature within 30 feet of it must make a DC 18 Dexterity saving throw, taking 36 (8d8) lightning damage on a failed save, or half as much damage on a successful one. The explosion destroys the phoenix but leaves behind a Tiny, warm egg with a mizzium shell.

The egg contains the embryo of a new arclight phoenix. It hatches when it is in the area of a spell that deals lightning damage, or if a creature touches the egg and expends spell slots whose combined levels equal 13 or more. When it hatches, the egg releases a new arclight phoenix that appears in the egg's space.

Actions

Arclight Touch. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 27 (6d8) lightning damage, and lightning jumps from the target to one creature of the phoenix's choice that it can see within 30 feet of the target. That second creature must succeed on a DC 18 Dexterity saving throw or take 27 (6d8) lightning damage.



Conclave Dryad

The lush forests that once grew on Ravnica are gone, but the dryads remain, striving to bring the sprawling city and the verdant green of nature into harmony. Dryads believe that their efforts are the will of Mat'Selesnya, the soul of the world, and they spread their teachings through every Selesnya enclave.

Thanks to their attunement to Mat'Selesnya, dryads serve as visionaries and spiritual intermediaries for the Selesnya Conclave. They hold positions of great respect as spiritual leaders, and also share their vision of harmonious construction as architects, working with stonemasons and woodshapers to create Selesnya enclaves.

Summoned Mount. When leading its guild into battle, a dryad rides a magically summoned creature woven of living branches, vines, and grasses and imbued with a fey spirit.

Conclave Dryad

Medium fey, lawful good

Armor Class 16 (natural armor)
Hit Points 143 (22d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	14 (+2)	19 (+4)	20 (+5)	21 (+5)

Saving Throws Int +8, Wis +9, Cha +9
Skills Arcana +8, Nature +8, Perception +9
Senses darkvision 60 ft., passive Perception 19
Languages Common, Elvish, Sylvan
Challenge 9 (5,000 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 17). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*
3/day each: *dispel magic, entangle, plant growth, spike growth*
1/day each: *moonbeam, grasping vine, wall of thorns*

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they and the dryad shared a language.

Actions

Multiattack. The dryad makes three attacks, using its vine staff, its longbow, or both.

Vine Staff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Dexterity saving throw or become restrained by twisting vines for 1 minute. A target restrained in this way can use an action to make a DC 17 Strength (Athletics) or Dexterity (Acrobatics) check, ending the effect on itself on a success.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Summon Mount (1/Day). The dryad magically summons a mount, which appears in an unoccupied space within 60 feet of the dryad. The mount remains for 8 hours, until it or the dryad dies, or until the dryad dismisses it as an action. The mount uses the stat block of an elk (see the *Monster Manual*) with these changes: it is a plant instead of a beast, it has an Intelligence of 6, and it understands Sylvan but can't speak. While within 1 mile of the mount, the dryad can communicate with it telepathically.

Suppress Magic (Recharge 5–6). The dryad targets one magic item it can see within 120 feet of it. If the magic item isn't an artifact, its magical properties are suppressed for 10 minutes, until the dryad is incapacitated or dies, or until the dryad uses a bonus action to end the effect.



Demons

Just as angels are incarnations of the ideals of justice, demons embody depraved impulses: selfishness, cruelty, hatred, greed, and lust for power. Demons are strongly associated with the Cult of Rakdos; in fact, the demons of Ravnica might have been created by Rakdos in the same way that angels were created by the Boros Legion's founder. As a demon lord who has chosen to live in Ravnica, Rakdos claims authority over all the demons of this world—even if some of them, ambitious and headstrong as demons are, rebel against his authority.

Demons are agents of destruction that work their acts of terror in plain sight under the auspices of the Cult of Rakdos. They exhibit their cruelty in dramatic performances that leave the audience members blood-soaked but ecstatic. They incite mob riots that raze entire city blocks. The only thing demons fear is Rakdos himself, who doesn't tolerate rivals and hates to be upstaged.

Demonic "Devils." The creatures called "devils" in Ravnica are minor demons akin to quasits. While the larger demons embody evil qualities such as blood lust and torment, these lesser demons reflect the whimsical and chaotic side of Rakdos and his cult. Their mischievous antics cause disorder and destruction out of proportion to the demons' small size.

Diabolic Demons. Many of the demons of Ravnica are monstrous, winged creatures of human-like form. They are best represented by the statistics of the nalfeshnee, the shadow demon, or the vrock in the *Monster Manual*. Demons associated with the Cult of Rakdos often have fiery attacks that make them similar to barbed devils or horned devils, except that they are demons. (They are chaotic evil, they speak Abyssal and not Infernal, and they lack Devil's Sight.)

Cackler

Cacklers are small, jabbering jesters that spice up Rakdos performances with their chaotic antics. Their incessant cackling can inspire uncontrollable laughter by making everything—even the most horrifying spectacles—seem hilarious. Some cacklers excel at vocal mimicry and perform as impressionists; others put their sadistic bent to use by lurking in shadows and terrifying passersby. Rakdos performers enjoy dressing cacklers in a variety of masks, hats, and costumes to lampoon public figures.

Cackler

Small fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 10 (3d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	11 (+0)	11 (+0)	7 (–2)	12 (+1)

Skills Deception +3, Perception +0, Performance +3
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Abyssal, Common
Challenge 1/2 (100 XP)

Innate Spellcasting. The cackler's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). The cackler can innately cast the following spells, requiring no material components:

At will: *fire bolt*
1/day: *Tasha's hideous laughter*

Last Laugh. When the cackler dies, it releases a dying laugh that scars the minds of other nearby creatures. Each creature within 10 feet of the cackler must succeed on a DC 11 Wisdom saving throw or take 2 (1d4) psychic damage.

Mimicry. The cackler can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 11 Wisdom (Insight) check.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Spiked Chain. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.



Master of Cruelties

When a master of cruelties steps up as ringleader of a Rakdos show, the audience can be assured of a performance they will remember for the rest of their lives—however brief that might be.

The mesmerizing presence of a master of cruelties draws every eye to the demon and commands an audience's full attention. With every act of depraved torment the demon performs, onlookers are drawn more and more into the blood lust. Audiences clamor for more violence, and those who get too caught up in the revelry feel compelled to partake in the indiscriminate killing.

Master of Cruelties

Large fiend (demon), chaotic evil

Armor Class 18 (plate)
Hit Points 127 (15d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	19 (+4)	16 (+3)	21 (+5)

Saving Throws Con +7, Int +8, Wis +7, Cha +9
Skills Deception +9, Intimidation +9, Performance +9, Persuasion +9
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 13
Languages Abyssal, Common, telepathy 120 ft.
Challenge 9 (5,000 XP)

Aura of Blood Lust. When any other creature starts its turn within 30 feet of the master, that creature must succeed on a DC 17 Wisdom saving throw, or it must immediately take the Attack action, making one melee attack against a random creature within reach. If no creatures are within reach, it makes a ranged attack against a random creature within range, throwing its weapon if necessary.

Feed on the Crowd. Whenever a creature within 60 feet of the master dies, the master gains 15 temporary hit points and has advantage on all attack rolls, ability checks, and saving throws until the end of its next turn.

Innate Spellcasting. The master's innate spellcasting ability is Charisma (spell save DC 17). The master can innately cast the following spells, requiring no material components:

At will: *charm person* (as a 3rd-level spell), *crown of madness*
1/day: *dominate person*

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

Actions

Multiattack. The master makes two melee attacks with its spear.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 13 (3d8) psychic damage.

Captivating Presence (Recharge 6). Each creature within 120 feet of the master must succeed on a DC 17 Wisdom saving throw or be charmed by the master for 1 hour. While charmed in this way, a creature's speed is 0. If the charmed creature takes damage, it can repeat the saving throw, ending the effect on itself on a success. A target that succeeds on the saving throw is immune to the Captivating Presence of all masters of cruelties for the next 24 hours.



Sire of Insanity

Huge fiend (demon), chaotic evil

Armor Class 17 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (–2)	19 (+4)	14 (+2)	19 (+4)	22 (+6)

Saving Throws Con +8, Int +6, Wis +8, Cha +10
Skills Deception +10, Intimidation +10
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 14
Languages Abyssal, Common, telepathy 120 ft.
Challenge 12 (8,400 XP)

Aura of Mind Erosion. Any creature that starts its turn within 30 feet of the sire must make a DC 18 Wisdom saving throw. On a successful save, the creature is immune to this aura for the next 24 hours. On a failed save, the creature has disadvantage for 1 minute on Wisdom and Charisma checks and on Wisdom and Charisma saves.

At the start of each of its turns, the sire can suppress this aura until the start of its next turn.

Innate Spellcasting. The sire's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The sire can innately cast the following spells, requiring no material components:

At will: *clairvoyance, crown of madness, major image, suggestion*
1/day each: *confusion, mass suggestion*

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

Actions

Multiattack. The sire makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 25 (3d12 + 6) piercing damage plus 16 (3d10) psychic damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage plus 9 (2d8) psychic damage.

Sire of Insanity

Rakdos nightclubs, where visitors can indulge any dark desire and revel in sadistic spectacle, are the favored haunts of the demons known as sires of insanity. Lurking in an underground vault beneath a Rakdos operation, a sire of insanity feasts on the violence, torment, and depravity unfolding above. Occasionally, cultists bring would-be recruits to the demon's presence, and—true to its name—the sire of insanity breaks the new cultist's mind.

A sire of insanity is a bloated demon resembling a bipedal lizard. It stands some thirty feet tall and weighs many thousands of pounds, so it tends to keep hidden away in its subterranean lair, working its evil from the shadows.



Devkarin Lich

Powerful spellcasters of the Devkarin elves, steeped in Golgari magic, can transcend death to become liches. For them, life and death don't merely chase each other in an inevitable cycle; the two can intersect, and at that nexus the liches find immense power, which commands the awe, envy, and fear of other Golgari.

Unlike the shambling zombies they command, liches retain their memories, their personalities, and especially their ambition. They also retain the grace and stature of living elves, but their bodies are in a constant state of slow decay. Various forms of fungus grow in and over the rotting flesh to hold the body together.

Undead Nature. The lich doesn't require air, food, drink, or sleep.

Storrev

Storrev is a lich and a leader of the Erstwhile. She is adept at the politics of court, and she is feared for her power to transform dead monsters, from ordinary beetles to the mightiest wurms, into fierce undead horrors. Such creatures accompany her into battle.

Devkarin Lich

Medium undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	19 (+4)	16 (+3)	15 (+2)

Saving Throws Con +7, Int +9, Wis +8
Skills Arcana +14, Insight +8, Perception +8
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 18
Languages Common, Elvish, Kraul
Challenge 14 (11,500 XP)

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

Regeneration. The lich regains 10 hit points at the start of its turn. If the lich takes fire or radiant damage, this trait doesn't function at the start of the lich's next turn. The lich dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting. The lich is a 14th-level Golgari spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *acid splash, chill touch, mage hand, poison spray, prestidigitation*
1st level (4 slots): *chromatic orb, magic missile, ray of sickness*
2nd level (3 slots): *Melf's acid arrow, ray of enfeeblement, spider climb, web*
3rd level (3 slots): *animate dead, bestow curse, fear, vampiric touch*
4th level (3 slots): *blight, Evard's black tentacles*
5th level (2 slots): *cloudkill, insect plague*
6th level (1 slot): *circle of death, create undead*
7th level (1 slot): *finger of death*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the lich to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the lich drops to 1 hit point instead.

Actions

Noxious Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 14 (4d6) poison damage, and the target must succeed on a DC 17 Constitution saving throw or be poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

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

Cantrip. The lich casts one of its cantrips.
Noxious Touch (Costs 2 Actions). The lich uses Noxious Touch.
Disrupt Life (Costs 3 Actions). Each creature within 30 feet of the lich must make a DC 17 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.



Felidar

A felidar is a celestial creature whose nature reflects an inherent devotion to law and order. It resembles an enormous cat with two pairs of downward-sloping horns and prominent teeth. Its blue-gray hide has a silvery, geometric pattern, and its thick white mane falls in an orderly fashion around its shoulders.

Nearly every felidar forms a close bond with one other creature. Winged felidars almost always bond with archons, joining in their relentless pursuit of justice. Other felidars ally with members of the Azorius Senate and form bonds with high-ranking justiciars and ministers, aiding them in enforcing the law and tracking down criminals. Some Azorius felidars form bonds with important prisoners in Azorius custody, ensuring that the felidars can track down the felons if they escape custody.

Winged Felidars

Some felidars boast huge, feathered wings. A winged felidar uses the same stat block as an ordinary felidar, with the addition of a flying speed of 40 feet.

Felidar

Large celestial, lawful neutral

Armor Class 17 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	10 (+0)	17 (+3)	14 (+2)

Saving Throws Dex +6, Wis +6, Cha +5
Skills Insight +6, Perception +6
Senses truesight 120 ft., passive Perception 16
Languages understands Celestial and Common but can't speak
Challenge 5 (1,800 XP)

Bonding. The felidar can magically bond with one creature it can see, right after spending at least 1 hour observing that creature while within 30 feet of it. The bond lasts until the felidar bonds with a different creature or until the bonded creature dies. This bond has the following effects:

- The felidar and the bonded creature can communicate telepathically with each other at a distance of up to 100 feet.
- The felidar can sense the direction and distance to the bonded creature if they're on the same plane of existence.
- As an action, the felidar or the bonded creature can sense what the other sees and hears, during which time it loses its own sight and hearing. This effect lasts until the start of its next turn.

Keen Hearing and Sight. The felidar has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Pounce. If the felidar moves at least 20 feet straight toward a creature and hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the felidar can make one claw attack against it as a bonus action.

Actions

Multiattack. The felidar makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.



Giants

Giants use their tremendous size and strength to advance the cause of no less than four guilds. In the Boros Legion and the Orzhov Syndicate, they are cunning soldiers. The giants of the Cult of Rakdos and the Gruul Clans are no less effective but lack discipline.

Bloodfray Giant

Giants in the Cult of Rakdos act as enforcers, bouncers, and sometimes even pillars, holding the mobile platforms that serve as stages for Rakdos performances. Like other members of the cult, giants thrill to the violence of those shows. Though they can seem entranced by the horror unfolding on the stage, they react quickly and brutally to any interruption of the performance.

Guardian Giant

Most of the giants in the Boros Legion come from a single clan, the Skorskal, that has long been at odds with the Gruul Clans. These giants are guards and gatekeepers, well represented in the Sunhome Guard, as well as powerful muscle supporting Boros missions.

Giants of the Skorskal clan are often assigned to protect Boros garrisons and forts throughout Ravnica. They are excellent sentinels, keen-eyed and vigilant, and serve as living walls to protect smaller soldiers fighting alongside them. Skorskal giants look much like enormous humans with huge muscles and comparatively small heads.

Bloodfray Giant

Huge giant, chaotic evil

Armor Class 14 (natural armor)
Hit Points 103 (9d12 + 45)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (–1)	20 (+5)	7 (–2)	8 (–1)	9 (–1)

Saving Throws Str +9, Con +8, Wis +2
Skills Athletics +9, Perception +2
Senses passive Perception 12
Languages Giant
Challenge 6 (2,300 XP)

Actions

Chain. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage. If the target is a creature, it is grappled (escape DC 17). Until the grapple ends, the target is restrained, and the giant can't use this attack on anyone else.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Reactions

Furious Defense. After a creature the giant can see is dealt damage by a foe within 20 feet of the giant, the giant makes a chain attack against that foe.



Orzhov Giant

A few giants join the ranks of the Orzhov Syndicate and serve as guards, executioners, and thugs—the muscle of the guild. The presence of Orzhov giants in markets and streets serves as an effective reminder for business owners to keep their payments up to date.

Sunder Shaman

Gruul sunder shamans are angry giants that channel their rage into brutal attacks that deal overwhelming damage to foes and structures alike.

These shamans sometimes lead hill giants and stone giants that also live among the Gruul Clans. They are occasionally joined by cyclopes, ettins, fomorians, and ogres. Like the rest of the Gruul, they hate the urban development that encroaches on the wilds where they once lived—not least because they have so much difficulty fitting inside the small structures. They delight in destroying such edifices, and in the heat of their rage, they walk through buildings, trample people underfoot, and generally cause as much chaos as possible. They often armor themselves with pieces of buildings and wield columns or other architectural elements as clubs.

Guardian Giant

Huge giant, lawful neutral

Armor Class 19 (half plate, shield)
Hit Points 137 (11d12 + 66)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	22 (+6)	10 (+0)	18 (+4)	12 (+1)

Saving Throws Dex +6, Wis +7
Skills Insight +7, Perception +10
Senses passive Perception 20
Languages Common, Giant
Challenge 8 (3,900 XP)

Vigilant. The giant can't be surprised.

Actions

Multiattack. The giant makes three spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +10 to hit, reach 10 ft. or range 60/240 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage, or 20 (3d8 + 7) piercing damage if used with two hands to make a melee attack.

Reactions

Protection. When an attacker the giant can see makes an attack roll against a creature within 10 feet of the giant, the giant can impose disadvantage on the attack roll.



Orzhov Giant

Large giant, lawful evil

Armor Class 18 (plate)
Hit Points 84 (8d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	21 (+5)	12 (+1)	13 (+1)	8 (–1)

Saving Throws Dex +4, Con +8, Wis +4
Senses darkvision 60 ft., passive Perception 11
Languages Common, Giant
Challenge 6 (2,300 XP)

Focus. As a bonus action, the giant can target a creature it can see within 30 feet of it and make that creature its focus. The target remains the giant's focus for 1 minute, or until either the target or the giant drops to 0 hit points.

When the giant makes an attack roll against its focus, it adds a d4 to its attack roll. If the giant attacks a different target while it has a focus, it subtracts a d4 from its attack roll.

Actions

Multiattack. The giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage. If the Orzhov giant scores a critical hit, it rolls the damage dice three times, instead of twice.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Sunder Shaman

Huge giant, chaotic neutral

Armor Class 20 (stone armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	21 (+5)	10 (+0)	12 (+1)	9 (–1)

Saving Throws Dex +6, Con +9, Wis +5
Skills Athletics +10, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Giant
Challenge 10 (5,900 XP)

Reckless. At the start of its turn, the giant can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Siege Monster. The giant deals double damage to objects and structures.

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The giant makes two slam attacks. The first of those attacks that hits deals an extra 18 (4d8) damage if the giant has taken damage since its last turn.

Slam. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.



Horrors

Terrifying evils stalk, fly, and scuttle in the dark corners of Ravnica, from the depths of the undercity to the blackest parts of the night sky. Collectively, these creatures are called horrors—a variety of things that lurk in the dark and embody the deepest fears of Ravnica's people. All are evil creatures with dim reason and preternatural cunning.

At least three guilds have been known to compel horrors into service. For House Dimir, horrors spread fear and despair in the citizenry and carry out assassinations or kidnappings against well-protected targets. For the Cult of Rakdos, horrors are simply one more weapon in an arsenal of terrifying and shock-inspiring creatures that might appear on stage. For the Golgari Swarm, horrors scavenge the sewers and protect the guild's territory.

House Dimir uses all three base kinds of horrors. The Cult of Rakdos prefers shadow horrors, and the Golgari Swarm uses skittering horrors.

Horrors and Madness

Horrors on Ravnica are terror and madness personified. You can represent this reality by using the madness rules in the *Dungeon Master's Guide*.

Whenever a character fails a saving throw against the flying horror's Frightening Screech, the shadow horror's claw attack, or the skittering horror's Maddening Presence, note that fact. At the end of the encounter, have each character who failed at least one of those saving throws make a DC 13 Wisdom saving throw. On a successful save, nothing happens. On a failed save, a character gains a form of madness from the *Dungeon Master's Guide*, with the severity depending on how many of the saving throws that character failed during the encounter, as shown on the Madness Severity table.

Madness Severity

Failed Saves	Madness
1	Short-term
2–3	Long-term
4+	Indefinite

Flying Horror

Medium aberration, neutral evil

Armor Class 16 (natural armor)
Hit Points 49 (9d8 + 9)
Speed 30 ft., fly 60 ft.

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

Skills Perception +4, Stealth +7
Damage Vulnerabilities radiant
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 14
Languages —
Challenge 3 (700 XP)

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

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

Actions

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

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

Customizing a Horror

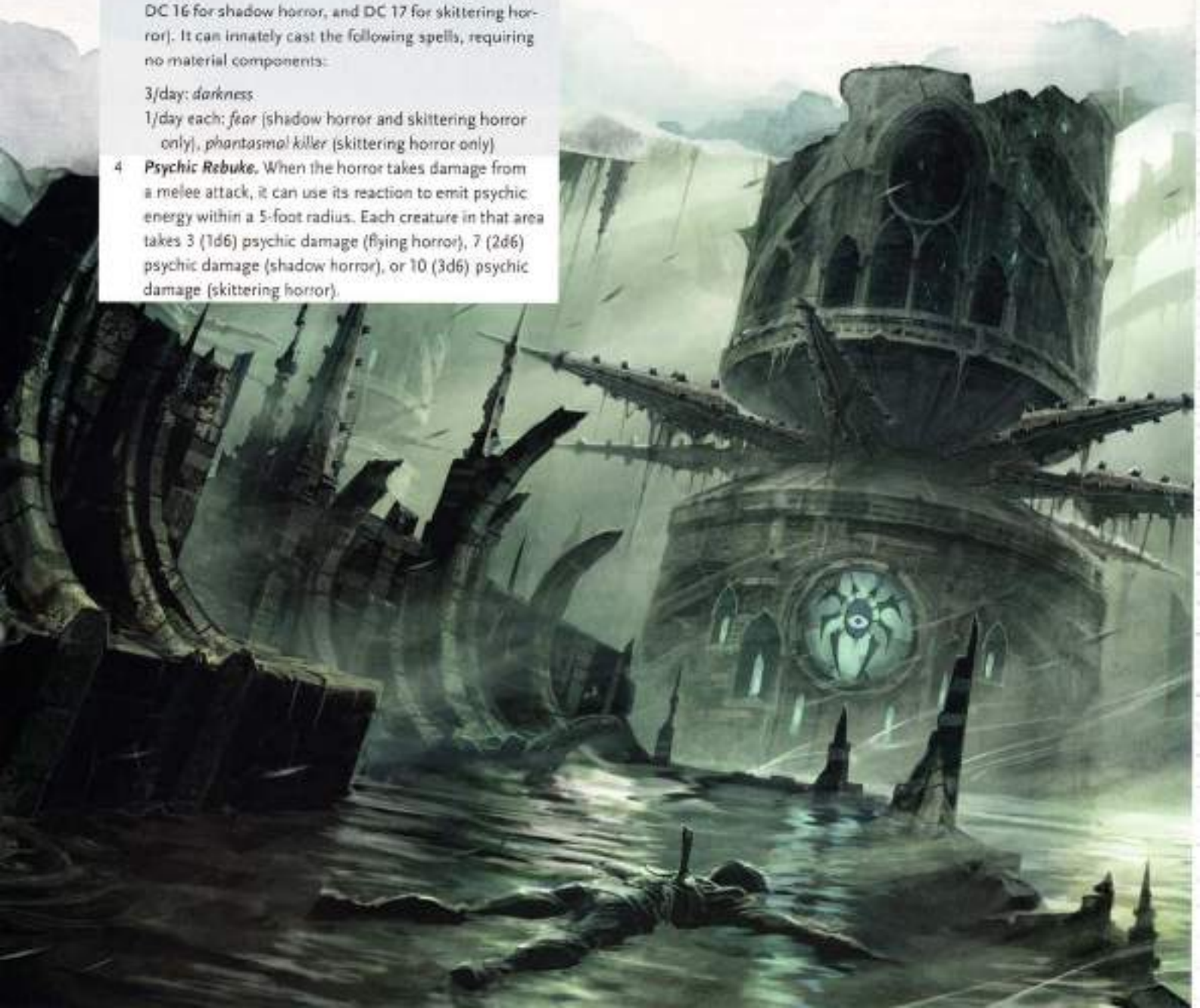
Horrors share some common body types but vary wildly in other characteristics. A particular horror's form might incorporate elements that resemble fiendish, insectile, or reptilian features. To customize a horror, choose a base creature (flying horror, shadow horror, or skittering horror), then roll once on the Primary Features table and once on the Secondary Features table (or choose an option from each table). Add those features to the base creature.

Primary Features

d4	Feature
1	***Avoidance.*** If the horror is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.
2	***Damage Resistances.*** The horror has resistance to necrotic and psychic damage.
3	***Innate Spellcasting.*** The horror's innate spellcasting ability is Charisma (spell save DC 13 for flying horror, DC 16 for shadow horror, and DC 17 for skittering horror). It can innately cast the following spells, requiring no material components: 3/day: *darkness* 1/day each: *fear* (shadow horror and skittering horror only), *phantasmal killer* (skittering horror only)
4	***Psychic Rebuke.*** When the horror takes damage from a melee attack, it can use its reaction to emit psychic energy within a 5-foot radius. Each creature in that area takes 3 (1d6) psychic damage (flying horror), 7 (2d6) psychic damage (shadow horror), or 10 (3d6) psychic damage (skittering horror).

Secondary Features

d4	Feature
1	***Grasping Tendrils.*** The horror has four tendrils. Each tendril can be attacked (AC 12, 10 hit points). Destroying one deals no damage to the horror. As a bonus action, the horror can target one creature it can see within 10 feet of it. The target must succeed on a Dexterity saving throw or be grappled by the horror. The DC of the saving throw and the DC to escape the grapple are the same: 9 for the flying horror, 13 for the shadow horror, and 19 for the skittering horror. Until the grapple ends, the horror can't use the same tendril to grapple another target.
2	***Indomitable Mind.*** The horror is immune to the charmed condition.
3	***Keen Senses.*** The horror has advantage on Wisdom (Perception) checks that rely on sight, sound, or smell.
4	***Mind Sight.*** Magical darkness doesn't impede the horror's darkvision.





Shadow Horror

Large aberration, neutral evil

Armor Class 13
Hit Points 120 (16d10 + 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	2 (−4)	17 (+3)	18 (+4)

Skills Perception +7, Stealth +11
Damage Vulnerabilities radiant
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 17
Languages —
Challenge 9 (5,000 XP)

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

Shadow Stealth. While in dim light or darkness, the horror can take the Hide action as a bonus action.

Shadow Stride. As a bonus action, the horror can step into a shadow within 5 feet of it and magically appear in an unoccupied space within 5 feet of a second shadow that is up to 60 feet away. Both shadows must be cast by a Small or larger creature or object.

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

Actions

Multiattack. The horror makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage, and the target must succeed on a DC 16 Wisdom saving throw or be frightened of the horror until the end of the target's next turn.

Lashing Shadows (Recharge 5–6). Each creature within 60 feet of the horror, except other horrors, must succeed on a DC 16 Dexterity saving throw or take 27 (6d8) necrotic damage.

Skittering Horror

Huge aberration, neutral evil

Armor Class 17 (natural armor)
Hit Points 228 (24d12 + 72)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	17 (+3)	2 (−4)	14 (+2)	18 (+4)

Skills Perception +7, Stealth +8
Damage Vulnerabilities radiant
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 17
Languages —
Challenge 15 (13,000 XP)

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

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

Actions

Multiattack. The horror can use its Maddening Presence and make three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) slashing damage.

Maddening Presence. The horror targets one creature it can see within 30 feet of it. If the target can see or hear the horror, the target must make a DC 17 Wisdom saving throw. On a failed saving throw, the target becomes paralyzed until the end of its next turn. If a creature's saving throw is successful, the creature is immune to the horror's Maddening Presence for the next 24 hours.



Indentured Spirit

Those who die with unpaid debts to the Orzhov Syndicate don't get a reprieve. Instead, their spirits serve the syndicate until they have worked off their obligation. Sometimes that means existing as an indentured spirit for years or even millennia.

An indentured spirit is an incorporeal being draped in ghostly black robes and a hood that hides whatever face it might have. Chains are hung around its chest and arms as a perpetual marker of its servitude.

Orzhov Spirits

For the members of the Orzhov Syndicate, life as a spirit after death can be a gift, or it can mean everlasting servitude. The process of separating the soul from the body is often willingly undergone by the heads of the oldest and most respected families of the Orzhov oligarchy, resulting in pampered spirits that think they can spend the rest of eternity enjoying the spoils of their decadence. These spirits begin their undead existence as ghosts and use the ghost stat block in the *Monster Manual*. Over time, however, they tend to shed the nuances of their personalities and become caricatures of their living selves, often turning into specters, as described in the *Monster Manual*.

Indentured Spirit

Medium undead, any alignment

Armor Class 11
Hit Points 13 (3d8)
Speed 0 ft., fly 40 ft. (hover)

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

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses passive Perception 11
Languages the languages it knew in life
Challenge 1 (200 XP)

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

Actions

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



Izzet Weirds

Weirds are the products of Izzet League experiments intended to combine two opposing elemental types in the hope of creating elementals that were more stable than the norm and easier to control. As commonly happens with Izzet experiments, the outcome was the exact opposite. Weirds are even wilder and more unpredictable than elementals of either of their component elements. Nevertheless, they can make potent guardian creatures and can be urged into fighting on behalf of their creators.

Elemental Nature. An Izzet weird doesn't require air, food, drink, or sleep.

Blistercoil Weird

A blistercoil weird is an anthropomorphic brute formed from water and molten rock. It absorbs energy from magical fire, causing its oozelike body to increase in size. During one disastrous experiment, Izzet researchers observed a blistercoil weird expanding to fill a six-story workshop before it released all its excess energy in an enormous explosion and returned to its original size.

Blistercoil Weird

Medium elemental, chaotic neutral

Armor Class 13
Hit Points 45 (7d8 + 14)
Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	5 (–3)	10 (+0)	7 (–2)

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Draconic
Challenge 4 (1,100 XP)

Feed on Fire. If the weird takes fire damage from a spell or other magical effect, its size increases by one category. If there isn't enough room for the weird to increase in size, it attains the maximum size possible in the space available. While the weird is Large or bigger, it makes Strength checks and saving throws with advantage.

If the weird starts its turn at Gargantuan size, the weird releases energy in an explosion. Each creature within 30 feet of the weird must make a DC 12 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in the area that aren't being worn or carried. The weird's size then becomes Medium.

Form of Fire and Water. The weird can move through a space as narrow as 1 inch wide without squeezing. In addition, the weird can enter a hostile creature's space and stop there. The first time the weird enters another creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the burning creature takes 5 (1d10) fire damage at the start of each of its turns.

Heated Body. A creature that touches the weird or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Illumination. The weird sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) fire damage, or 11 (2d8 + 3) bludgeoning damage plus 14 (4d6) fire damage if the weird is Large or bigger.



Fluxcharger

Large elemental, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	6 (–2)	10 (+0)	7 (–2)

Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Draconic
Challenge 7 (2,900 XP)

Amplify Lightning. Whenever a spell that deals lightning damage includes one or more fluxchargers in its area, the spell deals an extra 9 (2d8) lightning damage.

Actions

Multiattack. The fluxcharger makes two slam attacks or uses Arc Lightning twice.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 10 (3d6) fire damage.

Arc Lightning. *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 16 (3d10) lightning damage, and lightning jumps from the target to one creature of the fluxcharger's choice that it can see within 30 feet of the target. That second creature must succeed on a DC 15 Dexterity saving throw or take 13 (3d8) lightning damage. *Hit or Miss:* The fluxcharger takes 5 (1d10) force damage after resolving the attack.

Fluxcharger

In an effort to create a weird that could be more easily controlled, Izzet mages tried binding elemental lightning, fire, and smoke into a framework made of the magical alloy mizzium. The experiment was partly successful; the resulting weird, a fluxcharger, doesn't explode like some other weirds do, but it is more intelligent and more headstrong than other weirds.

A fluxcharger's mizzium frame is suggestive of an angel. A faceplate is meant to give it some personality, but most people find its solemn expression and unblinking stare more unnerving than relatable.



Galvanice Weird

Medium elemental, chaotic neutral

Armor Class 12 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	17 (+3)	3 (−4)	10 (+0)	5 (−3)

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

Death Burst. When the galvanice weird dies, it explodes in a burst of ice and lightning. Each creature within 10 feet of the exploding weird must make a DC 13 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 5 (2d4) lightning damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or lose the ability to use reactions until the start of the weird's next turn.

Galvanice Weird

Galvanice weirds seem to be the epitome of weird technology. Indeed, they serve willingly, with cheerful stupidity, as guardians and laborers in Izzet workshops. They combine a rigid body of elemental ice with a core of lightning that animates them. If a galvanice weird is destroyed, the ice shatters and lightning crackles outward in a dangerous explosion. Still, most Izzet researchers find that their usefulness outweighs this risk.



Krasis

In the deep sinkholes that serve as laboratories and guildhalls for the Simic Combine, biomancers employ a combination of magic and scientific method to create novel life forms. They coax new morphologies from existing creatures or combine traits from multiple organisms into one, producing the creatures known as krasis. Some krasis are unique creatures that can't reproduce. A few multiply and become part of the guild's standard menagerie.

Creating a Krasis

To create a krasis, choose the appropriate stat block: category 1 (Medium), category 2 (Large), or category 3 (Huge). Then roll once on the Major Adaptations table and once on the Minor Adaptations table (or choose an option from each table) to determine its additional characteristics. The potency of some adaptations varies based on the category of the krasis, as indicated in the descriptions of those adaptations.

Just a few examples of krasis are the battering krasis (a fusion of hammerhead shark and a powerfully built beast), the crocanura (a crocodile-frog), the drakewing krasis (a lizard-drake), the teratosuchus (a crocodile-crab), the shambleshark (a shark-crab), and the sharktocrab (an improved shambleshark that includes octopus elements as well).

Major Adaptations

d8	Major Adaptation
1	***Acidic Skin.*** Any creature that touches the krasis or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage (category 1), 4 (1d8) acid damage (category 2), or 6 (1d12) acid damage (category 3).
2	***Armored Hide.*** The krasis has better natural armor afforded by a shell or thick scales, increasing its Armor Class by 4.

Category 1 Krasis

Medium monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	2 (−4)	13 (+1)	8 (−1)

Senses passive Perception 11
Languages —
Challenge 1 (200 XP)

Amphibious. The krasis can breathe air and water.

Actions

Multiattack. The krasis makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage.

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



d8	Major Adaptation
3	***Bioluminescent Markings.*** The krasis has glowing patterns on its skin that take the shape of defensive runes, granting it advantage on saving throws against spells and other magical effects.
4	***Flight.*** The krasis has wings and gains a flying speed equal to its walking speed.
5	***Grabber.*** When the krasis hits a creature with its claws, the target is grappled (escape DC 13 for category 1, DC 15 for category 2, and DC 19 for category 3) by a specialized grasping appendage on the krasis. It can have only one creature grappled in this way at a time.
6	***Hypnotic Display (Recharge 5–6).*** As an action, the krasis creates mesmerizing colors and shapes around itself. Each creature within 15 feet of it that can see it must succeed on a Wisdom saving throw (DC 12 for category 1, DC 14 for category 2, and DC 18 for category 3) or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on a saving throw against this effect becomes immune to the Hypnotic Display of all krasis for 24 hours.
7	***Venomous Sting.*** When the krasis hits a creature with its claws, the creature must succeed on a Constitution saving throw (DC 12 for category 1, DC 14 for category 2, and DC 18 for category 3) or be poisoned for 1 minute. If the krasis is a category 2 or 3, the creature is paralyzed while poisoned in this way. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
8	***Regeneration.*** The krasis regains hit points (2 for a category 1, 5 for a category 2, and 10 for a category 3) at the start of each of its turns if it has at least 1 hit point.

Category 2 Krasis

Large monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	2 (–4)	13 (+1)	8 (–1)

Senses passive Perception 11
Languages —
Challenge 6 (2,300 XP)

Amphibious. The krasis can breathe air and water.

Actions

Multiattack. The krasis makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 17 (2d12 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.



Category 3 Krasis

Huge monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 287 (25d12 + 125)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	2 (–4)	13 (+1)	8 (–1)

Senses passive Perception 11
Languages —
Challenge 16 (15,000 XP)

Amphibious. The krasis can breathe air and water.

Actions

Multiattack. The krasis makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 27 (6d6 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 33 (6d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Minor Adaptations

d8	Minor Adaptation
1	***Amorphous Structure.*** The krasis can move through a space as narrow as 1 inch wide without squeezing.
2	***Aquatic.*** The krasis gains a swimming speed equal to its walking speed.
3	***Climbing Speed.*** The krasis gains a climbing speed equal to its walking speed.
4	***Cryptic Skin.*** The krasis can change color to match its surroundings. It has advantage on Dexterity (Stealth) checks made to hide.
5	***Heightened Awareness.*** The krasis can't be surprised, as a result of having sensitive barbels like a catfish, stereoscopic vision like a chameleon, a tongue like a snake, eye stalks like a lobster, or an array of several eyes.
6	***Ink Cloud (Recharges after a Short or Long Rest).*** While underwater, the krasis can use a bonus action to expel a cloud of ink and then move up to its speed. The ink cloud is stationary and fills a 20-foot-radius sphere centered on a point in the krasis's space before it moves. The sphere is heavily obscured until the ink disperses after 1 minute. A strong current also disperses the ink cloud.
7	***Leaping Legs.*** With or without a running start, the krasis's long jump is 20 feet (category 1), 30 feet (category 2), or 40 feet (category 3). Its high jump is 10 feet (category 1), 20 feet (category 2), or 30 feet (category 3).
8	***Stabilizing Legs.*** The krasis has several crablike legs. As a result, it has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.



Kraul

The kraul are an ascendant power group within the Golgari Swarm, long content to linger at the margins of the undercity but now increasingly making their buzzing voices heard in the subterranean Golgari guildhall. These six-legged, insectile beings are hard-headed and literal-minded, with little grasp of metaphor or nuance.

Kraul Warrior

Kraul society is organized into well-defined roles and castes. The vast majority of the kraul occupy various tiers of soldiery, from commanders and elite troops down to the lowliest infantry.

Kraul Death Priest

The death priests occupy the highest roles in kraul society. They lead the buzzing chants of the kraul rites. Their inscrutable clicks and buzzing can summon crippling necromantic magic, and the presence of death seems to fortify them. They draw power from the defeat of their enemies and channel it to their followers, ensuring the continuation of the cycle.

The current leader of the kraul is a death priest named Mazirek.

Winged Kraul Warriors

Some kraul warriors have a flying speed of 40 feet, as a result of possessing gossamer wings. Their wings give them a higher station among the kraul soldiers. Winged kraul warriors serve the guild as scouts and shock troops.

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.



Kraul Death Priest

Kraul Death Priest

Medium humanoid (kraul), neutral evil

Armor Class 18 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft., climb 30 ft., fly 40 ft.

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

Saving Throws Con +4, Wis +4
Skills Insight +4, Nature +3, Religion +3
Senses darkvision 60 ft., passive Perception 12
Languages Common, Kraul
Challenge 4 (1,100 XP)

Feed on Death. When a creature within 30 feet of the kraul drops to 0 hit points, the kraul or another creature of its choice within 30 feet of it gains 5 (1d10) temporary hit points, provided the kraul isn't incapacitated.

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

Innate Spellcasting. The kraul's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The kraul can innately cast the following spells, requiring no material components:

At will: *chill touch*, *poison spray*
3/day each: *ray of enfeeblement*, *ray of sickness*
1/day each: *animate dead*, *blight*, *vampiric touch*

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

Multiattack. The kraul makes one attack with its quarterstaff and casts one of its spells with a casting time of 1 action.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if used with two hands.

Nightveil Specter

The Nightveil specters of Ravnica are hooded, undead guardians that ride flying creatures called gloamwings. They are fearsome agents of House Dimir, protecting the territory and interests of that guild—particularly the neighborhood of Nightveil, from which the specters get their name. Their work can include driving off people who accidentally wander too close to a secret rooftop meeting, killing those who knowingly infiltrate Dimir property, and tracking those who have stolen guild secrets, then wiping those secrets from their victims' minds to ensure that they are never shared.

Limited Sentience. A Nightveil specter is created when the mind magic of House Dimir erases a person's identity, leaving a mind so broken it can no longer live. Thus, Nightveil specters have no memory of their previous lives, and they are just clever enough to follow their orders with some amount of creativity. They pursue their assigned tasks with fearless determination.

Gloamwing Mount. If a gloamwing is killed, its specter becomes fixated on destroying those responsible. If the specter survives, it can create a new gloamwing over the course of a month, during which time the specter is incapacitated.

A gloamwing's head is almost ratlike, with prominent teeth, and its leathery skin is stretched tight over its skull, where its eyes are empty sockets. Its body is mottled with bony plates, and great wings stretch from its shoulders.

Undead Nature. A Nightveil specter and its gloamwing mount don't require air, food, drink, or sleep.



Nightveil Specter Riding a Gloamwing

Nightveil Specter

Medium undead, neutral evil

Armor Class 17 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	6 (−2)	17 (+3)	11 (+0)

Saving Throws Dex +8, Wis +7
Skills Insight +7, Perception +7, Stealth +8
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages understands Common but can't speak
Challenge 10 (5,900 XP)

Mount. If the specter isn't mounted, it can use a bonus action to magically teleport onto its gloamwing mount, provided the specter and the gloamwing are on the same plane of existence. When it teleports, the specter appears astride the gloamwing along with any equipment it is wearing or carrying.

While mounted and not incapacitated, the specter can't be surprised, and both it and its mount gain advantage on Dexterity saving throws.

Actions

Multiattack. The specter makes two scythe attacks.

Scythe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 13 (3d8) psychic damage.

Mind Twist (Recharge 5–6). The specter magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Wisdom saving throw or take 22 (5d8) psychic damage and be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reap Memory (3/Day). The specter touches one incapacitated creature and chooses 1 hour from among the past 24. Unless the creature succeeds on a DC 15 Intelligence saving throw, the creature loses all memory of that hour. The creature regains the memory only if the specter dies within the next 24 hours.

Gloamwing

Large undead, neutral evil

Armor Class 16 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	2 (−4)	11 (+0)	6 (−2)

Saving Throws Str +8, Dex +6
Skills Perception +3, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages understands Common
Challenge 8 (3,900 XP)

Death Link. If its specter rider is reduced to 0 hit points, the gloamwing is destroyed.

Flyby. The gloamwing doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Sunlight Sensitivity. While in sunlight, the gloamwing has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The gloamwing makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Nivix Cyclops

Large giant, unaligned

Armor Class 14 (half plate)
Hit Points 115 (10d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (–1)	22 (+6)	7 (–2)	10 (+0)	9 (–1)

Saving Throws Con +9, Wis +3
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common, Giant
Challenge 8 (3,900 XP)

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

Actions

Multiattack. The cyclops makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

Reactions

Spell Vitalization. Immediately after a creature casts a spell of 1st level or higher within 120 feet of the cyclops, the cyclops can move up to twice its speed without provoking opportunity attacks. It can then make one slam attack against a target of its choice.

Nivix Cyclops

Cyclopes like those described in the *Monster Manual* are found primarily among the Gruul Clans. They are forces of nature, and even though they have occasionally been recruited into the Boros Legion, they can never truly be tamed.

Cyclopes serve the Izzet league as workshop guardians, personal protectors, and heavy laborers. They wear mizzium armor plating to minimize injuries from laboratory mishaps, piston gauntlets to increase their strength for lifting and punching, and telescopic helmets to minimize the shortcomings of their monocular vision. They are sometimes called monoclons or Nivix cyclopes, after the name of the Izzet guildhall.



Simic Hybrids

The Guardian Project is a consequence of increasing tension within the Simic Combine as the threat of inter-guild conflict looms. Believing that the Simic must be prepared to fight for their lives when that conflict comes to a head, biomancers have created soldiers to help defend the guild. These hybrids (also called guardians, after the name of the project) are created from human, vedalken, and elf guild members who volunteer to be transformed.



Hybrid Brute

Medium humanoid (Simic hybrid), neutral good

Armor Class 18 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Senses passive Perception 10
Languages Common plus any one language
Challenge 2 (450 XP)

Amphibious. The hybrid can breathe air and water.

Actions

Multiattack. The hybrid makes two claw attacks.

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

Hybrid Flier

Medium humanoid (Simic hybrid), neutral good

Armor Class 13
Hit Points 39 (6d8 + 12)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	11 (+0)

Damage Resistances acid
Senses passive Perception 10
Languages Common plus any one language
Challenge 2 (450 XP)

Actions

Multiattack. The hybrid makes two javelin attacks. It can replace one javelin attack with Spit Acid.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Spit Acid. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 10 (4d4) acid damage.

Hybrid Poisoner

Medium humanoid (Simic hybrid), neutral good

Armor Class 14
Hit Points 26 (4d8 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	14 (+2)	12 (+1)	13 (+1)	12 (+1)

Saving Throws Dex +6, Con +4
Skills Athletics +3, Perception +3, Stealth +6
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 30 ft., passive Perception 13
Languages Common plus any one language
Challenge 1 (200 XP)

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

Poisonous Skin. Any creature that touches the hybrid or hits it with a melee attack while within 5 feet of it takes 3 (1d6) poison damage.

Actions

Toxic Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) bludgeoning damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. At the end of each of the poisoned target's turns, it must repeat the save, taking 3 (1d6) poison damage on a failed save, or ending the effect on itself on a successful one.



Hybrid Shocker

Hybrid Shocker

Medium humanoid (Simic hybrid), neutral good

Armor Class 12
Hit Points 39 (6d8 + 12)
Speed 30 ft.

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

Damage Immunities lightning
Senses passive Perception 11
Languages Common plus any one language
Challenge 1 (200 XP)

Electrified Body. Any creature that touches the hybrid or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage.

Illumination. The hybrid sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Multiattack. The hybrid makes two attacks: one with its shocking touch and one with its tentacles.

Shocking Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) lightning damage.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one creature. *Hit:* The target is grappled (escape DC 11), and the hybrid pulls the target up to 15 feet straight toward it. Until this grapple ends, the target takes 5 (1d10) lightning damage at the start of each of its turns, and the hybrid shocker can't use its tentacles on another creature.

Hybrid Spy

Medium humanoid (Simic hybrid), neutral good

Armor Class 13
Hit Points 22 (4d8 + 4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	13 (+1)	14 (+2)	9 (–1)

Skills Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages Common plus any one language
Challenge 1/2 (100 XP)

Chameleon Skin. The hybrid has advantage on Dexterity (Stealth) checks made to hide.

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

Actions

Multiattack. The hybrid makes two shortsword attacks.

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



Skyjek Roc

The aerial forces of the Boros Legion—skyknights who fly alongside the angels—take to the air mounted on Skyjek rocs. These avians are named for the skyknights who are also part of the Wojek League, called Skyjeks. From the backs of their rocs, these mounted soldiers carry out reconnaissance missions, bombard enemies on the ground, and engage flying foes.

The shape of a Skyjek roc's body makes it relatively easy to saddle and ride, and it is typically equipped with armor plating on its head and chest.

Skyjek rocs are headstrong and impulsive, but their bravery makes them ideal mounts for the Boros knights.

Skyjek Roc

Large monstrosity, unaligned

Armor Class 15 (breastplate)
Hit Points 37 (5d10 + 10)
Speed 20 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	14 (+2)	3 (−4)	10 (+0)	8 (−1)

Saving Throws Dex +3, Wis +2
Skills Perception +2
Senses passive Perception 12
Languages —
Challenge 2 (450 XP)

Keen Sight. The roc has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The roc makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Talons. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.



Skyswimmer

Skyswimmers are enormous, predatory leviathans that feed on drakes, rocs, griffins, and anything else they encounter as they soar through the clouds above Ravnica.

Skyswimmer

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 216 (16d20 + 48)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	16 (+3)	7 (–2)	12 (+1)	6 (–2)

Saving Throws Con +8
Skills Perception +6
Senses passive Perception 16
Languages —
Challenge 13 (10,000 XP)

Amphibious. The skyswimmer can breathe air and water.

Actions

Multiattack. The skyswimmer makes three attacks: one with its bite and two with its slam.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the skyswimmer.

A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the skyswimmer, and it takes 21 (6d6) acid damage at the start of each of the skyswimmer's turns.

If the skyswimmer takes 30 damage or more on a single turn from the swallowed creature, the skyswimmer must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the skyswimmer. If the skyswimmer dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Slam. *Melee Weapon Attack:* +11 to hit, reach 30 ft., one target. *Hit:* 19 (2d12 + 6) bludgeoning damage.



Thrulls

When the Orzhov Syndicate rips a soul from its body to create a spirit, the cast-off remains go to the fleshmages, who use their necromantic magic to liquefy the corpse and transform it into something useful. These creations become thrulls, obedient slaves that serve in a variety of menial roles: laborers, messengers, beasts of burden, and even fashion accessories for the elite. Whatever tasks they perform, they wear faceplates forged from devalued coinage to conceal their ghastly features.

Construct Nature. A thrull doesn't require air, food, drink, or sleep.

Servitor Thrull

The most wretched of thrulls are the servitors, small and slender, that serve as playthings for their Orzhov masters. They run trivial errands, transport small items, caper and dance, and keep their masters' expensive robes from trailing on the dirty street. They are utterly loyal, lacking any concept of thinking for themselves.

Winged Thrull

Winged thrulls are at once the most intelligent of Orzhov thrulls (which isn't saying much), as well as the smallest, most unobtrusive, and most mobile. They act as messengers and spies for their Orzhov masters and tend to mimic the mannerisms and movements of the oligarchs they serve.

Servitor Thrull

Small construct, unaligned

Armor Class 11
Hit Points 22 (4d6 + 8)
Speed 30 ft.

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

Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Common but can't speak
Challenge 1/4 (50 XP)

Actions

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

Reactions

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

Winged Thrull

Small construct, unaligned

Armor Class 12
Hit Points 31 (7d6 + 7)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	15 (+2)	12 (+1)	8 (–1)	9 (–1)	8 (–1)

Saving Throws Dex +4
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Common but can't speak
Challenge 1/2 (100 XP)

Actions

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

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

Reactions

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



Undercity Medusa

The medusas of Ravnica, often called gorgons, are a monstrous race of creatures that appear superficially similar to human women. In place of hair, a gorgon has a writhing mass of black, serpentine cables, and its hands are scaly claws.

The gaze of a medusa's glowing eyes causes living tissue to petrify. The transformation is rapid, leaving the victim as a stone statue, usually frozen in a position of abject fear or agony—a fine trophy for the medusa's macabre collection. The medusa must exert its will to effect this transformation, so the gaze of a surprised or friendly Ravnican medusa is harmless.

This deadly gaze attack gives medusas a degree of power among the Golgari that is out of proportion with their small numbers. Medusas command a significant share of the guild's smaller cells around Ravnica, and at least one medusa is thought to be angling for control of the entire guild at the moment.

Not all gorgons are so ambitious; some prefer to simply stalk the endless shadows of the undercity like hungry predators.

Ludmilla, the Tunnel Viper

Ludmilla is the last surviving member of the Sisters of Stone Death, the trio of power-hungry medusas who slew Svogthir, the original guildmaster of the Golgari Swarm. Ludmilla no longer has the collective power of her medusa sisters, so she's been forced to lurk in Ravnica's undercity, surrounded by hundreds of her petrified victims. She dreams of one day reclaiming control of the Golgari Swarm, or at least causing pain to its current guildmaster, Jarad Vod Savo (whose own sister displaced the medusas from their position).

Undercity Medusa

Medium monstrosity, neutral evil

Armor Class 16 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	17 (+3)	12 (+1)	15 (+2)

Skills Deception +5, Insight +4, Perception +4, Stealth +7
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish
Challenge 6 (2,300 XP)

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

1/day each: *expeditious retreat*, *fog cloud*, *misty step*

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

Surprise Attack. During the first round of combat, the medusa has advantage on attack rolls against any creature that is surprised, and it deals an extra 10 (3d6) damage each time it hits such a creature with an attack.

Actions

Multiattack. The medusa makes two claw attacks. It can also use Petrifying Gaze before or after making these attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Petrifying Gaze. The medusa fixes its gaze on one creature within 60 feet of it that it can see and that can see its eyes. The target must make a DC 14 Constitution saving throw. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by a *greater restoration* spell or similar magic.



Vampire with a Gargoyle

Vampires

Creatures of the night, vampires are ageless undead beings who subsist on the blood of the living. They are fierce predators who mask their ravenous thirst behind a facade of sophistication and sensuality. Those who sip blood from golden chalices are no less voracious than those who tear out their victims' throats with their fangs; they just hide it better.

The vampires of Ravnica differ from those in the *Monster Manual* in important ways. They lack the traits and abilities that those other vampires boast, but also lack the weaknesses that hinder such vampires. What they have in common is an unquenchable thirst for the blood that sustains their undead existence.

Blood Drinker Vampire

Plenty of blood drinkers haunt Ravnica's alleys and sewers, preying on those who are foolish enough to leave the relative safety of the crowds.

Orzhov Vampires. Vampires thrive in the Orzhov Syndicate, where they can collect tithes and payments from their debtors in the form of blood. Their undead nature gives them the same immortality enjoyed by the oligarch spirits, but they remain capable of experiencing all the delights of their corporeal forms. In contrast to Orzhov spirits, they also retain their personalities, which are almost uniformly cruel.

Blood Bond. Consuming a creature's blood creates a sort of empathic bond that allows the blood drinker vampire to exert some magical influence over its victim.

Blood Drinker Vampire

Medium undead, lawful evil

Armor Class 16 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	16 (+3)	13 (+1)	19 (+4)

Saving Throws Dex +7, Con +6, Wis +4
Skills Intimidation +7, Perception +4, Stealth +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 8 (3,900 XP)

Actions

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

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

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

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

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

Reactions

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



Mind Drinker Vampire

When vampires join House Dimir, they can learn to siphon mental energy and memories along with the blood of their victims. They also study the magic favored by Dimir mind mages, giving them a powerful combination of abilities ideal for espionage and infiltration.

Szadek's Heirs. The founder of House Dimir, Szadek, was the first of the so-called mind drinkers. His secrets are passed on only to other members of his guild, and mind drinkers who leave House Dimir become enemies of the guild—the only exceptions to a rule that prohibits mind drinkers from feeding on others of their kind.

Cell Leaders. Thanks to their particular gifts, mind drinkers are often placed as leaders of small cells of covert Dimir operatives. They rarely trust their own agents, though, and often follow their cell members to make sure those members carry out missions as ordered. The most suspicious vampires might even siphon thoughts from their subordinates to detect any hint of betrayal.

Mind Drinker Vampire

Medium undead, neutral evil

Armor Class 14
Hit Points 55 (10d8 + 10)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	12 (+1)	19 (+4)	13 (+1)	14 (+2)

Saving Throws Dex +6, Int +6, Wis +3
Skills Deception +4, Insight +3, Perception +3, Stealth +6
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 4 (1,100 XP)

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

At will: *message*
3/day each: *charm person, hold person, mirror image, sleep*
1/day each: *gaseous form, major image*

Shadow Stealth. While in dim light or darkness, the vampire can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the vampire has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage.

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

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. The vampire can also grapple the target (escape DC 13) if it is a creature and the vampire has a hand free.

Mind Siphon (Recharge 5–6). The vampire targets a creature it can see within 30 feet of it. The target must make a DC 14 Intelligence saving throw, with disadvantage if the vampire has previously consumed the target's blood. On a failed save, the target takes 28 (8d6) psychic damage, and the vampire discerns the target's surface emotions and thoughts. On a successful save, the target takes half as much damage, and the vampire discerns the target's general emotional state but not its thoughts.



Wurm

Wurms are huge creatures that resemble limbless, wingless dragons. They burrow through the earth and eat virtually anything they come across, and their movement accounts for much of the destruction in the rubblebelt regions of Ravnica.

A wurm burrows through loose earth by using deep sonic vibrations to liquefy the earth in front of it and swim through the area. The soil resolidifies and closes behind it. Moving through rock is slower and more difficult, and the wurm leaves a tunnel in its wake.

The Gruul Clans appreciate the devastation wurms can create, and the clans sometimes lure them into civilized areas where the destruction can be vast.

Wurm

Huge monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	3 (–4)	12 (+1)	4 (–3)

Saving Throws Con +11, Wis +6
Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 11
Languages —
Challenge 14 (11,500 XP)

Earth Tremors. The wurm creates earth tremors as it moves overland or underground. Any creature that comes within 30 feet of the moving wurm for the first time on a turn must succeed on a DC 20 Dexterity saving throw or take 10 (3d6) bludgeoning damage and fall prone. Any structure or object anchored to the ground that comes within 30 feet of the moving wurm for the first time on a turn takes 10 (3d6) force damage.

Siege Monster. The wurm deals double damage to objects and structures.

Tunneler. The wurm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 24 (5d6 + 7) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 20 Dexterity saving throw or be swallowed by the wurm. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the wurm, and takes 17 (5d6) acid damage at the start of each of the wurm's turns.

If the wurm takes 30 damage or more on a single turn from a creature inside it, the wurm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the wurm. If the wurm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

NPCs by Guild

This section describes various nonplayer characters that belong to each guild. These characters can serve as enemies, rivals, allies, or contacts. In addition to the NPCs presented here, you can customize the NPCs in the *Monster Manual* and other sources to make them feel like part of a particular guild.

Also included in this chapter are statistics and descriptions of the guildmasters of Ravnica. Without exception, these are powerful creatures. In most campaigns, the guildmasters will come into play more often in negotiations and other social settings than in combat. Thus, each guildmaster's ideals, bonds, and flaws are included. As a general rule, a guildmaster's personal agenda is in line with the guild's goals described in chapter 2, so the guild entries there provide additional direction for roleplaying these individuals.

Several other named guild members are highlighted in sidebars.

Soldier

Soldiers are found in many of Ravnica's guilds. The soldier stat block represents a typical member of the rank and file, though weaponry and armor can vary.

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.

Lavinia, Steward of the Guildpact

Arrester Lavinia, an Azorius arrester (use the **veteran** stat block in the *Monster Manual*), is straightforward and stern. To her, justice is a bird you have to catch, not a dog that willingly walks toward its master. She worked alongside Jace, the Living Guildpact, scheduling appointments and relaying messages. The work was beneath her, but Lavinia's allegiance was to the soul of her city. Jace's disappearance worries her, but she has steadfastly refused to violate the law of the land by stepping into his duties.

Azorius NPCs

The Azorius Senate's activities focus on maintaining public order. For example, the Lyev Column acts as the police force for all of Ravnica. The Azorius NPCs table summarizes key roles within this force. Statistics for these NPCs are found in the *Monster Manual* unless the table states otherwise.

Azorius NPCs

Role	Appropriate Stat Block
Arrester	Knight or veteran
Azorius soldier	Soldier*
Hussar (cavalry)	Soldier* mounted on a warhorse or a griffon
Magical support	Lawmage* or precognitive mage*

*Appears in this chapter

Supreme Judge Isperia

Isperia is the current guildmaster of the Azorius Senate. As a sphinx, she is aloof and values solitude above all. However, she has been forced to give up her privacy to deal with the increased crime and chaos on Ravnica.

Isperia is devoted to her guild's belief that law is the ultimate bulwark against chaos, and it is her steady hand that guides the Azorius through these uncertain times. As guildmaster, Isperia serves as the supreme judge, a role that takes advantage of her encyclopedic knowledge of Ravnica's labyrinthine legal system.

If an encounter turns violent, Isperia refrains from using lethal force if possible, preferring to subdue a wrongdoing so that the legal system can mete out justice.

Isperia's Traits

Ideal: "The law provides direction for every arena of life; it is the only compass I need."

Bond: "I can't stand by and watch disorder spread through the city. Without the Azorius, Ravnica would collapse. In the absence of order, we must establish it."

Flaw: "If Ravnica didn't need me, I would prefer to live a life of solitude and contemplation."

Lawmage

The Azorius Senate has spellcasters who are trained to capture lawbreakers and bring them to justice. A lawmage's magic is focused on restraining criminals and on protecting bystanders from becoming casualties when arresters are pursuing malefactors. A significant proportion of the guild's vedalken are lawmages.

Precognitive Mage

Precognitive mages, a rarity among Azorius spellcasters, are capable of capturing glimpses of the future. They are typically employed to anticipate the actions of wanted criminals, thus aiding in their capture.



Isperia

Gargantuan monstrosity, lawful neutral

Armor Class 17 (natural armor)
Hit Points 261 (18d20 + 72)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	23 (+6)	26 (+8)	20 (+5)

Saving Throws Dex +9, Con +11, Int +13, Wis +15
Skills: Arcana +13, History +13, Insight +15, Perception +15
Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 25
Languages Common, Sphinx
Challenge 21 (33,000 XP)

Innate Spellcasting. Isperia's innate spellcasting ability is Wisdom (spell save DC 23). Isperia can innately cast *imprisonment* twice per day, requiring no material components.

Inscrutable. Isperia is immune to any effect that would sense her emotions or read her thoughts, as well as any divination spell that she refuses. Wisdom (Insight) checks made to ascertain her intentions or sincerity have disadvantage.

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

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

Spellcasting. Isperia is a 15th-level Azorius spellcaster. Her spellcasting ability is Wisdom (spell save DC 23, +14 to hit with spell attacks). Isperia has the following cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*
1st level (4 slots): *command, detect evil and good, ensnaring strike, sanctuary, shield of faith*
2nd level (3 slots): *arcane lock, augury, calm emotions, hold person, silence, zone of truth*
3rd level (3 slots): *bestow curse, clairvoyance, counterspell, dispel magic, tongues*
4th level (3 slots): *divination, locate creature*
5th level (2 slots): *dispel evil and good, scrying*
6th level (1 slot): *word of recall*
7th level (1 slot): *divine word*
8th level (1 slot): *antimagic field*

Actions

Multiattack. Isperia makes two claw attacks. She can cast a spell with a casting time of 1 action in place of one claw attack.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage. If the target is a creature, it must succeed on a DC 23 Wisdom saving throw or take 14 (4d6) psychic damage after each attack it makes against Isperia before the start of her next turn.

Supreme Legal Authority. Isperia chooses up to three creatures she can see within 90 feet of her. Each target must succeed on a DC 23 Intelligence saving throw or Isperia chooses an action for that target: Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, or Use an Object. The affected target can't take that action for 1 minute. At the end of each of the target's turns, it can end the effect on itself with a successful DC 23 Intelligence saving throw. A target that succeeds on the saving throw becomes immune to Isperia's Supreme Legal Authority for 24 hours.

Legendary Actions

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

Claw Attack. Isperia makes one claw attack.
Cast a Spell (Costs 2 Actions). Isperia casts a spell of 3rd level or lower from her list of prepared spells, using a spell slot as normal.
Supreme Legal Authority (Costs 3 Actions). Isperia uses Supreme Legal Authority.



Precognitive Mage

Geetra

Geetra is a precognitive mage who first put her gifts to use as a young thief on the streets of Ravnica. While still a teenager, she was apprehended and then pardoned in exchange for agreeing to use her talents in the service of the Azorius Senate. For decades, she worked in almost complete anonymity, her gifts unappreciated. But with the senate displaying an increased interest in the talents of precognitive mages, Geetra has been given a more prominent position, which she has embraced with enthusiasm. She worries about the impact that her guild has on the rest of Ravnica but believes in her heart that she is helping the people. Chaos can only destroy, and her visions are a tool to ensure that society can live in safety in all variants of the future.

Lawmage

Medium humanoid (any race), lawful neutral

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.

Precognitive Mage

Medium humanoid (any race), lawful neutral

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.

Boros NPCs

The Boros Legion attracts those who believe justice is the highest ideal and that it's worth fighting for on behalf of all Ravnica's citizens. From its angelic commanders down to its raw recruits, everyone in the legion wages war against corruption, exploitation, and lawlessness.

The Boros Legion has its own soldiers, and the elite Sunhome Guard protects the legion's headquarters. The Boros NPCs table summarizes key roles within these forces. Statistics for these NPCs are found in the *Monster Manual* unless the table states otherwise.

Boros NPCs

Role	Appropriate Stat Block
Boros soldier	Soldier*
Magical support	Firefist* or frontline medic*
Shock trooper	Reckoner*
Skyknight	Knight mounted on a Skyjek roc*
Sunhome Guard	Guardian giant* or veteran

*Appears in this chapter

Warleader Aurelia

The angel Aurelia leads the Boros Legion. During the years of her leadership, she has shown a strong appreciation for the ordinary citizens who are often caught in the middle of interguild violence.

True justice, Aurelia argues, isn't merely the enforcement of the letter of existing laws (let the Azorius fret over that), but the establishment of equitable and compassionate relationships among all of Ravnica's people. That means protecting the weak from the depredations of the strong, sheltering the innocents who are threatened by war, and ensuring that enforcement of the law doesn't become oppressive. Aurelia actively supports efforts to establish a lasting peace among the guilds in the absence of the Guildpact.

Aurelia prefers to lead the Boros Legion from the front. She brings swift and unrelenting punishment to the wicked, and her temper is legendary.

Immortal Nature. Aurelia doesn't require food, drink, or sleep.

Aurelia's Traits

Ideal: "Justice. We must do whatever it takes to establish fair and merciful relationships among Ravnica's people—through force of arms when necessary."

Bond: "The entire legion obeys my commands, and I am therefore beholden to every one of my soldiers."

Flaw: "I charge into battle with little heed for my own wellbeing."

Firefist

Boros firefists combine potent magic with peerless fighting ability, inspiring all who serve alongside them. They often act as the point of contact between the Boros Legion and the angelic leaders.

Frontline Medic

The soldiers of the Boros Legion depend on skilled healers to keep them on their feet. Frontline medics use a mix of magical healing and mundane medicine to keep their compatriots alive.

Reckoner

Boros reckoners combine physical power and magical prowess, serving as the shock troops of the legion. They are adept at breaking up mobs and organized lines of defense. Sometimes described as living thunderstorms, reckoners charge their bodies with lightning that bursts forth in their spells and lashes out at enemies who harm them. Many reckoners are minotaurs.



Tajic, Blade of the Legion, a Boros Firefist



Aurelia

Medium celestial (angel), lawful good

Armor Class 22 (natural armor)
Hit Points 287 (25d8 + 175)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	24 (+7)	25 (+7)	17 (+3)	25 (+7)	30 (+10)

Saving Throws Dex +14, Con +14, Cha +17
Skills Insight +14, Perception +14
Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 24
Languages all
Challenge 23 (50,000 XP)

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

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

Actions

Multiattack. Aurelia makes three longsword attacks and uses Leadership.

Longsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) slashing damage, or 13 (1d10 + 8) slashing damage when used with two hands, plus 27 (6d8) radiant damage.

Leadership. Aurelia utters a few inspiring words to one creature she can see within 30 feet of her. If the creature can hear her, it can add a d10 to one attack roll or saving throw it makes before the start of Aurelia's next turn.

Warleader's Helix (Recharge 5–6). *Ranged Spell Attack:* +17 to hit, range 60 ft., one creature. *Hit:* 54 (12d8) radiant damage, and Aurelia can choose another creature she can see within 10 feet of the target. The second creature regains 27 (6d8) hit points.

Reactions

Parry. Aurelia adds 7 to her AC against one melee attack that would hit her. To do so, Aurelia must see the attacker and be wielding a melee weapon.

Unyielding. When Aurelia is subjected to an effect that would move her, knock her prone, or both, she can use her reaction to be neither moved nor knocked prone.

Legendary Actions

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

Command Allies. Aurelia chooses up to three creatures she can see within 30 feet of her. If a chosen creature can see or hear Aurelia, it can immediately use its reaction to make one weapon attack, with advantage on the attack roll.
Longsword Attack (Costs 2 Actions). Aurelia makes one longsword attack.
Frighten Foes (Costs 3 Actions). Aurelia targets up to five creatures she can see within 30 feet of her. Each target must succeed on a DC 25 Wisdom saving throw or be frightened of her until the end of her next turn. Any target within 5 feet of Aurelia has disadvantage on the saving throw.

Firefist

Medium humanoid (any race), lawful good

Armor Class 18 (plate)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +5, Wis +6
Skills Intimidation +4, Religion +3
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 7 (2,900 XP)

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

Cantrips (at will): *fire bolt, light, sacred flame, spare the dying*
1st level (4 slots): *guiding bolt, healing word, heroism, shield of faith*
2nd level (3 slots): *lesser restoration, scorching ray*
3rd level (3 slots): *blinding smite, crusader's mantle, revivify*
4th level (3 slots): *banishment, wall of fire*
5th level (1 slot): *flame strike*

Actions

Multiattack. The firefist makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Reactions

Guided Attack (Recharges after a Short or Long Rest). When the firefist or one creature it can see within 30 feet of it makes an attack roll, the firefist grants a +10 bonus to that roll.



Frontline Medic

Medium humanoid (any race), lawful good

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 (usually Common)
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 (2 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.

Reckoner

Medium humanoid (any race), lawful neutral

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.

Dimir NPCs

The Dimir are a collection of individual agents and secretive cells woven subtly throughout the fabric of Ravnica and across all the guilds. Dimir agents excel at information gathering, covert operations, and assassination. They collect secrets, relay intelligence, and sow discord—all in obedience to the sometimes cryptic orders of their mysterious leaders.

The Dimir NPCs table summarizes key roles within House Dimir. Statistics for these NPCs are found in the *Monster Manual* unless the table states otherwise.

Dimir NPCs

Role	Appropriate Stat Block
Dimir spy	Spy or thought spy*
Duskmantle assassin	Assassin
Mind mage	Mind mage*

*Appears in this chapter

Lazav the Faceless

Lazav is uniquely qualified to be the Dimir guildmaster: he is a shapechanger whose mysterious genius is informed by agents from the entire Dimir network. He takes on a tremendous variety of guises as his needs and plans require. He might step out into the Ravnican streets as an elderly widow to eavesdrop at the bazaar, become a vedalken hussar of the Azorius Senate to sidestep a checkpoint, or transform into a Tin Street merchant to deceive a passing noble. His true form might be that of a doppelganger or some other creature; no one has ever seen it.

Lazav's Traits

Ideal: "Knowledge. To know a thing is to have power over it."
Bond: "When the time is right and my plans have come to fruition, all of Ravnica will be mine."
Flaw: "I can't trust anyone."

Mind Mage

Dimir mind mages are among the most feared spellcasters in Ravnica, thanks in large part to the aura of mystery that shrouds them and their work. Their ability to read and alter memories commands respect from the other members of House Dimir and makes them useful in the full spectrum of the guild's activities. Many mind mages lead cells of their own.

Thought Spy

Thought spies form the backbone of House Dimir's covert operations. They are trained in stealth and infiltration, tactics that they supplement with rigorously developed mental abilities. To ensure that no secrets slip through Dimir's fingers, they infiltrate rival guilds. In addition to traditional means of gathering intelligence, thought spies use their magic to spy on the thoughts of their targets.

Lazav

Medium monstrosity (shapechanger), neutral evil

Armor Class 18 (natural armor)
Hit Points 204 (24d8 + 96)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	24 (+7)	18 (+4)	22 (+6)	20 (+5)	22 (+6)

Saving Throws Dex +13, Int +12, Wis +11, Cha +12
Skills Deception +18, Insight +11, Perception +11, Stealth +19
Damage Resistances necrotic, psychic
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 21
Languages Common, thieves' cant
Challenge 17 (18,000 XP)

Elusive. No attack roll has advantage against Lazav unless he is incapacitated.

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

At will: *detect thoughts*, *encode thoughts* (see chapter 2), *freedom of movement*, *vicious mockery* (4d4 psychic damage)
3/day each: *blur*, *confusion*, *mirror image*
1/day each: *modify memory*, *Rary's telepathic bond*

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

Shapechanger Savant. Lazav can use a bonus action to polymorph into a Small or Medium humanoid he has seen. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed.

Psychic Defenses. Unless Lazav is incapacitated, he is immune to magic that allows other creatures to read his thoughts, determine whether he is lying, know his alignment, or know his creature type. Creatures can telepathically communicate with Lazav only if he allows it.

Actions

Multiattack. Lazav makes three shortsword attacks.

Shortsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage plus 10 (3d6) psychic damage, and the target has disadvantage on the next attack roll it makes before Lazav's next turn.

Legendary Actions

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

Attack. Lazav makes a weapon attack.
Cast a Spell (Costs 2 Actions). Lazav casts one of his innate spells.
Shifting Nightmare (Costs 3 Actions). Lazav rapidly takes the form of several nightmarish creatures, lashing out at all nearby. Each creature within 10 feet of Lazav must succeed on a DC 21 Dexterity saving throw or take 18 (4d8) damage of a type chosen by Lazav: acid, cold, fire, lightning, or necrotic.



Mind Mage

Medium humanoid (any race), neutral evil

Armor Class 12 (15 with *mage armor*)
Hit Points 49 (11d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	14 (+2)	10 (+0)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +8, Wis +5
Skills Arcana +8, Deception +6, Insight +5, Persuasion +6
Senses passive Perception 12
Languages Common plus any four languages
Challenge 5 (1,800 XP)

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

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

At will: *encode thoughts* (see chapter 2), *friends*
3/day each: *charm person, detect thoughts, mage armor, sleep, suggestion*
1/day each: *dominate person, mass suggestion, modify memory*

Actions

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

Thought Spy

Medium humanoid (any race), neutral evil

Armor Class 13 (leather armor)
Hit Points 27 (6d8)
Speed 30 ft.

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

Skills Deception +6, Insight +3, Investigation +5, Perception +3, Sleight of Hand +4, Stealth +4
Senses darkvision 30 ft., passive Perception 13
Languages Common plus any one language
Challenge 1 (200 XP)

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

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

At will: *charm person, disguise self, encode thoughts* (see chapter 2)
1/day each: *blur, detect thoughts, gaseous form*

Actions

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

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

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

Golgari NPCs

In its embrace of death and its claim over fetid, rotting environments, the Golgari Swarm appeals to those who are comfortable in a world of fungus, rot, and monsters.

Every member of the Golgari Swarm has a function, working together like the parts of a single, larger organism. At the same time, internal factions vie for authority. The most prominent faction is the Devkarin elves, whose spiritual leader, Izoni, is no friend of the guildmaster, Jarad. The medusas are still struggling to coalesce as a faction. The kraul are slowly gaining more influence in the guild under the leadership of the death priest, Mazirek. These faction leaders can serve as patrons for Golgari characters. They might send characters on missions to interfere with a rival or to increase the power and influence of their own faction. They can also serve as major adversaries for adventurers who oppose the Golgari Swarm.

Golgari NPCs include reclaimers, who scavenge and recycle corpses and other detritus, and assassins, who belong to a secret society called the Ochran. The Golgari NPCs table summarizes key roles within the guild. Statistics for these NPCs are found in the *Monster Manual* unless the table states otherwise.

Golgari NPCs

Role	Appropriate Stat Block
Devkarin warrior	Drow or drow elite warrior
Ochran assassin	Assassin
Reclaimer	Scout
Spiritual leader	Golgari shaman*

*Appears in this chapter

Jarad Vod Savo

The Golgari guildmaster is a Devkarin necromancer and lich named Jarad Vod Savo. In life, Jarad was an archer and accomplished hunter, as well as the brother of the previous guildmaster, the ambitious Savra. Jarad mastered the ways of necromancy so he could rise as a lich after he sacrificed himself to save his son from the demon Rakdos.

As head of the Golgari Swarm, Jarad commands elf and medusa assassins, legions of kraul, brutish trolls, and masses of undercity-dwelling creatures. Thanks to the necromantic power he wields—and with the support of his loyal guards and soldiers—he has survived a number of assassination attempts from various upstarts.

Undead Nature. Jarad doesn't require air, food, drink, or sleep.

Jarad's Traits

Ideal: "Death. There's wisdom to be gained in it, whether it be your own or someone else's."

Bond: "Ravnica, with all its structures and institutions, will eventually rot away, and it will be time for the Golgari to bloom from the carcass."

Flaw: "I am beyond life and death and can't be harmed."

Izoni, Devkarin Matka

The spiritual leader of the Devkarin elves holds the position of matka. Izoni, a Golgari shaman, has recently risen to her position after the suspicious death of her predecessor, Zdenia. Izoni is known for her ability to control insects and spiders, and she is never encountered without the company of one or more swarms of insects crawling over and around her. When she walks, she appears to glide over the ground.





Jarad Vod Savo

Medium undead, neutral evil

Armor Class 17 (natural armor)
Hit Points 180 (24d8 + 72)
Speed 30 ft.

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

Saving Throws Con +10, Int +12, Wis +10
Skills Arcana +12, Insight +10, Perception +10
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned
Senses darkvision 120 ft., passive Perception 20
Languages Common, Elvish, Kraul
Challenge 22 (41,000 XP)

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

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

Regeneration. Jarad regains 25 hit points at the start of his turn. If he takes fire or radiant damage, this trait doesn't function at the start of his next turn. He dies only if he starts its turn with 0 hit points and doesn't regenerate.

Spellcasting. Jarad is a 14th-level Golgari spellcaster. His spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). Jarad has the following wizard spells prepared:

Cantrips (at will): *acid splash, chill touch, mage hand, poison spray, prestidigitation*
1st level (4 slots): *entangle, ray of sickness, sleep*
2nd level (3 slots): *Melf's acid arrow, ray of enfeeblement, spider climb, web*
3rd level (3 slots): *animate dead, plant growth, vampiric touch*
4th level (3 slots): *blight, giant insect, grasping vine*
5th level (2 slots): *cloudkill, insect plague*
6th level (1 slot): *circle of death, create undead*
7th level (1 slot): *finger of death, forcecage*

Spore Infusion. Jarad is surrounded by a cloud of spores. As a bonus action, he can cause the spores to deal 11 (2d10) poison damage to a creature he can see within 10 feet of him.

Turn Resistance. Jarad has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces Jarad to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, he drops to 1 hit point instead.

Actions

Multiattack. Jarad makes two attacks: one with his Noxious Touch and one with his *Staff of Svogthir*. He can cast a spell with a casting time of 1 action in place of one of these attacks.

Noxious Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 28 (8d6) poison damage, and the target must succeed on a DC 20 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Staff of Svogthir. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 13 (3d8) poison damage and 13 (3d8) necrotic damage.

Legendary Actions

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

Cantrip. Jarad casts one of his cantrips.
Noxious Touch (Costs 2 Actions). Jarad uses Noxious Touch.
Disrupt Life (Costs 3 Actions). Each creature within 30 feet of Jarad must make a DC 20 Constitution saving throw, taking 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Golgari Shaman

Golgari shamans are the spiritual leaders of the Golgari Swarm. They teach the guild's beliefs about the cycles of nature, using their necromantic magic to show how life sprouts from death.

Golgari shamans paint their faces so they appear to have extra eyes on their cheeks and chins. They sometimes use magical *moodmark paint* (described in chapter 5) to allow them to communicate by means of these marks. They wear clothing adorned with beetle carapaces, spiderwebs, or shelf fungus.

Golgari Shaman

Medium humanoid (elf), neutral evil

Armor Class 14 (hide armor)
Hit Points 88 (16d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	12 (+1)	17 (+3)	16 (+3)

Saving Throws Con +4, Wis +6
Skills Arcana +4, Insight +6, Nature +4, Religion +4
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish
Challenge 5 (1,800 XP)

Fey Ancestry. The shaman has advantage on saving throws against being charmed, and magic can't put it to sleep.

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

Cantrips (at will): *poison spray, shillelagh, thorn whip*
1st level (4 slots): *cure wounds, entangle, ray of sickness*
2nd level (3 slots): *pass without trace, ray of enfeeblement, spike growth*
3rd level (3 slots): *animate dead, dispel magic, plant growth*
4th level (2 slots): *blight, giant insect*

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands.

Fungal Rot. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) necrotic damage, and the target must make a DC 14 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Reactions

Feed on Death. When a creature within 30 feet of the shaman drops to 0 hit points, the shaman gains 5 (1d10) temporary hit points.

Golgari Lairs

Members of the Golgari Swarm have an intimate connection to their territory. When at least six Golgari defend their territory together, they can call on the environment to aid them. The group must include Jarad Vod Savo or at least one Golgari shaman, kraul death priest, undercity medusa, or Devkarin lich. When determining the difficulty of such an encounter, consider the lair to be one additional creature of challenge rating 1.

Lair Actions

On initiative count 20 (losing initiative ties), the Golgari group takes a lair action, causing one of the following effects; the Golgari can't use the same effect two rounds in a row:

- If the Golgari can see any sewer openings, they can cause sewage to overflow. Any creature within 20 feet of such an opening must succeed on a DC 15 Dexterity saving throw or be knocked prone and pushed up to 20 feet in a straight line away from the opening.
- Spore-laden fungi release a cloud that fills a 20-foot-radius sphere centered on a point the Golgari choose within 120 feet of any member of the group. The cloud spreads around corners and remains until one of the Golgari dismisses it as an action, the Golgari group uses this lair action again, or all the members of the Golgari group die. The area within the cloud is lightly obscured. Any creature in the cloud when it appears must make a DC 15 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. Any creature that ends its turn in the cloud takes 10 (3d6) poison damage.
- Tendrils of creeping fungi reach out to ensnare the enemies of the Golgari. The Golgari choose a 15-foot-radius sphere centered on a point within 60 feet of any member of the group. Each creature in the area that isn't allied with the Golgari group must succeed on a DC 15 Dexterity saving throw or become restrained until the Golgari group uses this lair action again, all the members of the group are slain, or no member of the group is within 60 feet of the effect. A creature restrained in this way can use an action to make a DC 15 Strength check, ending the restrained effect on itself with a success.

Regional Effects

The region containing a Golgari lair is infested with mosses and strange fungi. This habitat accounts for one or both of the following effects in the surrounding undercity (the effects don't spread to the surface):

- Moss, fungi, and other growth covers every underground surface within half a mile of the lair.
- Fungal spores drifting throughout the lair have the power to animate corpses. Whenever a Small or Medium humanoid dies within the lair, roll a die. On an odd number, the dead creature rises up as a fungus drudge (use the zombie stat block in the *Monster Manual*) 1d8 hours later, unless its body is destroyed.

If all the Golgari in the lair die, the regional effects fade over 1d10 days.

Gruul NPCs

Like the creatures that fight alongside them, warriors and shamans of the Gruul Clans are wildly aggressive.

True to their name, the Gruul Clans include a number of different groups with their own leaders and traditions. Beyond the six most prominent clans (the Burning Tree, the Ghor, the Scab, the Slizt, the Gravel Hide, the Zhur-Taa, and the Bolrac), countless small clans—some little more than war bands—claim territories throughout the rubblebelts.

Gruul NPCs fill various clan roles. The Gruul NPCs table summarizes key roles within the guild. Statistics for these NPCs are found in the *Monster Manual* unless the table states otherwise.

Gruul NPCs

Role	Appropriate Stat Block
Clan member	Anarch*
Clan warrior	Berserker
Druid	Druid of the Old Ways*
Scout	Rubblebelt stalker*
Trog (Gruul hermit)	Gladiator

*Appears in this chapter

Borborygmos

For decades, the enormous cyclops Borborygmos has commanded the respect and obedience of the Gruul Clans by defeating all who challenged him. He embodies the raging fire that the Gruul believe burns in their bellies, and his wrath toward the civilization of Ravnica knows no bounds.

Mightiest of the Mighty. Borborygmos leads the Burning Tree clan, which is the largest and most diverse of the Gruul Clans. He is almost always accompanied by other members of his clan—not because he needs their protection, but because they might need his. His companions include creatures ranging from burly giants to cowering goblins.

The Gruul follow strength, and Borborygmos holds his position only because he has proved stronger than any challenger.

Borborygmos's Traits

Ideal: "We fight!"
Bond: "I will bring the wilds back."
Flaw: "I don't have to listen to anybody."

Anarch

The rank-and-file members of the Gruul Clans, called anarchs, despise civilization and have sworn to tear down both its physical structures and its institutions.

Anarchs scavenge everything, from the hide armor they wear to the weapons they wield. As they pick through the refuse of the rubblebelts, they sometimes come across magic items and other valuable treasures.

Nikya of the Old Ways

The Zhur-Taa leader, Nikya, is a powerful centaur druid of the Old Ways. In fact, she considers herself to be the last of the true Gruul druids. Though raised to be a warrior, Nikya soon discovered her natural gifts with magic. She can summon enormous constricting vines from the ancient layers of Ravnica's crust. She has little love for Borborygmos, and she believes that another leader—one who is loyal to the Old Ways—will arise among the Gruul before the End-Raze begins.

Druid of the Old Ways

The druids of the Old Ways are the keepers of ancient Gruul traditions devoted to the primal ferocity of animal gods such as Ilharg the Raze-Boar and Kashath the Stalker.

The End-Raze. The druids of the Old Ways believe that civilization will never be eradicated by scattered raids and petty skirmishes. They cling to the idea of a coming apocalypse, the End-Raze, when Ilharg's hoofs will trample every brick and stone of Ravnica's soaring skylines to rubble. The world will return to a state of nature in which the lawless code of muscle and savagery will reign once again.

Rubblebelt Stalker

Rubblebelt stalkers are scouts and skirmishers for the Gruul Clans. They excel at moving over challenging terrain, whether they're picking their way through treacherous ruins or clambering across rooftops. They favor ambush tactics and avoid confrontations with stronger forces, relying on their superior mobility to make their escape.





Borborygmos

Huge giant, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 270 (20d12 + 140)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	24 (+7)	8 (–1)	17 (+3)	16 (+3)

Saving Throws Str +13, Con +13, Wis +9
Skills Athletics +13, Insight +9, Survival +9
Damage Resistances poison, psychic
Condition Immunities charmed, frightened
Senses tremorsense 60 ft., passive Perception 13
Languages Common, Giant
Challenge 18 (20,000 XP)

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

Poor Depth Perception. Borborygmos has disadvantage on any attack roll against a target more than 30 feet away.

Siege Monster. Borborygmos deals double damage to objects and structures.

Actions

Multiattack. Borborygmos can use his Frightful Presence. He also makes two attacks: one with his maul and one with his stomp.

Maul. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Stomp. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +13 to hit, range 30/120 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Frightful Presence. Each creature of Borborygmos's choice that is within 60 feet of him and can see or hear him must succeed on a DC 17 Wisdom saving throw or become frightened of him for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Borborygmos's Frightful Presence for the next 24 hours.

Legendary Actions

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

Attack. Borborygmos makes a weapon attack.
Bellow (Costs 2 Actions). Borborygmos yells menacingly at one creature he can see within 60 feet of him. That creature must succeed on a DC 17 Wisdom saving throw or become frightened of him for 1 minute. If the creature is already frightened, it becomes stunned instead. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Borborygmos's Bellow for the next 24 hours.
Wide Berth (Costs 3 Actions). Borborygmos moves up to half his speed and can move through the space of any creature smaller than Huge. The first time Borborygmos enters a creature's space during this move, the creature must make a DC 21 Dexterity saving throw. If the saving throw succeeds, the creature is pushed 5 feet away from Borborygmos. If the saving throw fails, that creature is knocked prone, and Borborygmos can make a stomp attack against it.

Anarch

Small or Medium humanoid (any race), chaotic neutral

Armor Class 13 (hide armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	9 (–1)	11 (+0)	10 (+0)

Skills Perception +2, Survival +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Aggressive. As a bonus action, the anarch can move up to its speed toward a hostile creature it can see.

Siege Monster. The anarch deals double damage to objects and structures.

Actions

Spiked Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 7 (1d10 + 2) piercing damage if used with two hands.

Druid of the Old Ways

Medium humanoid (any race), chaotic neutral

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)

Siege Monster. The druid deals double damage to objects and structures.

Speak with Beasts and Plants. The druid can communicate with beasts and plants as if they shared a language.

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 fire, 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 (3 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.

Rubblebelt Stalker

Medium humanoid (any race), chaotic neutral

Armor Class 14 (piecemeal armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	8 (–1)

Skills Athletics +2, Perception +4, Stealth +4
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Ambusher. In the first round of a combat, the stalker has advantage on attack rolls against any creature that hasn't taken a turn yet.

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

Ruin Dweller. The stalker has advantage on Dexterity (Stealth) checks made to hide in ruins, and its speed is not reduced in difficult terrain composed of rubble.

Siege Monster. The stalker deals double damage to objects and structures.

Actions

Multiattack. The stalker makes three attacks with its shortsword.

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



Druid of the Old Ways

Izzet NPCs

Though the Izzet League officially serves the function of maintaining the city's public works, most of its members join the guild to indulge their insatiable curiosity for magical knowledge. Using the guild's extensive resources and sturdy facilities, researchers pursue their studies through reckless experimentation, which often ends in destruction of property, loss of limb, or at the very least, a loud boom. Nearly all Izzet members have some capability with magic.

Izzet NPCs include chemisters, who work extensively with the magic alloy mizzium, and their attendants. The Izzet NPCs table summarizes key roles within the guild. Statistics for these NPCs are found in the *Monster Manual* unless the table states otherwise.

Izzet NPCs

Role	Appropriate Stat Block
Attendant	Commoner
Chemister	Mage
Guard	Scorchbringer guard*
Magic tester	Flux blastseeker,* cosmotronic blastseeker,* counterflux blastseeker,* or galvanic blastseeker*

*Appears in this chapter

Master Chemister Grozgrox

Master Chemister Grozgrox is a viashino (lizardfolk) mage with a talent for shaping mizzium. His genius has earned commendations from Niv-Mizzet himself on two separate occasions, a fact that Grozgrox tries to work into conversation as often as possible.

Niv-Mizzet

Possessed of arrogance and vanity that matches his vast intellect and tremendous power, Niv-Mizzet is the ancient dragon who founded and continues to control the Izzet League. From his private laboratory at the top of the Izzet guildhall, Niv-Mizzet directs the research and experiments of his countless underlings. He coordinates a tremendous number of apparently unrelated projects, working toward some mysterious end.

There can be little doubt that this ancient dragon is one of the most intelligent beings on Ravnica and one of the world's most powerful spellcasters. He is just as acquisitive as any dragon, but his treasure is scientific and magical knowledge. His ambition is a looming threat in the minds of all the other guildmasters, but confronting him directly is almost unthinkable thanks to the combination of his awesome magical power and the sheer physical threat of a fire-breathing, sword-toothed dragon.

Niv-Mizzet's Traits

Ideal: "Innovation. Don't just have an idea—have all of them."

Bond: "I have spent more than ten thousand years researching the mysteries of the world around me, but there is much more to discover."

Flaw: "I find it tedious to converse with simpletons who lack vision."

Blastseekers

While chemisters focus on inventing new tools, weapons, and other devices for the guild to use, the role of a blastseeker is to put those devices to work. Despite the name, not all such devices produce explosions, but all the most interesting ones (from the Izzet perspective) do.



Counterflux Blastseeker



Niv-Mizzet

Gargantuan dragon, chaotic neutral

Armor Class 22 (natural armor)
Hit Points 370 (19d20 + 171)
Speed 40 ft., climb 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	29 (+9)	30 (+10)	17 (+3)	25 (+7)

Saving Throws Con +17, Int +18, Wis +11
Skills Arcana +18, Insight +11, Perception +11
Damage Resistances cold, psychic, thunder
Damage Immunities fire, lightning
Condition Immunities charmed
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic
Challenge 26 (90,000 XP)

Legendary Resistance (3/Day). If Niv-Mizzet fails a saving throw, he can choose to succeed instead.

Locus of the Firemind. Niv-Mizzet can maintain concentration on two different spells at the same time. In addition, he has advantage on saving throws to maintain concentration on spells.

Magic Resistance. Niv-Mizzet has advantage on saving throws against spells and other magical effects.

Master Chemister. When Niv-Mizzet casts a spell that deals damage, he can change the spell's damage to cold, fire, force, lightning, or thunder.

Spellcasting. Niv-Mizzet is a 20th-level Izzet spellcaster. His spellcasting ability is Intelligence (spell save DC 26, +18 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, prestidigitation, ray of frost, shocking grasp*
1st level (4 slots): *detect magic, magic missile, shield, thunderwave, unseen servant*
2nd level (3 slots): *blur, enlarge/reduce, flaming sphere, scorching ray*
3rd level (3 slots): *counterspell, fireball, hold person, lightning bolt, slow*
4th level (3 slots): *confusion, dimension door, fabricate*
5th level (2 slots): *conjure elemental, polymorph, wall of fire, wall of force*
6th level (1 slot): *chain lightning, disintegrate, true seeing*
7th level (1 slot): *project image, reverse gravity, teleport*
8th level (1 slot): *control weather, maze, power word stun*
9th level (1 slot): *prismatic wall*

Actions

Multiattack. Niv-Mizzet makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 18 (2d8 + 9) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 14 (2d4 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 16 (2d6 + 9) bludgeoning damage.

Fire Breath (Recharge 5–6). Niv-Mizzet exhales fire in a 90-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Cantrip. Niv-Mizzet casts one of his cantrips.
Tail Attack. Niv-Mizzet makes a tail attack.
Wing Attack (Costs 2 Actions). Niv-Mizzet beats his wings. Each creature within 15 feet of him must succeed on a DC 25 Dexterity saving throw or take 14 (2d4 + 9) bludgeoning damage and be knocked prone. Niv-Mizzet can then fly up to half his flying speed.
Dracogenius (Costs 3 Actions). Niv-Mizzet regains a spell slot of 3rd level or lower.

Cosmotronic Blastseeker

Medium humanoid (any race), chaotic neutral

Armor Class 15 (chain shirt)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	18 (+4)	9 (–1)	12 (+1)

Saving Throws Dex +4, Con +5
Skills Arcana +6, Intimidation +3, Perception +1
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 4 (1,100 XP)

Empowered Spell (3/Day). When the blastseeker rolls damage for a spell, it can reroll up to four dice of damage. It must use the new dice.

Innate Spellcasting. The blastseeker's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The blastseeker can innately cast the following spells, requiring no components other than its Izzet gear, which doesn't function for others:

3/day each: *scorching ray, shield, thunderwave*
2/day: *fireball*

Tides of Chaos (1/Day). The blastseeker makes one attack roll, ability check, or saving throw with advantage.

Actions

Warhammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, or 7 (1d10 + 2) bludgeoning damage if used with two hands.

Counterflux Blastseeker

Medium humanoid (any race), chaotic neutral

Armor Class 13 (16 with *mage armor*)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

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

Saving Throws Con +4, Wis +2
Skills Arcana +6, Perception +2
Senses passive Perception 12
Languages Common plus any one language
Challenge 2 (450 XP)

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

1–3. The blastseeker creates a 15-foot-radius invisible sphere centered on itself that lasts until the end of its next turn. Creatures in the sphere have disadvantage on saving throws against spells and other magical effects.
4–6. The blastseeker creates a 15-foot-radius invisible sphere centered on itself that lasts until the end of its next turn. Creatures in the sphere have advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The blastseeker's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The blastseeker can innately cast the following spells, requiring no components other than its Izzet gear, which doesn't function for others:

3/day each: *enlarge/reduce, mage armor* (self only), *scorching ray*
1/day each: *counterspell, dispel magic, protection from energy*

Actions

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

Flux Blastseeker

Medium humanoid (any race), chaotic neutral

Armor Class 12 (15 with *mage armor*)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

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

Saving Throws Dex +5, Int +8
Skills Arcana +8, Perception +2
Senses passive Perception 12
Languages Common plus any one language
Challenge 5 (1,800 XP)

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

1–3. The blastseeker teleports, swapping places with a creature it can see within 30 feet of it.
4–6. The blastseeker and each creature within 10 feet of it must succeed on a DC 16 Constitution saving throw or take 11 (2d10) thunder damage.

Innate Spellcasting. The blastseeker's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The blastseeker can innately cast the following spells, requiring no components other than its Izzet gear, which doesn't function for others:

3/day each: *mage armor* (self only), *scorching ray*
1/day each: *banishment, cone of cold, dimension door, fireball, ice storm*

Actions

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



Mizzix of the Izmagnus

Mizzix is a goblin galvanic blastseeker who began her Izzet career as a lowly attendant. But she quickly earned her a place at her own magical forge with a squadron of attendants. Through a combination of natural talent, calculated political moves, and fortunate accidents, Mizzix has now risen to the highest position in the Izzet League's court, occupying a seat of the Izmagnus.

Galvanic Blastseeker

Medium humanoid (any race), chaotic neutral

Armor Class 13
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Saving Throws Dex +6
Skills Acrobatics +6, Arcana +7, Perception +3
Damage Resistances lightning, thunder
Senses passive Perception 13
Languages Common and Primordial, plus any one language
Challenge 5 (1,800 XP)

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

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

Innate Spellcasting. The blastseeker's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The blastseeker can innately cast the following spells, requiring no components other than its Izzet gear, which doesn't function for others:

3/day each: *levitate*, *lightning bolt*, *thunderwave*
1/day: *stoneskin*

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

Actions

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

Scorchbringer Guard

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.

Orzhov NPCs

Every person in the Orzhov Syndicate, living or dead, has a place in the guild's rigid hierarchy. From the undead spirits that make up the ruling Obzedat to the lowly undead borrower spirits at the bottom, along with the ranks of the living in between, everyone knows where they stand: who is above them, who is below them, who owes them, and whom they owe.

The Orzhov hierarchy includes advokists who find loopholes in the law to exploit, knights who enforce the guild's will, and indentured spirits. The Orzhov NPCs table summarizes key roles within the guild. Statistics for these NPCs are found in the *Monster Manual* unless the table states otherwise.

Orzhov NPCs

Role	Appropriate Stat Block
Advokist	Mage
Indentured spirit	Indentured spirit*
Knight	Knight
Oligarch	Noble
Pontiff or ministrant	Priest or acolyte

*Appears in this chapter

Obzedat, the Ghost Council

The ghosts who make up the Obzedat are traditionally called patriarchs, though they can be male or female. They are the oldest, wealthiest, and most influential oligarchs of the Orzhov Syndicate. They have been dead for centuries, but they refuse to let go of the fortunes they amassed in life. Addicted to power and prestige, these patriarchs continue to dominate the guild and accumulate even larger fortunes.

Mostly Unanimous. The ghosts of the Obzedat function as a unit, driven by their shared desire to accumulate ever more wealth for the guild. In times of disagreement, the eldest of the council exerts his seniority to bend the council to his will.

Grandfather Karlov. The head of the council, who gives final approval to its decisions and breaks ties within the group, is Karlov, known as Grandfather. In life, Karlov was the greediest of Orzhov oligarchs, and his many centuries as a spirit have not diminished his hunger for more wealth.

Undead Nature. An Obzedat ghost doesn't require air, food, drink, or sleep.

The Ghost Council's Traits

Ideal: "Influence is measured in power, status, and money, but mostly money."

Bond: "Gather as much as you can while you can, for when you die, you will take it with you."

Flaw: "Everyone has a price."

Teysa Karlov

Under the authority of the Obzedat, Teysa Karlov (a mage with access to Orzhov guild spells) formerly held the title of grand envoy, serving as the representative of the Orzhov when interaction with the leadership of other guilds was necessary. A defining characteristic of the Orzhov for decades was the tension between Teysa, living in the complex political realities of the world, and the inflexible, avaricious Obzedat. Teysa argued strenuously that the Obzedat's isolationism and their reluctance to forge alliances that could make them reliant on other guilds would lead to the syndicate's downfall.

That tension reached its boiling point when Teysa enlisted the help of Tajic, Blade of the Boros Legion, in an attempt to seize power from the Obzedat. Her attempt failed, and the Obzedat imprisoned Teysa, eliminated the role of grand envoy, and canceled all dealings with other guilds. Teysa remains in prison to this day, and the Ghost Council extorts corrupt officials to make sure they keep her locked away.





Obzedat Ghost

Medium undead, lawful evil

Armor Class 14 (natural armor) plus 1 for each other Obzedat ghost within 30 feet of it
Hit Points 110 (20d8 + 20)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	18 (+4)	20 (+5)	17 (+3)

Saving Throws Int +7, Wis +8
Skills Insight +8, Perception +8
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 18
Languages Common
Challenge 8 (3,900 XP)

Council of Five. The ghost has a trait based on who it is, as shown below:

Enezesku: Enfeebling Ray. Enezesku's Innate Spellcasting trait includes *ray of enfeeblement*, which he can cast at will.

Fautomni: Undead Fortitude. If damage reduces Fautomni to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Fautomni drops to 1 hit point instead.

Karlov: Unnatural Vigor. When Karlov regains hit points, he has advantage on attack rolls he makes on his next turn.

Vuliev: Teleportation. Vuliev's Innate Spellcasting trait includes *misty step*, which he can cast at will.

Xil Xaxosz: Lingering Spite. When Xil Xaxosz is reduced to 0 hit points, his incorporeal form explodes in a burst of necrotic energy. Each creature within 5 feet of him must make a DC 16 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

Innate Spellcasting. The ghost's innate spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *chill touch* (at 5th level, and the ghost regains hit points equal to half the amount of damage the target takes)
1/day each: *sanctuary*, *spirit guardians* (at 4th level)

Legendary Resistance (1/Day). If the ghost fails a saving throw, it can choose to succeed instead.

Actions

Life Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 18 (4d8) necrotic damage, and the ghost regains hit points equal to half the amount of damage the target takes. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. The target dies if its hit point maximum is reduced to 0. This reduction to the target's hit point maximum lasts until the target finishes a long rest.

Convene the Ghost Council. The ghost summons the other four members of the Obzedat. At the start of the ghost's next turn, the other members appear in unoccupied spaces within 30 feet of the summoner. The ghosts each roll initiative when they appear.

Legendary Actions

If five Obzedat ghosts are all within 30 feet of each other, they can collectively take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Obzedat ghosts regain spent legendary actions at the start of the turn of the ghost with the highest initiative.

Forced Obedience. A target that all of the Obzedat ghosts can see must succeed on a DC 16 Wisdom saving throw or bow until the end of its next turn. Until this bow ends, the target can't take actions or reactions, and its speed is 0 and can't be increased.

Indentured Spirits (Costs 3 Actions). The Obzedat ghosts conjure 1d6 **indentured spirits** (described in this chapter) within 60 feet of one of them.

Rakdos NPCs

The Cult of Rakdos attracts thrill seekers. Some of its members are lured by promises of hedonistic pleasure; others are drawn like moths to the spectacle of the fiery stage. They come to join a twisted community where no impulse is unacceptable, no act is too vile, and all that matters is the excitement and pleasure of the moment. They come for a chance at the spotlight—some slim hope of fame, even if it is the infamy of going down in flames. And they come for fellowship, an easy companionship without the earnest spirituality of the Selesnya, the regimented discipline of the Boros, or the hierarchy of the Orzhov.

Not every member of the guild is a performer; some members simply tag along to witness the guild's mayhem. The Rakdos NPCs table summarizes key roles within the guild. Statistics for these NPCs are found in the *Monster Manual* unless the table states otherwise.

Rakdos NPCs

Role	Appropriate Stat Block
Blood witch	Blood witch*
Cult member	Cult fanatic or cultist
Performer	Rakdos lampooner* or Rakdos performer*

*Appears in this chapter

Rakdos

Rakdos, the demon for whom his cult is named, embodies hedonism. He is also the consummate entertainer, whose mere appearance is an act of grisly performance art. A monstrous figure standing thirty feet tall, spreading enormous wings, crowned with fire and swinging a flaming scythe, Rakdos demands the spotlight. His every entrance is a showstopper.

Sometimes after his grand entrance, Rakdos crouches to witness the performances of those who adore him. To them, his opinion is the only one that matters, but he is a demanding spectator. He has seen thousands of years of circus tricks and has no patience for performers who don't give their all. His flaming scythe has brought more than one tepid show to a sudden and spectacular close.

Jaded as he is, Rakdos attends his cult's performances only rarely. He often retreats into his lair below the cult's guildhall for months or years at a time, but his followers know that he might emerge at any time to witness the latest spectacle.

Rakdos's Traits

Ideal: "Everyone should pursue their greatest desire."
Bond: "If you want my favor, show me a performance I've never seen before."
Flaw: "What is joy?"

Blood Witch

Blood witches imagine themselves to be the intermediaries between Rakdos and his cult—the pinnacle of his priesthood, his trusted advisors, and the messengers who communicate his will to the scattered troupes and ringmasters. The Cult of Rakdos recognizes no authority but Rakdos, and the demon lord requires no advisors. Nonetheless, the blood witches are smart, charismatic, and powerful, so their voices do carry some weight.

Blood witches strive both to protect the cult from external interference and to punish those who bring harm to the guild. They claim grandiose titles, such as Tormentor of the Wojek, as a way of mocking their intended victims.

Rakdos Lampooner

One of the most effective weapons in the Rakdos cult's arsenal is satire, and a Rakdos lampooner is a virtuoso of that art. Lampooners generally reserve their mockery for people and guilds that have seized an outsized measure of power, those who need to be taken down a peg, rather than piling further humiliation onto those who are already struggling. They use masks, marionettes, or effigies to caricature public figures, or sometimes play pranks on those individuals directly in the streets.

Rakdos Performer

By offering a place for those of many different talents, the Cult of Rakdos has seen its numbers swell with performing artists, including blade jugglers, fire eaters, and high wire acrobats. Performers carry the message of Rakdos out into the streets: cut loose, free yourself from the bonds of society's mores and expectations, and indulge your desires.

Judith, the Scourge Diva

Judith appears at Rakdos clubs and street shows as a singer and performance artist, combining dark soliloquies and bizarre pain stunts. She's the grande dame of the Rakdos, and what she says backstage goes.

Judith covets the adoration heaped on Rakdos by his cultists. She does countless performances a week, but the big demon gets all the praise. She has begun to assemble a small entourage of fans, toadies, and understudies who echo her complaints about the guild's leader.



Blood Witch



Rakdos

Huge fiend (demon), chaotic evil

Armor Class 20 (natural armor)
Hit Points 300 (24d12 + 144)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	14 (+2)	18 (+4)	30 (+10)

Saving Throws Str +15, Con +13, Wis +11, Cha +17
Skills Intimidation +17, Performance +17, Persuasion +17
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities charmed, exhausted, frightened, poisoned
Senses truesight 120 ft., passive Perception 14
Languages Abyssal, Common
Challenge 24 (62,000 XP)

Captivating Presence. Any creature that starts its turn within 30 feet of Rakdos must make a DC 25 Wisdom saving throw. On a failed save, the creature becomes charmed by Rakdos for 1 minute or until the creature is farther than 30 feet away from him. On a successful save, the creature becomes immune to Rakdos's Captivating Presence for 24 hours.

Cruel Entertainment. When a creature Rakdos can see within 60 feet of him is reduced to 0 hit points, Rakdos gains 25 temporary hit points.

Innate Spellcasting. Rakdos's spellcasting ability is Charisma (spell save DC 25). He can innately cast *hellish rebuke* (at 5th level) at will, requiring no material components.

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

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

Magic Weapons. Rakdos's weapon attacks are magical.

Actions

Multiattack. Rakdos makes two attacks with his Curtain-Call Scythe or his claws.

Curtain-Call Scythe. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) slashing damage plus 13 (3d8) fire damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Legendary Actions

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

Sadistic Revelry. Each creature within 60 feet of Rakdos that is his ally or is charmed by him must use its reaction to move up to half its speed toward the creature closest to it that it can see, provided it isn't already within 5 feet of that creature. It then must make one melee attack against that creature if it is able to do so.

Scythe (Costs 2 Actions). Rakdos uses Curtain-Call Scythe.

Touch of Pain (Costs 3 Actions). Rakdos makes a claw attack against one creature within 10 feet of him. The target must succeed on a DC 25 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature can't maintain concentration on a spell or any other effect that requires concentration. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Rakdos Lampooner

Blood Witch

Medium humanoid (any race), chaotic evil

Armor Class 12 (15 with *mage armor*)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

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

Saving Throws Wis +2, Cha +7
Skills Arcana +4, Intimidation +7, Perception +2, Stealth +5
Damage Resistances psychic
Senses darkvision 120 ft., passive Perception 12
Languages Abyssal plus any one language (usually Common)
Challenge 7 (2,900 XP)

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

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

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

At will: *alter self*, *detect magic*, *eldritch blast* (at 11th level), *false life*, *levitate* (self only), *mage armor* (self only)
1/day each: *circle of death*, *enthrall*, *suggestion*
3/day each: *hellish rebuke*, *hex*, *scorching ray* (at 3rd level)

Actions

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

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

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

Rakdos Lampooner

Medium humanoid (any race), chaotic evil

Armor Class 12 (leather armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	13 (+1)	12 (+1)	9 (–1)	18 (+4)

Skills Deception +6, Performance +6
Senses passive Perception 9
Languages Common plus any one language
Challenge 2 (450 XP)

Spellcasting. The lampooner is a 4th-level Rakdos spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It knows the following bard spells:

Cantrips (at will): *dancing lights*, *minor illusion*, *vicious mockery*
1st level (4 slots): *bane*, *dissonant whispers*, *silent image*, *Tasha's hideous laughter*, *thunderwave*
2nd level (3 slots): *crown of madness*, *enthrall*, *suggestion*

Actions

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



Rakdos Performer

Medium humanoid (any race), chaotic evil

Armor Class 13
Hit Points 22 (4d8 + 4)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	10 (+0)	8 (–1)	15 (+2)

Saving Throws Dex +5, Cha +4
Skills Acrobatics +7, Performance +4
Senses passive Perception 9
Languages any one language (usually Common)
Challenge 1 (200 XP)

Nimble. The performer can take the Disengage action as a bonus action on each of its turns.

Performer Type. The performer is one of the following types: blade juggler, fire eater, or high-wire acrobat. The performer's type determines its action options, presented below.

Blade Juggler Actions

Multiattack. The juggler makes three dagger attacks.

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.

Fire Eater Actions

Multiattack. The fire eater makes two attacks with its bladed chain.

Bladed Chain. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Spew Flame (Recharge 4–6). The fire eater exhales flames. Each creature in a 15-foot cone must make a DC 13 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

High-Wire Acrobat Actions

Multiattack. The acrobat makes two attacks with its barbed pole.

Barbed Pole. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the acrobat can jump up to 20 feet. This movement doesn't provoke opportunity attacks.



Rakdos Carnival

As lumbering giants put up makeshift stages and cackling devils ignite the footlights, the first performers begin to gather the crowds. Exuberant music with erratic rhythms draws spectators from the surrounding neighborhood, and cheers of approval greet the more accomplished performers—along with gasps and shrieks as the acts get more risky and the first blood is drawn. Acrobats cavort through the streets while sword swallowers and knife throwers flash bright steel. The crowd gets larger and wilder, the shouts and screams get louder, the fires burn brighter, and blood glistens red in the torchlight. The spectacle is gruesome but captivating; the crowd hates to watch but can't look away. Soon madness takes them, and they—devils and ogres, acrobats and spectators—are caught up in a frenzy of violence. Only when it is over does the horror of the event sink in.

A Rakdos carnival is more than the sum of its performers and its audience. It is a frenzy that grips those present, a fiendish madness that comes on suddenly and departs just as quickly, leaving gore in its wake. The carnival, in fact, has a life of its own—and when adventurers face the Cult of Rakdos in the midst of a revel, the carnival is one more foe arrayed against them.

When at least six Rakdos performers perform together in public, they can call on the carnival to aid them. When determining the difficulty of such an encounter, consider the carnival to be one additional creature of challenge rating 3.

Lair Actions

On initiative count 20 (losing initiative ties), the carnival takes a lair action, causing one of the following effects; the carnival can't use the same effect two rounds in a row:

- Fire erupts from the ground at up to four points of the DM's choice in the carnival. The fire lasts for 1 minute or until this action is used again. Each jet of flame is a 20-foot-tall cylinder with a 5-foot radius. Each creature in the cylinder when it first appears must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. Any creature that starts its turn in the flames must also make the saving throw.
- Whirling blades, spiked chains, or other implements of agony appear for a moment to menace 1d6 random creatures in a 20-foot cube. Each target must succeed on a DC 15 Dexterity saving throw or take 9 (2d8) force damage.
- Blood splashes all creatures in a 20-foot-radius sphere centered on a point within the carnival. Each creature in that area becomes the target of a *confusion* spell (save DC 15).

Regional Effects

The carnival exerts a powerful influence over those who come close to the festivities:

- When a creature that is outside the carnival sees or hears it, the creature must succeed on a DC 15 Wisdom saving throw or use its movement each round to move toward the carnival. It can repeat the saving throw at the end of each of its turns, ending the effect on a success. On a successful save, the creature becomes immune to this effect for 24 hours.
- If a creature attempts to leave the carnival, the creature must make a DC 15 Charisma saving throw. On a failed save, the creature instead moves toward the center of the carnival. On a successful save, the creature becomes immune to this effect for 24 hours.

If all the Rakdos performers in the carnival die or leave its area, these effects end immediately.

Selesnya NPCs

Those drawn to the Selesnya Conclave find the guild's mission of inclusion and harmony appealing. They gain comfort and fulfillment from the guild's peaceful coexistence with civilization and untamed nature. But the guild's drive isn't only to draw people into a peaceable community: the Selesnya aim to build an army. They aren't naive; they realize that the ambitions of other guilds will lead to violence, and they plan to be prepared for it.

Despite the guild's atmosphere of peaceful quietude, many of its members have military roles. The Selesnya NPCs table summarizes key roles within the guild. Statistics for these NPCs are found in the *Monster Manual* unless the table states otherwise.

Selesnya NPCs

Role	Appropriate Stat Block
Equenaut (cavalry)	Scout mounted on a pegasus
Ledev guardian (outrider)	Knight mounted on a dire wolf
Religious leader	Priest or druid
Selesnya soldier	Soldier* or veteran
Shepherd	Horncaller*

*Appears in this chapter

Trostani

The Selesnya guildmaster is an amalgamation of three dryads in body, will, and soul. Each dryad's body extends from a central trunk, so while they possess independent minds, they share a single name—Trostani—and a single life force. Usually Trostani communicates the will of the Worldsoul with one voice, but she retains three distinct personalities that embody the three parts of the Selesnyan ideal: order, life, and harmony. In the midst of increasing tensions on Ravnica, the three personalities have recently been at odds over how best to navigate the conclave through such difficult times.

Trostani spends most of her time in the towering tree of Vitu-Ghazi, the Selesnya guildhall. There she communes with Mat'Selesnya and with the dryads who lead individual Selesnya communities across Ravnica.

Trostani's Traits

Ideal: "In each of us is the strength of all of us."

Bond: "All will come to the warm embrace of the Conclave."

Flaw: "I have nothing but anger for those who break the bonds of the community and leave our embrace."

Horncaller

Specialized shamans called horncallers use their magic to call wild beasts to fight alongside Selesnya troops. In quieter times, they tend the animals associated with Selesnya enclaves and parks.



Ledev Guardian



Trostani

Large fey, neutral good

Armor Class 17 (natural armor)
Hit Points 252 (24d10 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+5)	14 (+2)	20 (+5)	16 (+3)	30 (+10)	25 (+7)

Saving Throws Con +11, Wis +16, Cha +13
Skills Arcana +9, Insight +16, Nature +9, Perception +16, Persuasion +13
Condition Immunities charmed, grappled
Senses darkvision 120 ft., passive Perception 26
Languages Common, Druidic, Elvish, Sylvan
Challenge 18 (20,000 XP)

Innate Spellcasting. Trostani's innate spellcasting ability is Wisdom (spell save DC 24). She can innately cast the following spells, requiring no material components:

At will: *dispel magic, druidcraft*
3/day each: *bless, conjure animals, giant insect, moonbeam, plant growth, spike growth, suggestion*
1/day each: *conjure fey, mass cure wounds*

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

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

Magic Weapons. Trostani's weapon attacks are magical.

Speak with Beasts and Plants. Trostani can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, Trostani can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Actions

Multiattack. Trostani takes three actions: she uses Constrict and Touch of Order, and she casts a spell with a casting time of 1 action.

Constrict. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 15 (3d6 + 5) bludgeoning damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained. Trostani can grapple no more than three targets at a time.

Touch of Order. *Melee Spell Attack:* +16 to hit, reach 5 ft., one creature. *Hit:* 23 (3d8 + 10) radiant damage, and Trostani can choose one magic item she can see in the target's possession. Unless it's an artifact, the item's magic is suppressed until the start of Trostani's next turn.

Wrath of Mat'Selesnya (Recharge 5–6). Trostani conjures a momentary whirl of branches and vines at a point she can see within 60 feet of her. Each creature in a 30-foot cube on that point must make a DC 24 Dexterity saving throw, taking 21 (6d6) bludgeoning damage and 21 (6d6) slashing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Voice of Harmony. Trostani makes one melee attack, with advantage on the attack roll.
Voice of Life. Trostani bestows 20 temporary hit points on another creature she can see within 120 feet of her.
Voice of Order. Trostani casts *dispel magic*.
Chorus of the Conclave (Costs 2 Actions). Trostani casts *suggestion*. This counts as one of her daily uses of the spell.
Awaken Grove Guardians (Costs 3 Actions). Trostani animates one or two trees she can see within 120 feet of her, causing them to uproot themselves and become awakened trees (see the *Monster Manual* for their stat blocks) for 1 minute or until Trostani uses a bonus action to end the effect. These trees understand Druidic and obey Trostani's spoken commands, but can't speak. If she issues no commands to them, the trees do nothing but follow her and take the Dodge action.



Horncaller

Medium humanoid (any race), lawful good

Armor Class 13 (hide armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

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

Skills Animal Handling +4, Nature +2, Perception +4
Senses passive Perception 14
Languages Common plus any one language
Challenge 1 (200 XP)

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

1/day each: *bless*, *conjure animals*

Speak with Beasts. The horncaller can communicate with beasts as if they shared a language.

Actions

Multiattack. The horncaller makes two melee attacks with its staff and uses One with the Worldsoul.

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

One with the Worldsoul. The horncaller chooses one beast it can see within 30 feet of it. If the beast can hear the horncaller, the beast uses its reaction to make one melee attack against a target that the horncaller can see.

Emmara Tandris

An elf priest, Emmara Tandris is committed to pursuing peace between the guilds with all her heart, even as Trostani hesitates in self-conflict. As a friend of Jace Beleren, she understands that he's never going to be able to settle on Ravnica, so she believes the world needs a replacement for the Guildpact. Emmara plays an active role in her community, and she has many non-Selesnya friends aside from the Guildpact. One of the most active advocates of cooperation among the guilds, she is relying on personal connections with members of other guilds to help that effort.

Simic NPCs

Curiosity about the manifold wonders of life—as well as the magical science involved in modifying it—leads inquisitive and ambitious minds from across Ravnica to join the Simic Combine. Grouped together in clades and projects, Simic scientists look for new ways to speed the nature's processes of adaptation and evolution, preparing organisms of all kinds that can thrive in the dangerous and ever-changing urban environment.

Most Simic researchers are humans, vedalken, elves, and merfolk, or at least they were born that way. During their careers, they might give themselves such a wide variety of adaptations and augmentations that their heritage is hard to ascertain. The Simic NPCs table summarizes key roles within the guild. Statistics for these NPCs are found in the *Monster Manual* unless the table states otherwise.

Simic NPCs

Role	Appropriate Stat Block
Biomancer (creates hybrids)	Biomancer*
Forcemage (grows flora and fauna)	Druid
Terraformer (alters environments)	Druid or mage

*Appears in this chapter

Prime Speaker Zegana

The regal and reticent Prime Speaker Zegana is the merfolk guildmaster of the Simic Combine. She upholds the traditional ways of the guild and its utopian philosophy, which espouses a vision of an ideal world in which nature and civilization coexist in perfect balance. Some people in the guild—members of the Adaptationist faction in particular—argue that her ways are outdated and the guild requires more practical leadership. In response, Zegana maintains that she serves as prime speaker only at the sufferance of the Speakers' Chamber, and if the other speakers wish to replace her, they are certainly within their rights to do so.

Zegana's Traits

Ideal: "Nature's patterns are the schematics for how to improve."

Bond: "I will use all the resources at my disposal to see that Ravnica becomes the best it can be."

Flaw: "I can't understand how progress could ever be the wrong goal."

Biomancer

Nearly all the innovation and advancement in Simic bioengineering comes from the work of biomancers. Specialists in hybridizing and altering creatures through a mixture of science and magic, they have spawned countless hybrids and krasis in search of the perfect union between nature and civilization.





Zegana

Medium humanoid (merfolk), lawful neutral

Armor Class 16 (natural armor)
Hit Points 130 (20d8 + 40)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	20 (+5)	18 (+4)	16 (+3)

Saving Throws Int +10, Wis +9
Skills Insight +9, Nature +10, Perception +9
Damage Resistances cold, poison
Senses darkvision 60 ft., passive Perception 19
Languages Common, Elvish, Merfolk
Challenge 16 (15,000 XP)

Amphibious. Zegana can breathe air and water.

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

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

Spellcasting. Zegana is a 15th-level Simic spellcaster. Her spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *acid splash, druidcraft, ray of frost, shape water*
1st level (4 slots): *color spray, expeditious retreat, fog cloud, shield*
2nd level (3 slots): *enlarge/reduce, gust of wind*
3rd level (3 slots): *counterspell, fly, slow*
4th level (3 slots): *control water, ice storm, polymorph*
5th level (2 slots): *conjure elemental, creation*
6th level (1 slot): *move earth, wall of ice*
7th level (1 slot): *prismatic spray, teleport*
8th level (1 slot): *control weather, dominate monster*

Actions

Prime Speaker's Trident. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, and the trident emits a thunderous boom. Each creature in a 15-foot cube originating from the prongs of the trident must make a DC 18 Constitution saving throw. On a failed save, the creature takes 9 (2d8) thunder damage and is pushed 10 feet away from Zegana. If the creature is underwater, the damage is increased to 13 (3d8). On a successful save, the creature takes half as much damage and isn't pushed.

Deluge (Recharge 4–6). Zegana conjures a wave of water that crashes down on an area within 120 feet of her. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 18 (4d8) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The water spreads out across the ground, extinguishing unprotected flames it comes in contact with, and then vanishes.

Legendary Actions

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

Adaptive Skin. Zegana gains resistance to one damage type of her choice—acid, fire, lightning, or thunder—until the start of her next turn.
Trident. Zegana makes one melee attack with the *Prime Speaker's Trident*.
Enlarge (Costs 2 Actions). Zegana casts *enlarge/reduce* on herself, using the enlarge option, without expending a spell slot.
Deluge (Costs 3 Actions). Zegana uses Deluge, if available.



Biomancer

Medium humanoid (any race), neutral good

Armor Class 17 (splint)
Hit Points 110 (17d8 + 34)
Speed 30 ft.

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

Saving Throws Int +9, Wis +6
Skills Arcana +9, Nature +9
Senses passive Perception 12
Languages Common plus any one language
Challenge 10 (5,900 XP)

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

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

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

Cantrips (at will): *acid splash, light, mending, poison spray, shocking grasp*
1st level (4 slots): *detect magic, grease, shield*
2nd level (3 slots): *alter self, darkvision, enlarge/reduce, hold person*
3rd level (3 slots): *counterspell, dispel magic, haste, protection from energy*
4th level (3 slots): *confusion, conjure minor elementals, polymorph*
5th level (2 slots): *cone of cold, creation, hold monster*
6th level (1 slot): *move earth, wall of ice*
7th level (1 slot): *prismatic spray*
8th level (1 slot): *control weather*

Actions

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

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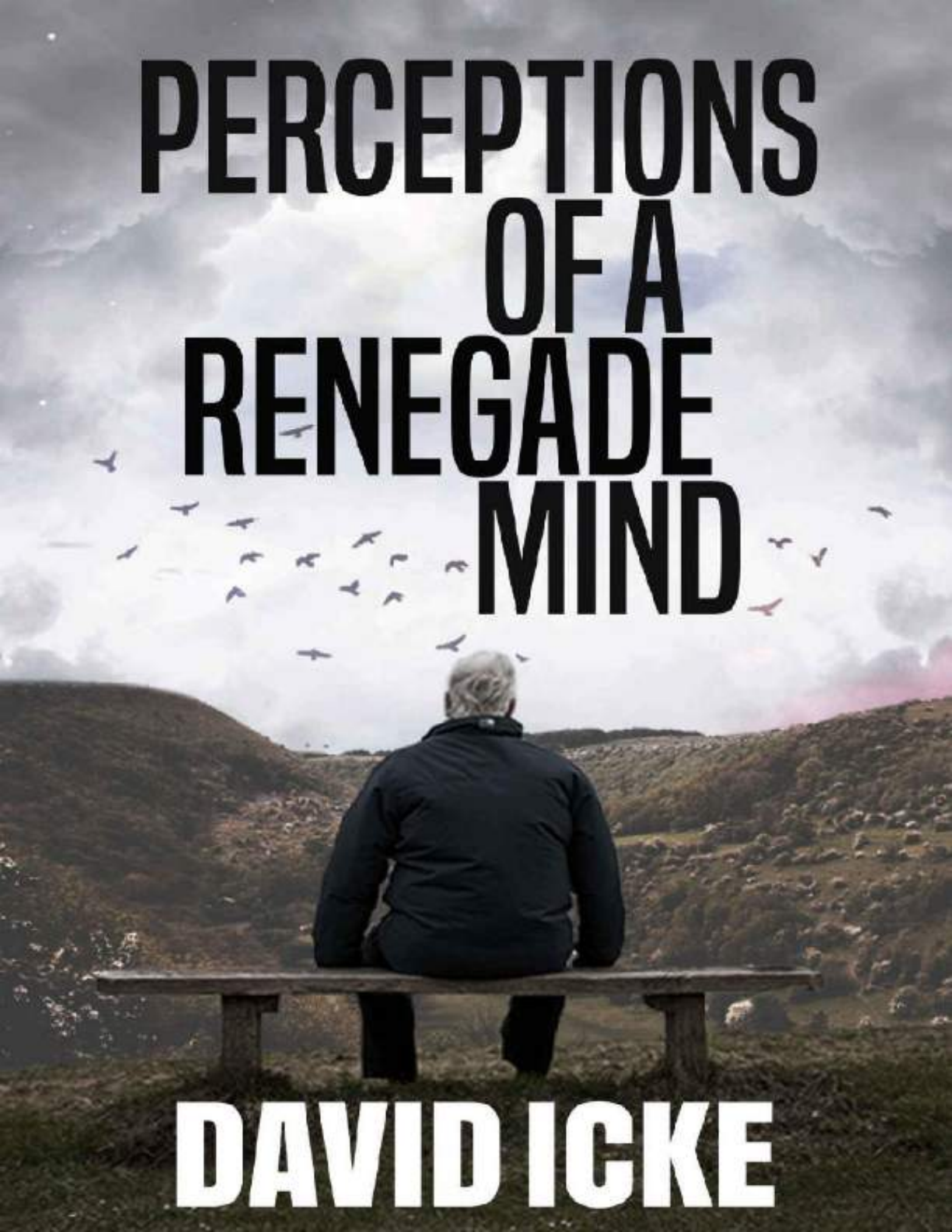
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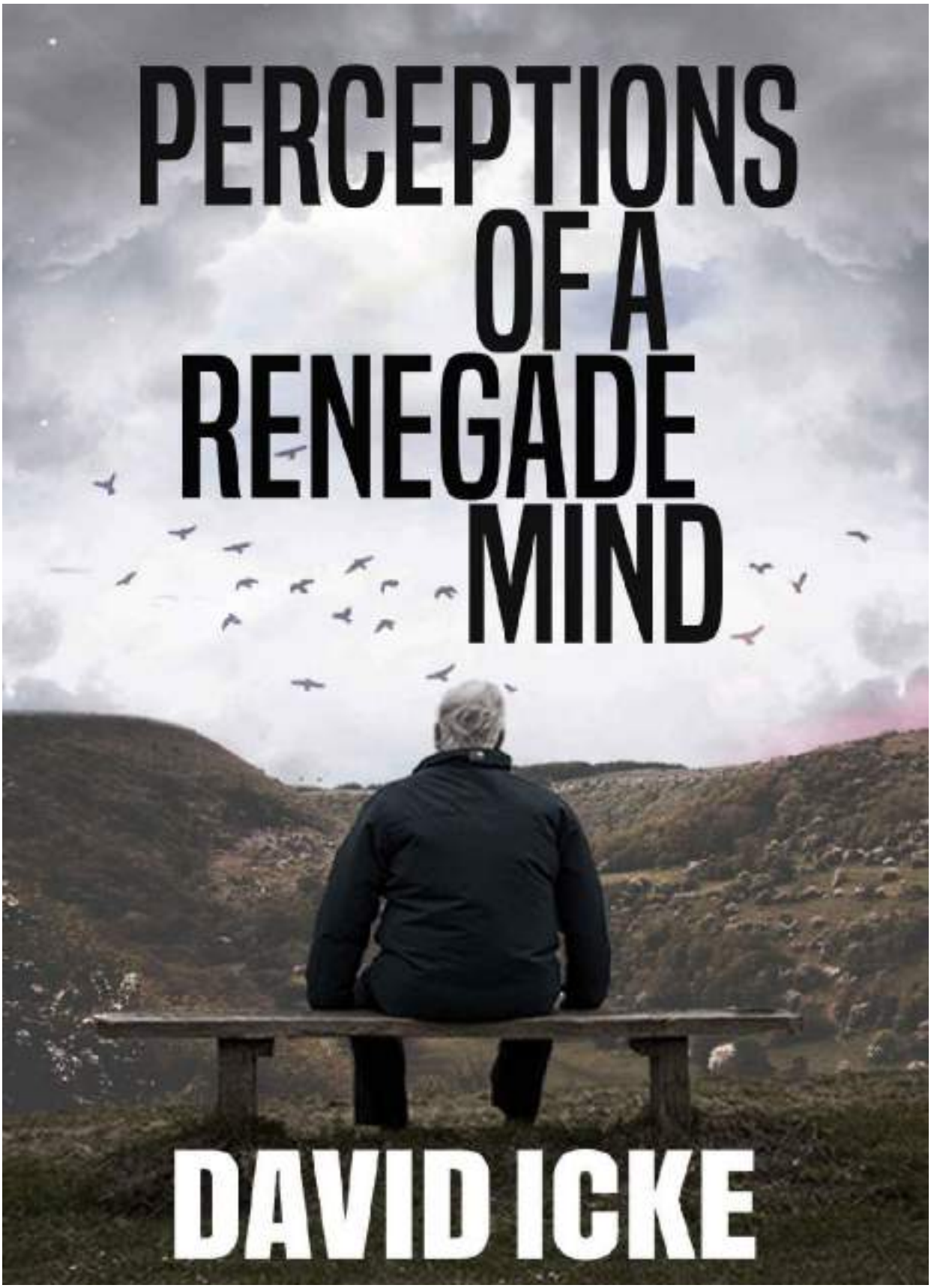


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Renegade:
Adjective
‘Having rejected tradition: Unconventional.’
Merriam-Webster Dictionary

Acquiescence to tyranny is the death of the spirit

You may be 38 years old, as I happen to be. And one day, some great opportunity stands before you and calls you to stand up for some great principle, some great issue, some great cause. And you refuse to do it because you are afraid … You refuse to do it because you want to live longer … You're afraid that you will lose your job, or you are afraid that you will be criticised or that you will lose your popularity, or you're afraid that somebody will stab you, or shoot at you or bomb your house; so you refuse to take the stand.

Well, you may go on and live until you are 90, but you're just as dead at 38 as you would be at 90. And the cessation of breathing in your life is but the belated announcement of an earlier death of the spirit.

Martin Luther King

How the few control the many and always have – the many do whatever they're told

'Forward, the Light Brigade!'
Was there a man dismayed?
Not though the soldier knew
Someone had blundered.
Theirs not to make reply,
Theirs not to reason why,
Theirs but to do and die.
Into the valley of Death
Rode the six hundred.

Cannon to right of them,
Cannon to left of them,
Cannon in front of them
Volleyed and thundered;
Stormed at with shot and shell,
Boldly they rode and well,
Into the jaws of Death,
Into the mouth of hell
Rode the six hundred

Alfred Lord Tennyson (1809-1892)

The mist is lifting slowly
I can see the way ahead
And I've left behind the empty streets
That once inspired my life
And the strength of the emotion
Is like thunder in the air
'Cos the promise that we made each other
Haunts me to the end

The secret of your beauty
And the mystery of your soul
I've been searching for in everyone I meet
And the times I've been mistaken
It's impossible to say
And the grass is growing
Underneath our feet

The words that I remember
From my childhood still are true
That there's none so blind
As those who will not see
And to those who lack the courage
And say it's dangerous to try
Well they just don't know
That love eternal will not be denied

I know you're out there somewhere
Somewhere, somewhere
I know you're out there somewhere

Somewhere you can hear my voice
I know I'll find you somehow
Somehow, somehow
I know I'll find you somehow
And somehow I'll return again to you

The Moody Blues

Are you a gutless wonder - or a Renegade Mind?

Monuments put from pen to paper,
Turns me into a gutless wonder,
And if you tolerate this,
Then your children will be next.
Gravity keeps my head down,
Or is it maybe shame ...

Manic Street Preachers

Rise like lions after slumber
In unvanquishable number.
Shake your chains to earth like dew
Which in sleep have fallen on you.
Ye are many – they are few.

Percy Shelley

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CHAPTER ONE

I'm thinking' – Oh, but *are* you?

Think for yourself and let others enjoy the privilege of doing so too
Voltaire

French-born philosopher, mathematician and scientist René Descartes became famous for his statement in Latin in the 17th century which translates into English as: 'I think, therefore I am.'

On the face of it that is true. Thought reflects perception and perception leads to both behaviour and self-identity. In that sense 'we' are what we think. But who or what is doing the thinking and is thinking the only route to perception? Clearly, as we shall see, 'we' are not always the source of 'our' perception, indeed with regard to humanity as a whole this is rarely the case; and thinking is far from the only means of perception. Thought is the village idiot compared with other expressions of consciousness that we all have the potential to access and tap into. This has to be true when we *are* those other expressions of consciousness which are infinite in nature. We have forgotten this, or, more to the point, been manipulated to forget.

These are not just the esoteric musings of the navel. The whole foundation of human control and oppression is control of perception. Once perception is hijacked then so is behaviour which is dictated by perception. Collective perception becomes collective behaviour and collective behaviour is what we call human society. Perception is all and those behind human control know that which is

why perception is the target 24/7 of the psychopathic manipulators that I call the Global Cult. They know that if they dictate perception they will dictate behaviour and collectively dictate the nature of human society. They are further aware that perception is formed from information received and if they control the circulation of information they will to a vast extent direct human behaviour. Censorship of information and opinion has become globally Nazi-like in recent years and never more blatantly than since the illusory 'virus pandemic' was triggered out of China in 2019 and across the world in 2020. Why have billions submitted to house arrest and accepted fascistic societies in a way they would have never believed possible? Those controlling the information spewing from government, mainstream media and Silicon Valley (all controlled by the same Global Cult networks) told them they were in danger from a 'deadly virus' and only by submitting to house arrest and conceding their most basic of freedoms could they and their families be protected. This monumental and provable lie became the *perception* of the billions and therefore the *behaviour* of the billions. In those few words you have the whole structure and modus operandi of human control. Fear is a perception – **F**alse **E**motion **A**ppearing **R**eal – and fear is the currency of control. In short … get them by the balls (or give them the impression that you have) and their hearts and minds will follow. Nothing grips the dangly bits and freezes the rear-end more comprehensively than fear.

World number 1

There are two 'worlds' in what appears to be one 'world' and the prime difference between them is knowledge. First we have the mass of human society in which the population is maintained in coldly-calculated ignorance through control of information and the 'education' (indoctrination) system. That's all you really need to control to enslave billions in a perceptual delusion in which what are perceived to be *their* thoughts and opinions are ever-repeated mantras that the system has been downloading all their lives through 'education', media, science, medicine, politics and academia

in which the personnel and advocates are themselves overwhelmingly the perceptual products of the same repetition. Teachers and academics in general are processed by the same programming machine as everyone else, but unlike the great majority they never leave the 'education' program. It gripped them as students and continues to grip them as programmers of subsequent generations of students. The programmed become the programmers – the programmed programmers. The same can largely be said for scientists, doctors and politicians and not least because as the American writer Upton Sinclair said: 'It is difficult to get a man to understand something when his salary depends upon his not understanding it.' If your career and income depend on thinking the way the system demands then you will – bar a few free-minded exceptions – concede your mind to the Perceptual Mainframe that I call the Postage Stamp Consensus. This is a tiny band of perceived knowledge and possibility 'taught' (downloaded) in the schools and universities, pounded out by the mainstream media and on which all government policy is founded. Try thinking, and especially speaking and acting, outside of the 'box' of consensus and see what that does for your career in the Mainstream Everything which bullies, harasses, intimidates and ridicules the population into compliance. Here we have the simple structure which enslaves most of humanity in a perceptual prison cell for an entire lifetime and I'll go deeper into this process shortly. Most of what humanity is taught as fact is nothing more than programmed belief. American science fiction author Frank Herbert was right when he said: 'Belief can be manipulated. Only knowledge is dangerous.' In the 'Covid' age belief is promoted and knowledge is censored. It was always so, but never to the extreme of today.

World number 2

A 'number 2' is slang for 'doing a poo' and how appropriate that is when this other 'world' is doing just that on humanity every minute of every day. World number 2 is a global network of secret societies and semi-secret groups dictating the direction of society via

governments, corporations and authorities of every kind. I have spent more than 30 years uncovering and exposing this network that I call the Global Cult and knowing its agenda is what has made my books so accurate in predicting current and past events. Secret societies are secret for a reason. They want to keep their hoarded knowledge to themselves and their chosen initiates and to hide it from the population which they seek through ignorance to control and subdue. The whole foundation of the division between World 1 and World 2 is *knowledge*. What number 1 knows number 2 must not. Knowledge they have worked so hard to keep secret includes (a) the agenda to enslave humanity in a centrally-controlled global dictatorship, and (b) the nature of reality and life itself. The latter (b) must be suppressed to allow the former (a) to prevail as I shall be explaining. The way the Cult manipulates and interacts with the population can be likened to a spider's web. The 'spider' sits at the centre in the shadows and imposes its will through the web with each strand represented in World number 2 by a secret society, satanic or semi-secret group, and in World number 1 – the world of the seen – by governments, agencies of government, law enforcement, corporations, the banking system, media conglomerates and Silicon Valley (Fig 1 overleaf). The spider and the web connect and coordinate all these organisations to pursue the same global outcome while the population sees them as individual entities working randomly and independently. At the level of the web governments *are* the banking system *are* the corporations *are* the media *are* Silicon Valley *are* the World Health Organization working from their inner cores as one unit. Apparently unconnected countries, corporations, institutions, organisations and people are on the *same team* pursuing the same global outcome. Strands in the web immediately around the spider are the most secretive and exclusive secret societies and their membership is emphatically restricted to the Cult inner-circle emerging through the generations from particular bloodlines for reasons I will come to. At the core of the core you would get them in a single room. That's how many people are dictating the direction of human society and its transformation

through the ‘Covid’ hoax and other means. As the web expands out from the spider we meet the secret societies that many people will be aware of – the Freemasons, Knights Templar, Knights of Malta, Opus Dei, the inner sanctum of the Jesuit Order, and such like. Note how many are connected to the Church of Rome and there is a reason for that. The Roman Church was established as a revamp, a rebranding, of the relocated ‘Church’ of Babylon and the Cult imposing global tyranny today can be tracked back to Babylon and Sumer in what is now Iraq.



Figure 1: The global web through which the few control the many. (Image Neil Hague.)

Inner levels of the web operate in the unseen away from the public eye and then we have what I call the cusp organisations located at the point where the hidden meets the seen. They include a series of satellite organisations answering to a secret society founded in London in the late 19th century called the Round Table and among them are the Royal Institute of International Affairs (UK, founded in 1920); Council on Foreign Relations (US, 1921); Bilderberg Group (worldwide, 1954); Trilateral Commission (US/worldwide, 1972); and the Club of Rome (worldwide, 1968) which was created to exploit environmental concerns to justify the centralisation of global power to ‘save the planet’. The Club of Rome instigated with others the human-caused climate change hoax which has led to all the ‘green

new deals' demanding that very centralisation of control. Cusp organisations, which include endless 'think tanks' all over the world, are designed to coordinate a single global policy between political and business leaders, intelligence personnel, media organisations and anyone who can influence the direction of policy in their own sphere of operation. Major players and regular attenders will know what is happening – or some of it – while others come and go and are kept overwhelmingly in the dark about the big picture. I refer to these cusp groupings as semi-secret in that they can be publicly identified, but what goes on at the inner-core is kept very much 'in house' even from most of their members and participants through a fiercely-imposed system of compartmentalisation. Only let them know what they need to know to serve your interests and no more. The structure of secret societies serves as a perfect example of this principle. Most Freemasons never get higher than the bottom three levels of 'degree' (degree of knowledge) when there are 33 official degrees of the Scottish Rite. Initiates only qualify for the next higher 'compartment' or degree if those at that level choose to allow them. Knowledge can be carefully assigned only to those considered 'safe'. I went to my local Freemason's lodge a few years ago when they were having an 'open day' to show how cuddly they were and when I chatted to some of them I was astonished at how little the rank and file knew even about the most ubiquitous symbols they use. The mushroom technique – keep them in the dark and feed them bullshit – applies to most people in the web as well as the population as a whole. Sub-divisions of the web mirror in theme and structure transnational corporations which have a headquarters somewhere in the world dictating to all their subsidiaries in different countries. Subsidiaries operate in their methodology and branding to the same centrally-dictated plan and policy in pursuit of particular ends. The Cult web functions in the same way. Each country has its own web as a subsidiary of the global one. They consist of networks of secret societies, semi-secret groups and bloodline families and their job is to impose the will of the spider and the global web in their particular country. Subsidiary networks control and manipulate the national political system, finance, corporations, media, medicine, etc. to

ensure that they follow the globally-dictated Cult agenda. These networks were the means through which the 'Covid' hoax could be played out with almost every country responding in the same way.

The 'Yessir' pyramid

Compartmentalisation is the key to understanding how a tiny few can dictate the lives of billions when combined with a top-down sequence of imposition and acquiescence. The inner core of the Cult sits at the peak of the pyramidal hierarchy of human society (Fig 2 overleaf). It imposes its will – its agenda for the world – on the level immediately below which acquiesces to that imposition. This level then imposes the Cult will on the level below them which acquiesces and imposes on the next level. Very quickly we meet levels in the hierarchy that have no idea there even is a Cult, but the sequence of imposition and acquiescence continues down the pyramid in just the same way. 'I don't know why we are doing this but the order came from "on-high" and so we better just do it.' Alfred Lord Tennyson said of the cannon fodder levels in his poem *The Charge of the Light Brigade*: 'Theirs not to reason why; theirs but to do and die.' The next line says that 'into the valley of death rode the six hundred' and they died because they obeyed without question what their perceived 'superiors' told them to do. In the same way the population capitulated to 'Covid'. The whole hierarchical pyramid functions like this to allow the very few to direct the enormous many. Eventually imposition-acquiescence-imposition-acquiescence comes down to the mass of the population at the foot of the pyramid. If they acquiesce to those levels of the hierarchy imposing on them (governments/law enforcement/doctors/media) a circuit is completed between the population and the handful of super-psychopaths in the Cult inner core at the top of the pyramid. Without a circuit-breaking refusal to obey, the sequence of imposition and acquiescence allows a staggeringly few people to impose their will upon the entirety of humankind. We are looking at the very sequence that has subjugated billions since the start of 2020. Our freedom has not been taken from us. Humanity has given it

away. Fascists do not impose fascism because there are not enough of them. Fascism is imposed by the population acquiescing to fascism. Put another way allowing their perceptions to be programmed to the extent that leads to the population giving their freedom away by giving their perceptions – their mind – away. If this circuit is not broken by humanity ceasing to cooperate with their own enslavement then nothing can change. For that to happen people have to critically think and see through the lies and window dressing and then summon the backbone to act upon what they see. The Cult spends its days working to stop either happening and its methodology is systematic and highly detailed, but it can be overcome and that is what this book is all about.

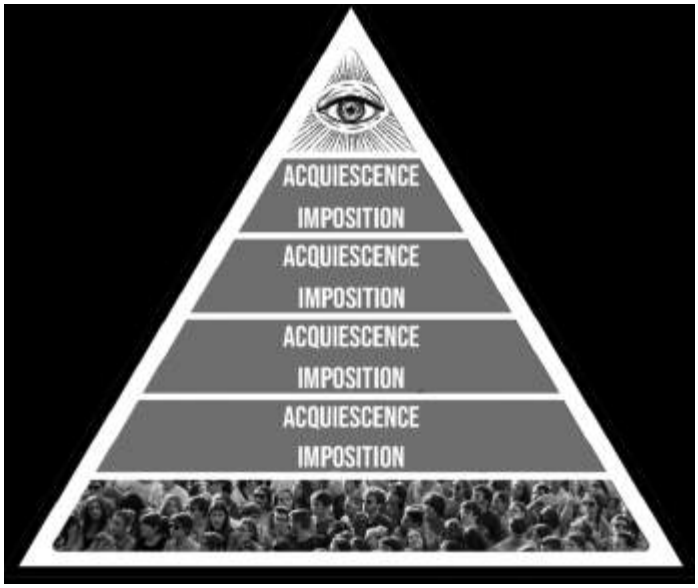


Figure 2: The simple sequence of imposition and compliance that allows a handful of people at the peak of the pyramid to dictate the lives of billions.

The Life Program

Okay, back to world number 1 or the world of the 'masses'. Observe the process of what we call 'life' and it is a perceptual download from cradle to grave. The Cult has created a global structure in which perception can be programmed and the program continually topped-up with what appears to be constant confirmation that the program is indeed true reality. The important word here is 'appears'.

This is the structure, the fly-trap, the Postage Stamp Consensus or Perceptual Mainframe, which represents that incredibly narrow band of perceived possibility delivered by the 'education' system, mainstream media, science and medicine. From the earliest age the download begins with parents who have themselves succumbed to the very programming their children are about to go through. Most parents don't do this out of malevolence and mostly it is quite the opposite. They do what they believe is best for their children and that is what the program has told them is best. Within three or four years comes the major transition from parental programming to full-blown state (Cult) programming in school, college and university where perceptually-programmed teachers and academics pass on their programming to the next generations. Teachers who resist are soon marginalised and their careers ended while children who resist are called a problem child for whom Ritalin may need to be prescribed. A few years after entering the 'world' children are under the control of authority figures representing the state telling them when they have to be there, when they can leave and when they can speak, eat, even go to the toilet. This is calculated preparation for a lifetime of obeying authority in all its forms. Reflex-action fear of authority is instilled by authority from the start. Children soon learn the carrot and stick consequences of obeying or defying authority which is underpinned daily for the rest of their life. Fortunately I daydreamed through this crap and never obeyed authority simply because it told me to. This approach to my alleged 'betters' continues to this day. There can be consequences of pursuing open-minded freedom in a world of closed-minded conformity. I spent a lot of time in school corridors after being ejected from the classroom for not taking some of it seriously and now I spend a lot of time being ejected from Facebook, YouTube and Twitter. But I can tell you that being true to yourself and not compromising your self-respect is far more exhilarating than bowing to authority for authority's sake. You don't have to be a sheep to the shepherd (authority) and the sheep dog (fear of not obeying authority).

The perceptual download continues throughout the formative years in school, college and university while script-reading 'teachers', 'academics' 'scientists', 'doctors' and 'journalists' insist that ongoing generations must be as programmed as they are. Accept the program or you will not pass your 'exams' which confirm your 'degree' of programming. It is tragic to think that many parents pressure their offspring to work hard at school to download the program and qualify for the next stage at college and university. The late, great, American comedian George Carlin said: 'Here's a bumper sticker I'd like to see: We are proud parents of a child who has resisted his teachers' attempts to break his spirit and bend him to the will of his corporate masters.' Well, the best of luck finding many of those, George. Then comes the moment to leave the formal programming years in academia and enter the 'adult' world of work. There you meet others in your chosen or prescribed arena who went through the same Postage Stamp Consensus program before you did. There is therefore overwhelming agreement between almost everyone on the basic foundations of Postage Stamp reality and the rejection, even contempt, of the few who have a mind of their own and are prepared to use it. This has two major effects. Firstly, the consensus confirms to the programmed that their download is really how things are. I mean, everyone knows that, right? Secondly, the arrogance and ignorance of Postage Stamp adherents ensure that anyone questioning the program will have unpleasant consequences for seeking their own truth and not picking their perceptions from the shelf marked: 'Things you must believe without question and if you don't you're a dangerous lunatic conspiracy theorist and a harebrained nutter'.

Every government, agency and corporation is founded on the same Postage Stamp prison cell and you can see why so many people believe the same thing while calling it their own 'opinion'. Fusion of governments and corporations in pursuit of the same agenda was the definition of fascism described by Italian dictator Benito Mussolini. The pressure to conform to perceptual norms downloaded for a lifetime is incessant and infiltrates society right

down to family groups that become censors and condemners of their own 'black sheep' for not, ironically, being sheep. We have seen an explosion of that in the 'Covid' era. Cult-owned global media unleashes its propaganda all day every day in support of the Postage Stamp and targets with abuse and ridicule anyone in the public eye who won't bend their mind to the will of the tyranny. Any response to this is denied (certainly in my case). They don't want to give a platform to expose official lies. Cult-owned-and-created Internet giants like Facebook, Google, YouTube and Twitter delete you for having an unapproved opinion. Facebook boasts that its AI censors delete 97-percent of 'hate speech' before anyone even reports it. Much of that 'hate speech' will simply be an opinion that Facebook and its masters don't want people to see. Such perceptual oppression is widely known as fascism. Even Facebook executive Benny Thomas, a 'CEO Global Planning Lead', said in comments secretly recorded by investigative journalism operation Project Veritas that Facebook is 'too powerful' and should be broken up:

I mean, no king in history has been the ruler of two billion people, but Mark Zuckerberg is … And he's 36. That's too much for a 36-year-old ... You should not have power over two billion people. I just think that's wrong.

Thomas said Facebook-owned platforms like Instagram, Oculus, and WhatsApp needed to be separate companies. 'It's too much power when they're all one together'. That's the way the Cult likes it, however. We have an executive of a Cult organisation in Benny Thomas that doesn't know there is a Cult such is the compartmentalisation. Thomas said that Facebook and Google 'are no longer companies, they're countries'. Actually they are more powerful than countries on the basis that if you control information you control perception and control human society.

I love my oppressor

Another expression of this psychological trickery is for those who realise they are being pressured into compliance to eventually

convince themselves to believe the official narratives to protect their self-respect from accepting the truth that they have succumbed to meek and subservient compliance. Such people become some of the most vehement defenders of the system. You can see them everywhere screaming abuse at those who prefer to think for themselves and by doing so reminding the compliers of their own capitulation to conformity. 'You are talking dangerous nonsense you Covidiot!!' Are you trying to convince me or yourself? It is a potent form of Stockholm syndrome which is defined as: 'A psychological condition that occurs when a victim of abuse identifies and attaches, or bonds, positively with their abuser.' An example is hostages bonding and even 'falling in love' with their kidnappers. The syndrome has been observed in domestic violence, abused children, concentration camp inmates, prisoners of war and many and various Satanic cults. These are some traits of Stockholm syndrome listed at goodtherapy.org:

- Positive regard towards perpetrators of abuse or captor [see 'Covid'].
- Failure to cooperate with police and other government authorities when it comes to holding perpetrators of abuse or kidnapping accountable [or in the case of 'Covid' cooperating with the police to enforce and defend their captors' demands].
- Little or no effort to escape [see 'Covid'].
- Belief in the goodness of the perpetrators or kidnappers [see 'Covid'].
- Appeasement of captors. This is a manipulative strategy for maintaining one's safety. As victims get rewarded – perhaps with less abuse or even with life itself – their appeasing behaviours are reinforced [see 'Covid'].
- Learned helplessness. This can be akin to 'if you can't beat 'em, join 'em'. As the victims fail to escape the abuse or captivity, they may start giving up and soon realize it's just easier for everyone if they acquiesce all their power to their captors [see 'Covid'].

- Feelings of pity toward the abusers, believing they are actually victims themselves. Because of this, victims may go on a crusade or mission to 'save' [protect] their abuser [see the venom unleashed on those challenging the official 'Covid' narrative].
- Unwillingness to learn to detach from their perpetrators and heal. In essence, victims may tend to be less loyal to themselves than to their abuser [*definitely* see 'Covid'].

Ponder on those traits and compare them with the behaviour of great swathes of the global population who have defended governments and authorities which have spent every minute destroying their lives and livelihoods and those of their children and grandchildren since early 2020 with fascistic lockdowns, house arrest and employment deletion to 'protect' them from a 'deadly virus' that their abusers' perceptually created to bring about this very outcome. We are looking at mass Stockholm syndrome. All those that agree to concede their freedom will believe those perceptions are originating in their own independent 'mind' when in fact by conceding their reality to Stockholm syndrome they have by definition conceded any independence of mind. Listen to the 'opinions' of the acquiescing masses in this 'Covid' era and what gushes forth is the repetition of the official version of everything delivered unprocessed, unfiltered and unquestioned. The whole programming dynamic works this way. I must be free because I'm told that I am and so I think that I am.

You can see what I mean with the chapter theme of 'I'm thinking – Oh, but *are* you?' The great majority are not thinking, let alone for themselves. They are repeating what authority has told them to believe which allows them to be controlled. Weaving through this mentality is the fear that the 'conspiracy theorists' are right and this again explains the often hysterical abuse that ensues when you dare to contest the official narrative of anything. Denial is the mechanism of hiding from yourself what you don't want to be true. Telling people what they want to hear is easy, but it's an infinitely greater challenge to tell them what they would rather not be happening.

One is akin to pushing against an open door while the other is met with vehement resistance no matter what the scale of evidence. I don't want it to be true so I'll convince myself that it's not. Examples are everywhere from the denial that a partner is cheating despite all the signs to the reflex-action rejection of any idea that world events in which country after country act in exactly the same way are centrally coordinated. To accept the latter is to accept that a force of unspeakable evil is working to destroy your life and the lives of your children with nothing too horrific to achieve that end. Who the heck wants that to be true? But if we don't face reality the end is duly achieved and the consequences are far worse and ongoing than breaking through the walls of denial today with the courage to make a stand against tyranny.

Connect the dots – but how?

A crucial aspect of perceptual programming is to portray a world in which everything is random and almost nothing is connected to anything else. Randomness cannot be coordinated by its very nature and once you perceive events as random the idea they could be connected is waved away as the rantings of the tinfoil-hat brigade. You can't plan and coordinate random you idiot! No, you can't, but you can hide the coldly-calculated and long-planned behind the *illusion* of randomness. A foundation manifestation of the Renegade Mind is to scan reality for patterns that connect the apparently random and turn pixels and dots into pictures. This is the way I work and have done so for more than 30 years. You look for similarities in people, modus operandi and desired outcomes and slowly, then ever quicker, the picture forms. For instance: There would seem to be no connection between the 'Covid pandemic' hoax and the human-caused global-warming hoax and yet they are masks (appropriately) on the same face seeking the same outcome. Those pushing the global warming myth through the Club of Rome and other Cult agencies are driving the lies about 'Covid' – Bill Gates is an obvious one, but they are endless. Why would the same people be involved in both when they are clearly not connected? Oh, but they

are. Common themes with personnel are matched by common goals. The 'solutions' to both 'problems' are centralisation of global power to impose the will of the few on the many to 'save' humanity from 'Covid' and save the planet from an 'existential threat' (we need 'zero Covid' and 'zero carbon emissions'). These, in turn, connect with the 'dot' of globalisation which was coined to describe the centralisation of global power in every area of life through incessant political and corporate expansion, trading blocks and superstates like the European Union. If you are the few and you want to control the many you have to centralise power and decision-making. The more you centralise power the more power the few at the centre will have over the many; and the more that power is centralised the more power those at the centre have to centralise even quicker. The momentum of centralisation gets faster and faster which is exactly the process we have witnessed. In this way the hoaxed 'pandemic' and the fakery of human-caused global warming serve the interests of globalisation and the seizure of global power in the hands of the Cult inner-circle which is behind 'Covid', 'climate change' *and* globalisation. At this point random 'dots' become a clear and obvious picture or pattern.

Klaus Schwab, the classic Bond villain who founded the Cult's Gates-funded World Economic Forum, published a book in 2020, *The Great Reset*, in which he used the 'problem' of 'Covid' to justify a total transformation of human society to 'save' humanity from 'climate change'. Schwab said: 'The pandemic represents a rare but narrow window of opportunity to reflect, reimagine, and reset our world.' What he didn't mention is that the Cult he serves is behind both hoaxes as I show in my book *The Answer*. He and the Cult don't have to reimagine the world. They know precisely what they want and that's why they destroyed human society with 'Covid' to 'build back better' in their grand design. Their job is not to imagine, but to get humanity to imagine and agree with their plans while believing it's all random. It must be pure coincidence that 'The Great Reset' has long been the Cult's code name for the global imposition of fascism and replaced previous code-names of the 'New World

Order' used by Cult frontmen like Father George Bush and the 'New Order of the Ages' which emerged from Freemasonry and much older secret societies. New Order of the Ages appears on the reverse of the Great Seal of the United States as 'Novus ordo seclorum' underneath the Cult symbol used since way back of the pyramid and all seeing-eye (Fig 3). The pyramid is the hierarchy of human control headed by the illuminated eye that symbolises the force behind the Cult which I will expose in later chapters. The term 'Annuit Coeptis' translates as 'He favours our undertaking'. We are told the 'He' is the Christian god, but 'He' is not as I will be explaining.



Figure 3: The all-seeing eye of the Cult 'god' on the Freemason-designed Great Seal of the United States and also on the dollar bill.

Having you on

Two major Cult techniques of perceptual manipulation that relate to all this are what I have called since the 1990s Problem-Reaction-Solution (PRS) and the Totalitarian Tiptoe (TT). They can be uncovered by the inquiring mind with a simple question: Who benefits? The answer usually identifies the perpetrators of a given action or happening through the concept of 'he who most benefits from a crime is the one most likely to have committed it'. The Latin 'Cue bono?' – Who benefits? – is widely attributed to the Roman orator and statesman Marcus Tullius Cicero. No wonder it goes back so far when the concept has been relevant to human behaviour since

history was recorded. Problem-Reaction-Solution is the technique used to manipulate us every day by covertly creating a problem (or the illusion of one) and offering the solution to the problem (or the illusion of one). In the first phase you create the problem and blame someone or something else for why it has happened. This may relate to a financial collapse, terrorist attack, war, global warming or pandemic, anything in fact that will allow you to impose the 'solution' to change society in the way you desire at that time. The 'problem' doesn't have to be real. PRS is manipulation of perception and all you need is the population to believe the problem is real. Human-caused global warming and the 'Covid pandemic' only have to be *perceived* to be real for the population to accept the 'solutions' of authority. I refer to this technique as NO-Problem-Reaction-Solution. Billions did not meekly accept house arrest from early 2020 because there was a real deadly 'Covid pandemic' but because they perceived – believed – that to be the case. The antidote to Problem-Reaction-Solution is to ask who benefits from the proposed solution. Invariably it will be anyone who wants to justify more control through deletion of freedom and centralisation of power and decision-making.

The two world wars were Problem-Reaction-Solutions that transformed and realigned global society. Both were manipulated into being by the Cult as I have detailed in books since the mid-1990s. They dramatically centralised global power, especially World War Two, which led to the United Nations and other global bodies thanks to the overt and covert manipulations of the Rockefeller family and other Cult bloodlines like the Rothschilds. The UN is a stalking horse for full-blown world government that I will come to shortly. The land on which the UN building stands in New York was donated by the Rockefellers and the same Cult family was behind Big Pharma scalpel and drug 'medicine' and the creation of the World Health Organization as part of the UN. They have been stalwarts of the eugenics movement and funded Hitler's race-purity expert' Ernst Rudin. The human-caused global warming hoax has been orchestrated by the Club of Rome through the UN which is

manufacturing both the 'problem' through its Intergovernmental Panel on Climate Change and imposing the 'solution' through its Agenda 21 and Agenda 2030 which demand the total centralisation of global power to 'save the world' from a climate hoax the United Nations is itself perpetrating. What a small world the Cult can be seen to be particularly among the inner circles. The bedfellow of Problem-Reaction-Solution is the Totalitarian Tiptoe which became the Totalitarian Sprint in 2020. The technique is fashioned to hide the carefully-coordinated behind the cover of apparently random events. You start the sequence at 'A' and you know you are heading for 'Z'. You don't want people to know that and each step on the journey is presented as a random happening while all the steps strung together lead in the same direction. The speed may have quickened dramatically in recent times, but you can still see the incremental approach of the Tiptoe in the case of 'Covid' as each new imposition takes us deeper into fascism. Tell people they have to do this or that to get back to 'normal', then this and this and this. With each new demand adding to the ones that went before the population's freedom is deleted until it disappears. The spider wraps its web around the flies more comprehensively with each new diktat. I'll highlight this in more detail when I get to the 'Covid' hoax and how it has been pulled off. Another prime example of the Totalitarian Tiptoe is how the Cult-created European Union went from a 'free-trade zone' to a centralised bureaucratic dictatorship through the Tiptoe of incremental centralisation of power until nations became mere administrative units for Cult-owned dark suits in Brussels.

The antidote to ignorance is knowledge which the Cult seeks vehemently to deny us, but despite the systematic censorship to that end the Renegade Mind can overcome this by vociferously seeking out the facts no matter the impediments put in the way. There is also a method of thinking and perceiving – *knowing* – that doesn't even need names, dates, place-type facts to identify the patterns that reveal the story. I'll get to that in the final chapter. All you need to know about the manipulation of human society and to what end is still out there – *at the time of writing* – in the form of books, videos

and websites for those that really want to breach the walls of programmed perception. To access this knowledge requires the abandonment of the mainstream media as a source of information in the awareness that this is owned and controlled by the Cult and therefore promotes mass perceptions that suit the Cult. Mainstream media lies all day, every day. That is its function and very reason for being. Where it does tell the truth, here and there, is only because the truth and the Cult agenda very occasionally coincide. If you look for fact and insight to the BBC, CNN and virtually all the rest of them you are asking to be conned and perceptually programmed.

Know the outcome and you'll see the journey

Events seem random when you have no idea where the world is being taken. Once you do the random becomes the carefully planned. Know the outcome and you'll see the journey is a phrase I have been using for a long time to give context to daily happenings that appear unconnected. Does a problem, or illusion of a problem, trigger a proposed 'solution' that further drives society in the direction of the outcome? Invariably the answer will be yes and the random – *abracadabra* – becomes the clearly coordinated. So what is this outcome that unlocks the door to a massively expanded understanding of daily events? I will summarise its major aspects – the fine detail is in my other books – and those new to this information will see that the world they thought they were living in is a very different place. The foundation of the Cult agenda is the incessant centralisation of power and all such centralisation is ultimately in pursuit of Cult control on a global level. I have described for a long time the planned world structure of top-down dictatorship as the Hunger Games Society. The term obviously comes from the movie series which portrayed a world in which a few living in military-protected hi-tech luxury were the overlords of a population condemned to abject poverty in isolated 'sectors' that were not allowed to interact. 'Covid' lockdowns and travel bans anyone? The 'Hunger Games' pyramid of structural control has the inner circle of the Cult at the top with pretty much the entire

population at the bottom under their control through dependency for survival on the Cult. The whole structure is planned to be protected and enforced by a military-police state (Fig 4).

Here you have the reason for the global lockdowns of the fake pandemic to coldly destroy independent incomes and livelihoods and make everyone dependent on the 'state' (the Cult that controls the 'states'). I have warned in my books for many years about the plan to introduce a 'guaranteed income' – a barely survivable pittance – designed to impose dependency when employment was destroyed by AI technology and now even more comprehensively at great speed by the 'Covid' scam. Once the pandemic was played and lockdown consequences began to delete independent income the authorities began to talk right on cue about the need for a guaranteed income and a 'Great Reset'. Guaranteed income will be presented as benevolent governments seeking to help a desperate people – desperate as a direct result of actions of the same governments. The truth is that such payments are a trap. You will only get them if you do exactly what the authorities demand including mass vaccination (genetic manipulation). We have seen this theme already in Australia where those dependent on government benefits have them reduced if parents don't agree to have their children vaccinated according to an insane health-destroying government-dictated schedule. Calculated economic collapse applies to governments as well as people. The Cult wants rid of countries through the creation of a world state with countries broken up into regions ruled by a world government and super states like the European Union. Countries must be bankrupted, too, to this end and it's being achieved by the trillions in 'rescue packages' and furlough payments, trillions in lost taxation, and money-no-object spending on 'Covid' including constant all-medium advertising (programming) which has made the media dependent on government for much of its income. The day of reckoning is coming – as planned – for government spending and given that it has been made possible by printing money and not by production/taxation there is inflation on the way that has the

potential to wipe out monetary value. In that case there will be no need for the Cult to steal your money. It just won't be worth anything (see the German Weimar Republic before the Nazis took over). Many have been okay with lockdowns while getting a percentage of their income from so-called furlough payments without having to work. Those payments are dependent, however, on people having at least a theoretical job with a business considered non-essential and ordered to close. As these business go under because they are closed by lockdown after lockdown the furlough stops and it will for everyone eventually. Then what? The 'then what?' is precisely the idea.



Figure 4: The Hunger Games Society structure I have long warned was planned and now the 'Covid' hoax has made it possible. This is the real reason for lockdowns.

Hired hands

Between the Hunger Games Cult elite and the dependent population is planned to be a vicious military-police state (a fusion of the two into one force). This has been in the making for a long time with police looking ever more like the military and carrying weapons to match. The pandemic scam has seen this process accelerate so fast as

lockdown house arrest is brutally enforced by carefully recruited fascist minds and gormless system-servers. The police and military are planned to merge into a centrally-directed world army in a global structure headed by a world government which wouldn't be elected even by the election fixes now in place. The world army is not planned even to be human and instead wars would be fought, primarily against the population, using robot technology controlled by artificial intelligence. I have been warning about this for decades and now militaries around the world are being transformed by this very AI technology. The global regime that I describe is a particular form of fascism known as a technocracy in which decisions are not made by clueless and co-opted politicians but by unelected technocrats – scientists, engineers, technologists and bureaucrats. Cult-owned-and-controlled Silicon Valley giants are examples of technocracy and they already have far more power to direct world events than governments. They are with their censorship *selecting* governments. I know that some are calling the 'Great Reset' a Marxist communist takeover, but fascism and Marxism are different labels for the same tyranny. Tell those who lived in fascist Germany and Stalinist Russia that there was a difference in the way their freedom was deleted and their lives controlled. I could call it a fascist technocracy or a Marxist technocracy and they would be equally accurate. The Hunger Games society with its world government structure would oversee a world army, world central bank and single world cashless currency imposing its will on a microchipped population (Fig 5). Scan its different elements and see how the illusory pandemic is forcing society in this very direction at great speed. Leaders of 23 countries and the World Health Organization (WHO) backed the idea in March, 2021, of a global treaty for 'international cooperation' in 'health emergencies' and nations should 'come together as a global community for peaceful cooperation that extends beyond this crisis'. Cut the Orwellian bullshit and this means another step towards global government. The plan includes a cashless digital money system that I first warned about in 1993. Right at the start of 'Covid' the deeply corrupt Tedros

Adhanom Ghebreyesus, the crooked and merely gofer 'head' of the World Health Organization, said it was possible to catch the 'virus' by touching cash and it was better to use cashless means. The claim was ridiculous nonsense and like the whole 'Covid' mind-trick it was nothing to do with 'health' and everything to do with pushing every aspect of the Cult agenda. As a result of the Tedros lie the use of cash has plummeted. The Cult script involves a single world digital currency that would eventually be technologically embedded in the body. China is a massive global centre for the Cult and if you watch what is happening there you will know what is planned for everywhere. The Chinese government is developing a digital currency which would allow fines to be deducted immediately via AI for anyone caught on camera breaking its fantastic list of laws and the money is going to be programmable with an expiry date to ensure that no one can accrue wealth except the Cult and its operatives.



Figure 5: The structure of global control the Cult has been working towards for so long and this has been enormously advanced by the 'Covid' illusion.

Serfdom is so smart

The Cult plan is far wider, extreme, and more comprehensive than even most conspiracy researchers appreciate and I will come to the true depths of deceit and control in the chapters 'Who controls the

Cult?' and 'Escaping Wetiko'. Even the world that we know is crazy enough. We are being deluged with ever more sophisticated and controlling technology under the heading of 'smart'. We have smart televisions, smart meters, smart cards, smart cars, smart driving, smart roads, smart pills, smart patches, smart watches, smart skin, smart borders, smart pavements, smart streets, smart cities, smart communities, smart environments, smart growth, smart planet ... smart *everything* around us. Smart technologies and methods of operation are designed to interlock to create a global Smart Grid connecting the entirety of human society including human minds to create a centrally-dictated 'hive' mind. 'Smart cities' is code for densely-occupied megacities of total surveillance and control through AI. Ever more destructive frequency communication systems like 5G have been rolled out without any official testing for health and psychological effects (colossal). 5G/6G/7G systems are needed to run the Smart Grid and each one becomes more destructive of body and mind. Deleting independent income is crucial to forcing people into these AI-policed prisons by ending private property ownership (except for the Cult elite). The Cult's Great Reset now openly foresees a global society in which no one will own any possessions and everything will be rented while the Cult would own literally everything under the guise of government and corporations. The aim has been to use the lockdowns to destroy sources of income on a mass scale and when the people are destitute and in unrepayable amounts of debt (problem) Cult assets come forward with the pledge to write-off debt in return for handing over all property and possessions (solution). Everything – literally everything including people – would be connected to the Internet via AI. I was warning years ago about the coming Internet of Things (IoT) in which all devices and technology from your car to your fridge would be plugged into the Internet and controlled by AI. Now we are already there with much more to come. The next stage is the Internet of Everything (IoE) which is planned to include the connection of AI to the human brain and body to replace the human mind with a centrally-controlled AI mind. Instead of perceptions

being manipulated through control of information and censorship those perceptions would come direct from the Cult through AI. What do you think? You think whatever AI decides that you think. In human terms there would be no individual 'think' any longer. Too incredible? The ravings of a lunatic? Not at all. Cult-owned crazies in Silicon Valley have been telling us the plan for years without explaining the real motivation and calculated implications. These include Google executive and 'futurist' Ray Kurzweil who highlights the year 2030 for when this would be underway. He said:

Our thinking ... will be a hybrid of biological and non-biological thinking ... humans will be able to extend their limitations and 'think in the cloud' ... We're going to put gateways to the cloud in our brains ... We're going to gradually merge and enhance ourselves ... In my view, that's the nature of being human – we transcend our limitations.

As the technology becomes vastly superior to what we are then the small proportion that is still human gets smaller and smaller and smaller until it's just utterly negligible.

The sales-pitch of Kurzweil and Cult-owned Silicon Valley is that this would make us 'super-human' when the real aim is to make us post-human and no longer 'human' in the sense that we have come to know. The entire global population would be connected to AI and become the centrally-controlled 'hive-mind' of externally-delivered perceptions. The Smart Grid being installed to impose the Cult's will on the world is being constructed to allow particular locations – even one location – to control the whole global system. From these prime control centres, which absolutely include China and Israel, anything connected to the Internet would be switched on or off and manipulated at will. Energy systems could be cut, communication via the Internet taken down, computer-controlled driverless autonomous vehicles driven off the road, medical devices switched off, the potential is limitless given how much AI and Internet connections now run human society. We have seen nothing yet if we allow this to continue. Autonomous vehicle makers are working with law enforcement to produce cars designed to automatically pull over if they detect a police or emergency vehicle flashing from up to 100 feet away. At a police stop the car would be unlocked and the

window rolled down automatically. Vehicles would only take you where the computer (the state) allowed. The end of petrol vehicles and speed limiters on all new cars in the UK and EU from 2022 are steps leading to electric computerised transport over which ultimately you have no control. The picture is far bigger even than the Cult global network or web and that will become clear when I get to the nature of the 'spider'. There is a connection between all these happenings and the instigation of DNA-manipulating 'vaccines' (which aren't 'vaccines') justified by the 'Covid' hoax. That connection is the unfolding plan to transform the human body from a biological to a synthetic biological state and this is why synthetic biology is such a fast-emerging discipline of mainstream science. 'Covid vaccines' are infusing self-replicating synthetic genetic material into the cells to cumulatively take us on the Totalitarian Tiptoe from Human 1.0 to the synthetic biological Human 2.0 which will be physically and perceptually attached to the Smart Grid to one hundred percent control every thought, perception and deed. Humanity needs to wake up and *fast*.

This is the barest explanation of where the 'outcome' is planned to go but it's enough to see the journey happening all around us. Those new to this information will already see 'Covid' in a whole new context. I will add much more detail as we go along, but for the minutiae evidence see my mega-works, *The Answer, The Trigger* and *Everything You Need to Know But Have Never Been Told*.

Now – how does a Renegade Mind see the 'world'?

CHAPTER TWO

Renegade Perception

It is one thing to be clever and another to be wise
George R.R. Martin

A simple definition of the difference between a programmed mind and a Renegade Mind would be that one sees only dots while the other connects them to see the picture. Reading reality with accuracy requires the observer to (a) know the planned outcome and (b) realise that everything, but *everything*, is connected.

The entirety of infinite reality is connected – that's its very nature – and with human society an expression of infinite reality the same must apply. Simple cause and effect is a connection. The effect is triggered by the cause and the effect then becomes the cause of another effect. Nothing happens in isolation because it *can't*. Life in whatever reality is simple choice and consequence. We make choices and these lead to consequences. If we don't like the consequences we can make different choices and get different consequences which lead to other choices and consequences. The choice and the consequence are not only connected they are indivisible. You can't have one without the other as an old song goes. A few cannot control the world unless those being controlled allow that to happen – cause and effect, choice and consequence. Control – who has it and who doesn't – is a two-way process, a symbiotic relationship, involving the controller and controlled. 'They took my freedom away!!' Well, yes, but you also gave it to them. Humanity is

subjected to mass control because humanity has acquiesced to that control. This is all cause and effect and literally a case of give and take. In the same way world events of every kind are connected and the Cult works incessantly to sell the illusion of the random and coincidental to maintain the essential (to them) perception of dots that hide the picture. Renegade Minds know this and constantly scan the world for patterns of connection. This is absolutely pivotal in understanding the happenings in the world and without that perspective clarity is impossible. First you know the planned outcome and then you identify the steps on the journey – the day-by-day apparently random which, when connected in relation to the outcome, no longer appear as individual events, but as the proverbial *chain* of events leading in the same direction. I'll give you some examples:

Political puppet show

We are told to believe that politics is 'adversarial' in that different parties with different beliefs engage in an endless tussle for power. There may have been some truth in that up to a point – and only a point – but today divisions between 'different' parties are rhetorical not ideological. Even the rhetorical is fusing into one-speak as the parties eject any remaining free thinkers while others succumb to the ever-gathering intimidation of anyone with the 'wrong' opinion. The Cult is not a new phenomenon and can be traced back thousands of years as my books have documented. Its intergenerational initiates have been manipulating events with increasing effect the more that global power has been centralised. In ancient times the Cult secured control through the system of monarchy in which 'special' bloodlines (of which more later) demanded the right to rule as kings and queens simply by birthright and by vanquishing others who claimed the same birthright. There came a time, however, when people had matured enough to see the unfairness of such tyranny and demanded a say in who governed them. Note the word – *governed* them. Not served them – *governed* them, hence government defined as 'the political direction and control exercised over the

actions of the members, citizens, or inhabitants of communities, societies, and states; direction of the affairs of a state, community, etc.' Governments exercise control over rather than serve just like the monarchies before them. Bizarrely there are still countries like the United Kingdom which are ruled by a monarch *and* a government that officially answers to the monarch. The UK head of state and that of Commonwealth countries such as Canada, Australia and New Zealand is 'selected' by who in a *single family* had unprotected sex with whom and in what order. Pinch me it can't be true. Ouch! Shit, it is. The demise of monarchies in most countries offered a potential vacuum in which some form of free and fair society could arise and the Cult had that base covered. Monarchies had served its interests but they couldn't continue in the face of such widespread opposition and, anyway, replacing a 'royal' dictatorship that people could see with a dictatorship 'of the people' hiding behind the concept of 'democracy' presented far greater manipulative possibilities and ways of hiding coordinated tyranny behind the illusion of 'freedom'.

Democracy is quite wrongly defined as government selected by the population. This is not the case at all. It is government selected by *some* of the population (and then only in theory). This 'some' doesn't even have to be the majority as we have seen so often in first-past-the-post elections in which the so-called majority party wins fewer votes than the 'losing' parties combined. Democracy can give total power to a party in government from a minority of the votes cast. It's a sleight of hand to sell tyranny as freedom. Seventy-four million Trump-supporting Americans didn't vote for the 'Democratic' Party of Joe Biden in the distinctly dodgy election in 2020 and yet far from acknowledging the wishes and feelings of that great percentage of American society the Cult-owned Biden government set out from day one to destroy them and their right to a voice and opinion. Empty shell Biden and his Cult handlers said they were doing this to 'protect democracy'. Such is the level of lunacy and sickness to which politics has descended. Connect the dots and relate them to the desired outcome – a world government run by self-appointed technocrats and no longer even elected

politicians. While operating through its political agents in government the Cult is at the same time encouraging public distain for politicians by putting idiots and incompetents in theoretical power on the road to deleting them. The idea is to instil a public reaction that says of the technocrats: 'Well, they couldn't do any worse than the pathetic politicians.' It's all about controlling perception and Renegade Minds can see through that while programmed minds cannot when they are ignorant of both the planned outcome and the manipulation techniques employed to secure that end. This knowledge can be learned, however, and fast if people choose to get informed.

Politics may at first sight appear very difficult to control from a central point. I mean look at the 'different' parties and how would you be able to oversee them all and their constituent parts? In truth, it's very straightforward because of their structure. We are back to the pyramid of imposition and acquiescence. Organisations are structured in the same way as the system as a whole. Political parties are not open forums of free expression. They are hierarchies. I was a national spokesman for the British Green Party which claimed to be a different kind of politics in which influence and power was devolved; but I can tell you from direct experience – and it's far worse now – that Green parties are run as hierarchies like all the others however much they may try to hide that fact or kid themselves that it's not true. A very few at the top of all political parties are directing policy and personnel. They decide if you are elevated in the party or serve as a government minister and to do that you have to be a yes man or woman. Look at all the maverick political thinkers who never ascended the greasy pole. If you want to progress within the party or reach 'high-office' you need to fall into line and conform. Exceptions to this are rare indeed. Should you want to run for parliament or Congress you have to persuade the local or state level of the party to select you and for that you need to play the game as dictated by the hierarchy. If you secure election and wish to progress within the greater structure you need to go on conforming to what is acceptable to those running the hierarchy

from the peak of the pyramid. Political parties are perceptual gulags and the very fact that there are party 'Whips' appointed to 'whip' politicians into voting the way the hierarchy demands exposes the ridiculous idea that politicians are elected to serve the people they are supposed to represent. Cult operatives and manipulation has long seized control of major parties that have any chance of forming a government and at least most of those that haven't. A new party forms and the Cult goes to work to infiltrate and direct. This has reached such a level today that you see video compilations of 'leaders' of all parties whether Democrats, Republicans, Conservative, Labour and Green parroting the same Cult mantra of 'Build Back Better' and the 'Great Reset' which are straight off the Cult song-sheet to describe the transformation of global society in response to the Cult-instigated hoaxes of the 'Covid pandemic' and human-caused 'climate change'. To see Caroline Lucas, the Green Party MP that I knew when I was in the party in the 1980s, speaking in support of plans proposed by Cult operative Klaus Schwab representing the billionaire global elite is a real head-shaker.

Many parties – one master

The party system is another mind-trick and was instigated to change the nature of the dictatorship by swapping 'royalty' for dark suits that people believed – though now ever less so – represented their interests. Understanding this trick is to realise that a single force (the Cult) controls all parties either directly in terms of the major ones or through manipulation of perception and ideology with others. You don't need to manipulate Green parties to demand your transformation of society in the name of 'climate change' when they are obsessed with the lie that this is essential to 'save the planet'. You just give them a platform and away they go serving your interests while believing they are being environmentally virtuous. America's political structure is a perfect blueprint for how the two or multi-party system is really a one-party state. The Republican Party is controlled from one step back in the shadows by a group made up of billionaires and their gofers known as neoconservatives or Neocons.

I have exposed them in fine detail in my books and they were the driving force behind the policies of the imbecilic presidency of Boy George Bush which included 9/11 (see *The Trigger* for a comprehensive demolition of the official story), the subsequent 'war on terror' (war *of* terror) and the invasions of Afghanistan and Iraq. The latter was a No-Problem-Reaction-Solution based on claims by Cult operatives, including Bush and British Prime Minister Tony Blair, about Saddam Hussein's 'weapons of mass destruction' which did not exist as war criminals Bush and Blair well knew.

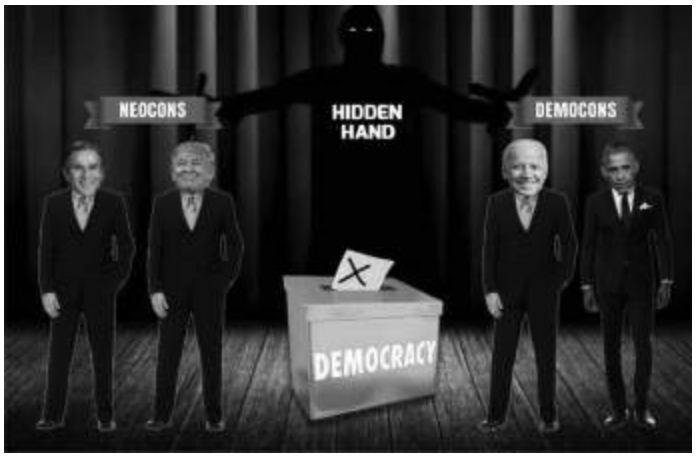


Figure 6: Different front people, different parties – same control system.

The Democratic Party has its own 'Neocon' group controlling from the background which I call the 'Democons' and here's the penny-drop – the Neocons and Democons answer to the same masters one step further back into the shadows (Fig 6). At that level of the Cult the Republican and Democrat parties are controlled by the same people and no matter which is in power the Cult is in power. This is how it works in almost every country and certainly in Britain with Conservative, Labour, Liberal Democrat and Green parties now all on the same page whatever the rhetoric may be in their feeble attempts to appear different. Neocons operated at the time of Bush through a think tank called The Project for the New American Century which in September, 2000, published a document entitled *Rebuilding America's Defenses: Strategies, Forces, and Resources*

For a New Century demanding that America fight 'multiple, simultaneous major theatre wars' as a 'core mission' to force regime-change in countries including Iraq, Libya and Syria. Neocons arranged for Bush ('Republican') and Blair ('Labour Party') to front-up the invasion of Iraq and when they departed the Democons orchestrated the targeting of Libya and Syria through Barack Obama ('Democrat') and British Prime Minister David Cameron ('Conservative Party'). We have 'different' parties and 'different' people, but the same unfolding script. The more the Cult has seized the reigns of parties and personnel the more their policies have transparently pursued the same agenda to the point where the fascist 'Covid' impositions of the Conservative junta of Jackboot Johnson in Britain were opposed by the Labour Party because they were not fascist enough. The Labour Party is likened to the US Democrats while the Conservative Party is akin to a British version of the Republicans and on both sides of the Atlantic they all speak the same language and support the direction demanded by the Cult although some more enthusiastically than others. It's a similar story in country after country because it's all centrally controlled. Oh, but what about Trump? I'll come to him shortly. Political 'choice' in the 'party' system goes like this: You vote for Party A and they get into government. You don't like what they do so next time you vote for Party B and they get into government. You don't like what they do when it's pretty much the same as Party A and why wouldn't that be with both controlled by the same force? Given that only two, sometimes three, parties have any chance of forming a government to get rid of Party B that you don't like you have to vote again for Party A which … you don't like. This, ladies and gentlemen, is what they call 'democracy' which we are told – wrongly – is a term interchangeable with 'freedom'.

The cult of cults

At this point I need to introduce a major expression of the Global Cult known as Sabbatian-Frankism. Sabbatian is also spelt as Sabbatean. I will summarise here. I have published major exposés

and detailed background in other works. Sabbatian-Frankism combines the names of two frauds posing as 'Jewish' men, Sabbatai Zevi (1626-1676), a rabbi, black magician and occultist who proclaimed he was the Jewish messiah; and Jacob Frank (1726-1791), the Polish 'Jew', black magician and occultist who said he was the reincarnation of 'messiah' Zevi and biblical patriarch Jacob. They worked across two centuries to establish the Sabbatian-Frankist cult that plays a major, indeed central, role in the manipulation of human society by the Global Cult which has its origins much further back in history than Sabbatai Zevi. I should emphasise two points here in response to the shrill voices that will scream 'anti-Semitism': (1) Sabbatian-Frankists are NOT Jewish and only pose as such to hide their cult behind a Jewish façade; and (2) my information about this cult has come from Jewish sources who have long realised that their society and community has been infiltrated and taken over by interloper Sabbatian-Frankists. Infiltration has been the foundation technique of Sabbatian-Frankism from its official origin in the 17th century. Zevi's Sabbatian sect attracted a massive following described as the biggest messianic movement in Jewish history, spreading as far as Africa and Asia, and he promised a return for the Jews to the 'Promised Land' of Israel. Sabbatianism was not Judaism but an inversion of everything that mainstream Judaism stood for. So much so that this sinister cult would have a feast day when Judaism had a fast day and whatever was forbidden in Judaism the Sabbatians were encouraged and even commanded to do. This included incest and what would be today called Satanism. Members were forbidden to marry outside the sect and there was a system of keeping their children ignorant of what they were part of until they were old enough to be trusted not to unknowingly reveal anything to outsiders. The same system is employed to this day by the Global Cult in general which Sabbatian-Frankism has enormously influenced and now largely controls.

Zevi and his Sabbatians suffered a setback with the intervention by the Sultan of the Islamic Ottoman Empire in the Middle East and what is now the Republic of Turkey where Zevi was located. The

Sultan gave him the choice of proving his 'divinity', converting to Islam or facing torture and death. Funnily enough Zevi chose to convert or at least appear to. Some of his supporters were disillusioned and drifted away, but many did not with 300 families also converting – only in theory – to Islam. They continued behind this Islamic smokescreen to follow the goals, rules and rituals of Sabbatianism and became known as 'crypto-Jews' or the 'Dönmeh' which means 'to turn'. This is rather ironic because they didn't 'turn' and instead hid behind a fake Islamic persona. The process of appearing to be one thing while being very much another would become the calling card of Sabbatianism especially after Zevi's death and the arrival of the Satanist Jacob Frank in the 18th century when the cult became Sabbatian-Frankism and plumbed still new depths of depravity and infiltration which included – still includes – human sacrifice and sex with children. Wherever Sabbatians go paedophilia and Satanism follow and is it really a surprise that Hollywood is so infested with child abuse and Satanism when it was established by Sabbatian-Frankists and is still controlled by them? Hollywood has been one of the prime vehicles for global perceptual programming and manipulation. How many believe the version of 'history' portrayed in movies when it is a travesty and inversion (again) of the truth? Rabbi Marvin Antelman describes Frankism in his book, *To Eliminate the Opiate*, as 'a movement of complete evil' while Jewish professor Gershom Scholem said of Frank in *The Messianic Idea in Judaism*: 'In all his actions [he was] a truly corrupt and degenerate individual ... one of the most frightening phenomena in the whole of Jewish history.' Frank was excommunicated by traditional rabbis, as was Zevi, but Frank was undeterred and enjoyed vital support from the House of Rothschild, the infamous banking dynasty whose inner-core are Sabbatian-Frankists and not Jews. Infiltration of the Roman Church and Vatican was instigated by Frank with many Dönmeh 'turning' again to convert to Roman Catholicism with a view to hijacking the reins of power. This was the ever-repeating modus operandi and continues to be so. Pose as an advocate of the religion, culture or country that you want to control and then

manipulate your people into the positions of authority and influence largely as advisers, administrators and Svengalis for those that appear to be in power. They did this with Judaism, Christianity (Christian Zionism is part of this), Islam and other religions and nations until Sabbatian-Frankism spanned the world as it does today.

Sabbatian Saudis and the terror network

One expression of the Sabbatian-Frankist Dönmeh within Islam is the ruling family of Saudi Arabia, the House of Saud, through which came the vile distortion of Islam known as Wahhabism. This is the violent creed followed by terrorist groups like Al-Qaeda and ISIS or Islamic State. Wahhabism is the hand-chopping, head-chopping 'religion' of Saudi Arabia which is used to keep the people in a constant state of fear so the interloper House of Saud can continue to rule. Al-Qaeda and Islamic State were lavishly funded by the House of Saud while being created and directed by the Sabbatian-Frankist network in the United States that operates through the Pentagon, CIA and the government in general of whichever 'party'. The front man for the establishment of Wahhabism in the middle of the 18th century was a Sabbatian-Frankist 'crypto-Jew' posing as Islamic called Muhammad ibn Abd al-Wahhab. His daughter would marry the son of Muhammad bin Saud who established the first Saudi state before his death in 1765 with support from the British Empire. Bin Saud's successors would establish modern Saudi Arabia in league with the British and Americans in 1932 which allowed them to seize control of Islam's major shrines in Mecca and Medina. They have dictated the direction of Sunni Islam ever since while Iran is the major centre of the Shiite version and here we have the source of at least the public conflict between them. The Sabbatian network has used its Wahhabi extremists to carry out Problem-Reaction-Solution terrorist attacks in the name of 'Al-Qaeda' and 'Islamic State' to justify a devastating 'war on terror', ever-increasing surveillance of the population and to terrify people into compliance. Another insight of the Renegade Mind is the streetwise understanding that

just because a country, location or people are attacked doesn't mean that those apparently representing that country, location or people are not behind the attackers. Often they are *orchestrating* the attacks because of the societal changes that can be then justified in the name of 'saving the population from terrorists'.

I show in great detail in *The Trigger* how Sabbatian-Frankists were the real perpetrators of 9/11 and not '19 Arab hijackers' who were blamed for what happened. Observe what was justified in the name of 9/11 alone in terms of Middle East invasions, mass surveillance and control that fulfilled the demands of the Project for the New American Century document published by the Sabbatian Neocons. What appear to be enemies are on the deep inside players on the same Sabbatian team. Israel and Arab 'royal' dictatorships are all ruled by Sabbatians and the recent peace agreements between Israel and Saudi Arabia, the United Arab Emirates (UAE) and others are only making formal what has always been the case behind the scenes. Palestinians who have been subjected to grotesque tyranny since Israel was bombed and terrorised into existence in 1948 have never stood a chance. Sabbatian-Frankists have controlled Israel (so the constant theme of violence and war which Sabbatians love) and they have controlled the Arab countries that Palestinians have looked to for real support that never comes. 'Royal families' of the Arab world in Saudi Arabia, Bahrain, UAE, etc., are all Sabbatians with allegiance to the aims of the cult and not what is best for their Arabic populations. They have stolen the oil and financial resources from their people by false claims to be 'royal dynasties' with a genetic right to rule and by employing vicious militaries to impose their will.

Satanic 'illumination'

The Satanist Jacob Frank formed an alliance in 1773 with two other Sabbatians, Mayer Amschel Rothschild (1744-1812), founder of the Rothschild banking dynasty, and Jesuit-educated fraudulent Jew, Adam Weishaupt, and this led to the formation of the Bavarian Illuminati, firstly under another name, in 1776. The Illuminati would

be the manipulating force behind the French Revolution (1789-1799) and was also involved in the American Revolution (1775-1783) before and after the Illuminati's official creation. Weishaupt would later become (in public) a Protestant Christian in archetypal Sabbatian style. I read that his name can be decoded as Adam-Weishaupt or 'the first man to lead those who know'. He wasn't a leader in the sense that he was a subordinate, but he did lead those below him in a crusade of transforming human society that still continues today. The theme was confirmed as early as 1785 when a horseman courier called Lanz was reported to be struck by lighting and extensive Illuminati documents were found in his saddlebags. They made the link to Weishaupt and detailed the plan for world takeover. Current events with 'Covid' fascism have been in the making for a very long time. Jacob Frank was jailed for 13 years by the Catholic Inquisition after his arrest in 1760 and on his release he headed for Frankfurt, Germany, home city and headquarters of the House of Rothschild where the alliance was struck with Mayer Amschel Rothschild and Weishaupt. Rothschild arranged for Frank to be given the title of Baron and he became a wealthy nobleman with a big following of Jews in Germany, the Austro-Hungarian Empire and other European countries. Most of them would have believed he was on their side.

The name 'Illuminati' came from the Zohar which is a body of works in the Jewish mystical 'bible' called the Kabbalah. 'Zohar' is the foundation of Sabbatian-Frankist belief and in Hebrew 'Zohar' means 'splendour', 'radiance', 'illuminated', and so we have 'Illuminati'. They claim to be the 'Illuminated Ones' from their knowledge systematically hidden from the human population and passed on through generations of carefully-chosen initiates in the global secret society network or Cult. Hidden knowledge includes an awareness of the Cult agenda for the world and the nature of our collective reality that I will explore later. Cult 'illumination' is symbolised by the torch held by the Statue of Liberty which was gifted to New York by French Freemasons in Paris who knew exactly what it represents. 'Liberty' symbolises the goddess worshipped in

Babylon as Queen Semiramis or Ishtar. The significance of this will become clear. Notice again the ubiquitous theme of inversion with the Statue of 'Liberty' really symbolising mass control (Fig 7). A mirror-image statute stands on an island in the River Seine in Paris from where New York Liberty originated (Fig 8). A large replica of the Liberty flame stands on top of the Pont de l'Alma tunnel in Paris where Princess Diana died in a Cult ritual described in *The Biggest Secret*. Lucifer 'the light bringer' is related to all this (and much more as we'll see) and 'Lucifer' is a central figure in Sabbatian-Frankism and its associated Satanism. Sabbatians reject the Jewish Torah, or Pentateuch, the 'five books of Moses' in the Old Testament known as Genesis, Exodus, Leviticus, Numbers, and Deuteronomy which are claimed by Judaism and Christianity to have been dictated by 'God' to Moses on Mount Sinai. Sabbatians say these do not apply to them and they seek to replace them with the Zohar to absorb Judaism and its followers into their inversion which is an expression of a much greater global inversion. They want to delete all religions and force humanity to worship a one-world religion – Sabbatian Satanism that also includes worship of the Earth goddess. Satanic themes are being more and more introduced into mainstream society and while Christianity is currently the foremost target for destruction the others are planned to follow.



Figure 7: The Cult goddess of Babylon disguised as the Statue of Liberty holding the flame of Lucifer the 'light bringer'.



Figure 8: Liberty's mirror image in Paris where the New York version originated.

Marx brothers

Rabbi Marvin Antelman connects the Illuminati to the Jacobins in *To Eliminate the Opiate* and Jacobins were the force behind the French Revolution. He links both to the Bund der Gerechten, or League of the Just, which was the network that inflicted communism/Marxism on the world. Antelman wrote:

> The original inner circle of the Bund der Gerechten consisted of born Catholics, Protestants and Jews [Sabbatian-Frankist infiltrators], and those representatives of respective subdivisions formulated schemes for the ultimate destruction of their faiths. The heretical Catholics laid plans which they felt would take a century or more for the ultimate destruction of the church; the apostate Jews for the ultimate destruction of the Jewish religion.

Sabbatian-created communism connects into this anti-religion agenda in that communism does not allow for the free practice of religion. The Sabbatian 'Bund' became the International Communist Party and Communist League and in 1848 'Marxism' was born with the Communist Manifesto of Sabbatian assets Karl Marx and Friedrich Engels. It is absolutely no coincidence that Marxism, just a different name for fascist and other centrally-controlled tyrannies, is being imposed worldwide as a result of the 'Covid' hoax and nor that Marxist/fascist China was the place where the hoax originated. The reason for this will become very clear in the chapter 'Covid: The calculated catastrophe'. The so-called 'Woke' mentality has hijacked

traditional beliefs of the political left and replaced them with far-right make-believe 'social justice' better known as Marxism. Woke will, however, be swallowed by its own perceived 'revolution' which is really the work of billionaires and billionaire corporations feigning being 'Woke'. Marxism is being touted by Wokers as a replacement for 'capitalism' when we don't have 'capitalism'. We have cartelism in which the market is stitched up by the very Cult billionaires and corporations bankrolling Woke. Billionaires love Marxism which keeps the people in servitude while they control from the top. Terminally naïve Wokers think they are 'changing the world' when it's the Cult that is doing the changing and when they have played their vital part and become surplus to requirements they, too, will be targeted. The Illuminati-Jacobins were behind the period known as 'The Terror' in the French Revolution in 1793 and 1794 when Jacobin Maximillian de Robespierre and his Orwellian 'Committee of Public Safety' killed 17,000 'enemies of the Revolution' who had once been 'friends of the Revolution'. Karl Marx (1818-1883), whose Sabbatian creed of Marxism has cost the lives of at least 100 million people, is a hero once again to Wokers who have been systematically kept ignorant of real history by their 'education' programming. As a result they now promote a Sabbatian 'Marxist' abomination destined at some point to consume them. Rabbi Antelman, who spent decades researching the Sabbatian plot, said of the League of the Just and Karl Marx:

> Contrary to popular opinion Karl Marx did not originate the Communist Manifesto. He was paid for his services by the League of the Just, which was known in its country of origin, Germany, as the Bund der Geaechteten.

Antelman said the text attributed to Marx was the work of other people and Marx 'was only repeating what others already said'. Marx was 'a hired hack – lackey of the wealthy Illuminists'. Marx famously said that religion was the 'opium of the people' (part of the Sabbatian plan to demonise religion) and Antelman called his books, *To Eliminate the Opiate*. Marx was born Jewish, but his family converted to Christianity (Sabbatian modus operandi) and he

attacked Jews, not least in his book, *A World Without Jews*. In doing so he supported the Sabbatian plan to destroy traditional Jewishness and Judaism which we are clearly seeing today with the vindictive targeting of orthodox Jews by the Sabbatian government of Israel over 'Covid' laws. I don't follow any religion and it has done much damage to the world over centuries and acted as a perceptual straightjacket. Renegade Minds, however, are always asking *why* something is being done. It doesn't matter if they agree or disagree with what is happening – *why* is it happening is the question. The 'why?' can be answered with regard to religion in that religions create interacting communities of believers when the Cult wants to dismantle all discourse, unity and interaction (see 'Covid' lockdowns) and the ultimate goal is to delete all religions for a one-world religion of Cult Satanism worshipping their 'god' of which more later. We see the same 'why?' with gun control in America. I don't have guns and don't want them, but why is the Cult seeking to disarm the population at the same time that law enforcement agencies are armed to their molars and why has every tyrant in history sought to disarm people before launching the final takeover? They include Hitler, Stalin, Pol Pot and Mao who followed confiscation with violent seizing of power. You know it's a Cult agenda by the people who immediately race to the microphones to exploit dead people in multiple shootings. Ultra-Zionist Cult lackey Senator Chuck Schumer was straight on the case after ten people were killed in Boulder, Colorado in March, 2121. Simple rule … if Schumer wants it the Cult wants it and the same with his ultra-Zionist mate the wild-eyed Senator Adam Schiff. At the same time they were calling for the disarmament of Americans, many of whom live a long way from a police response, Schumer, Schiff and the rest of these pampered clowns were sitting on Capitol Hill behind a razor-wired security fence protected by thousands of armed troops in addition to their own armed bodyguards. Mom and pop in an isolated home? They're just potential mass shooters.

Zion Mainframe

Sabbatian-Frankists and most importantly the Rothschilds were behind the creation of 'Zionism', a political movement that demanded a Jewish homeland in Israel as promised by Sabbatai Zevi. The very symbol of Israel comes from the German meaning of the name Rothschild. Dynasty founder Mayer Amschel Rothschild changed the family name from Bauer to Rothschild, or 'Red-Shield' in German, in deference to the six-pointed 'Star of David' hexagram displayed on the family's home in Frankfurt. The symbol later appeared on the flag of Israel after the Rothschilds were centrally involved in its creation. Hexagrams are not a uniquely Jewish symbol and are widely used in occult ('hidden') networks often as a symbol for Saturn (see my other books for why). Neither are Zionism and Jewishness interchangeable. Zionism is a political movement and philosophy and not a 'race' or a people. Many Jews oppose Zionism and many non-Jews, including US President Joe Biden, call themselves Zionists as does Israel-centric Donald Trump. America's support for the Israel government is pretty much a gimme with ultra-Zionist billionaires and corporations providing fantastic and dominant funding for both political parties. Former Congresswoman Cynthia McKinney has told how she was approached immediately she ran for office to 'sign the pledge' to Israel and confirm that she would always vote in that country's best interests. All American politicians are approached in this way. Anyone who refuses will get no support or funding from the enormous and all-powerful Zionist lobby that includes organisations like mega-lobby group AIPAC, the American Israel Public Affairs Committee. Trump's biggest funder was ultra-Zionist casino and media billionaire Sheldon Adelson while major funders of the Democratic Party include ultra-Zionist George Soros and ultra-Zionist financial and media mogul, Haim Saban. Some may reel back at the suggestion that Soros is an Israel-firster (Sabbatian-controlled Israel-firster), but Renegade Minds watch the actions not the words and everywhere Soros donates his billions the Sabbatian agenda benefits. In the spirit of Sabbatian inversion Soros pledged $1 billion for a new university network to promote 'liberal values and tackle intolerance'. He made the announcement during his annual speech

at the Cult-owned World Economic Forum in Davos, Switzerland, in January, 2020, after his 'harsh criticism' of 'authoritarian rulers' around the world. You can only laugh at such brazen mendacity. How *he* doesn't laugh is the mystery. Translated from the Orwellian 'liberal values and tackle intolerance' means teaching non-white people to hate white people and for white people to loathe themselves for being born white. The reason for that will become clear.

The 'Anti-Semitism' fraud

Zionists support the Jewish homeland in the land of Palestine which has been the Sabbatian-Rothschild goal for so long, but not for the benefit of Jews. Sabbatians and their global Anti-Semitism Industry have skewed public and political opinion to equate opposing the violent extremes of Zionism to be a blanket attack and condemnation of all Jewish people. Sabbatians and their global Anti-Semitism Industry have skewed public and political opinion to equate opposing the violent extremes of Zionism to be a blanket attack and condemnation of all Jewish people. This is nothing more than a Sabbatian protection racket to stop legitimate investigation and exposure of their agendas and activities. The official definition of 'anti-Semitism' has more recently been expanded to include criticism of Zionism – a *political movement* – and this was done to further stop exposure of Sabbatian infiltrators who created Zionism as we know it today in the 19th century. Renegade Minds will talk about these subjects when they know the shit that will come their way. People must decide if they want to know the truth or just cower in the corner in fear of what others will say. Sabbatians have been trying to label me as 'anti-Semitic' since the 1990s as I have uncovered more and more about their background and agendas. Useless, gutless, fraudulent 'journalists' then just repeat the smears without question and on the day I was writing this section a pair of unquestioning repeaters called Ben Quinn and Archie Bland (how appropriate) outright called me an 'anti-Semite' in the establishment propaganda sheet, the London *Guardian*, with no supporting evidence. The

Sabbatian Anti-Semitism Industry said so and who are they to question that? They wouldn't dare. Ironically 'Semitic' refers to a group of languages in the Middle East that are almost entirely Arabic. 'Anti-Semitism' becomes 'anti-Arab' which if the consequences of this misunderstanding were not so grave would be hilarious. Don't bother telling Quinn and Bland. I don't want to confuse them, bless 'em. One reason I am dubbed 'anti-Semitic' is that I wrote in the 1990s that Jewish operatives (Sabbatians) were heavily involved in the Russian Revolution when Sabbatians overthrew the Romanov dynasty. This apparently made me 'anti-Semitic'. Oh, really? Here is a section from *The Trigger*:

British journalist Robert Wilton confirmed these themes in his 1920 book *The Last Days of the Romanovs* when he studied official documents from the Russian government to identify the members of the Bolshevik ruling elite between 1917 and 1919. The Central Committee included 41 Jews among 62 members; the Council of the People's Commissars had 17 Jews out of 22 members; and 458 of the 556 most important Bolshevik positions between 1918 and 1919 were occupied by Jewish people. Only 17 were Russian. Then there were the 23 Jews among the 36 members of the vicious Cheka Soviet secret police established in 1917 who would soon appear all across the country.

Professor Robert Service of Oxford University, an expert on 20th century Russian history, found evidence that ['Jewish'] Leon Trotsky had sought to make sure that Jews were enrolled in the Red Army and were disproportionately represented in the Soviet civil bureaucracy that included the Cheka which performed mass arrests, imprisonment and executions of 'enemies of the people'. A US State Department Decimal File (861.00/5339) dated November 13th, 1918, names [Rothschild banking agent in America] Jacob Schiff and a list of ultra-Zionists as funders of the Russian Revolution leading to claims of a 'Jewish plot', but the key point missed by all is they were not 'Jews' – they were Sabbatian-Frankists.

Britain's Winston Churchill made the same error by mistake or otherwise. He wrote in a 1920 edition of the *Illustrated Sunday Herald* that those behind the Russian revolution were part of a 'worldwide conspiracy for the overthrow of civilisation and for the reconstitution of society on the basis of arrested development, of envious malevolence, and impossible equality' (see 'Woke' today because that has been created by the same network). Churchill said there was no need to exaggerate the part played in the creation of Bolshevism and in the actual bringing about of the Russian

Revolution 'by these international and for the most part atheistical Jews' ['atheistical Jews' = Sabbatians]. Churchill said it is certainly a very great one and probably outweighs all others: 'With the notable exception of Lenin, the majority of the leading figures are Jews.' He went on to describe, knowingly or not, the Sabbatian modus operandi of placing puppet leaders nominally in power while they control from the background:

> Moreover, the principal inspiration and driving power comes from the Jewish leaders. Thus Tchitcherin, a pure Russian, is eclipsed by his nominal subordinate, Litvinoff, and the influence of Russians like Bukharin or Lunacharski cannot be compared with the power of Trotsky, or of Zinovieff, the Dictator of the Red Citadel (Petrograd), or of Krassin or Radek – all Jews. In the Soviet institutions the predominance of Jews is even more astonishing. And the prominent, if not indeed the principal, part in the system of terrorism applied by the Extraordinary Commissions for Combatting Counter-Revolution has been taken by Jews, and in some notable cases by Jewesses.

What I said about seriously disproportionate involvement in the Russian Revolution by Jewish 'revolutionaries' (Sabbatians) is provable fact, but truth is no defence against the Sabbatian Anti-Semitism Industry, its repeater parrots like Quinn and Bland, and the now breathtaking network of so-called 'Woke' 'anti-hate' groups with interlocking leaderships and funding which have the role of discrediting and silencing anyone who gets too close to exposing the Sabbatians. We have seen 'truth is no defence' confirmed in legal judgements with the Saskatchewan Human Rights Commission in Canada decreeing this: 'Truthful statements can be presented in a manner that would meet the definition of hate speech, and not all truthful statements must be free from restriction.' Most 'anti-hate' activists, who are themselves consumed by hatred, are too stupid and ignorant of the world to know how they are being used. They are far too far up their own virtue-signalling arses and it's far too dark for them to see anything.

The 'revolution' game

The background and methods of the 'Russian' Revolution are straight from the Sabbatian playbook seen in the French Revolution

and endless others around the world that appear to start as a revolution of the people against tyrannical rule and end up with a regime change to more tyrannical rule overtly or covertly. Wars, terror attacks and regime overthrows follow the Sabbatian cult through history with its agents creating them as Problem-Reaction-Solutions to remove opposition on the road to world domination. Sabbatian dots connect the Rothschilds with the Illuminati, Jacobins of the French Revolution, the 'Bund' or League of the Just, the International Communist Party, Communist League and the Communist Manifesto of Karl Marx and Friedrich Engels that would lead to the Rothschild-funded Russian Revolution. The sequence comes under the heading of 'creative destruction' when you advance to your global goal by continually destroying the status quo to install a new status quo which you then also destroy. The two world wars come to mind. With each new status quo you move closer to your planned outcome. Wars and mass murder are to Sabbatians a collective blood sacrifice ritual. They are obsessed with death for many reasons and one is that death is an inversion of life. Satanists and Sabbatians are obsessed with death and often target churches and churchyards for their rituals. Inversion-obsessed Sabbatians explain the use of inverted symbolism including the *inverted* pentagram and *inverted* cross. The inversion of the cross has been related to targeting Christianity, but the cross was a religious symbol long before Christianity and its inversion is a statement about the Sabbatian mentality and goals more than any single religion.

Sabbatians operating in Germany were behind the rise of the occult-obsessed Nazis and the subsequent Jewish exodus from Germany and Europe to Palestine and the United States after World War Two. The Rothschild dynasty was at the forefront of this both as political manipulators and by funding the operation. Why would Sabbatians help to orchestrate the horrors inflicted on Jews by the Nazis and by Stalin after they organised the Russian Revolution? Sabbatians hate Jews and their religion, that's why. They pose as Jews and secure positions of control within Jewish society and play the 'anti-Semitism' card to protect themselves from exposure

through a global network of organisations answering to the Sabbatian-created-and-controlled globe-spanning intelligence network that involves a stunning web of military-intelligence operatives and operations for a tiny country of just nine million. Among them are Jewish assets who are not Sabbatians but have been convinced by them that what they are doing is for the good of Israel and the Jewish community to protect them from what they have been programmed since childhood to believe is a Jew-hating hostile world. The Jewish community is just a highly convenient cover to hide the true nature of Sabbatians. Anyone getting close to exposing their game is accused by Sabbatian place-people and gofers of 'anti-Semitism' and claiming that all Jews are part of a plot to take over the world. I am not saying that. I am saying that Sabbatians – the *real* Jew-haters – have infiltrated the Jewish community to use them both as a cover and an 'anti-Semitic' defence against exposure. Thus we have the Anti-Semitism Industry targeted researchers in this way and most Jewish people think this is justified and genuine. They don't know that their 'Jewish' leaders and institutions of state, intelligence and military are not controlled by Jews at all, but cultists and stooges of Sabbatian-Frankism. I once added my name to a pro-Jewish freedom petition online and the next time I looked my name was gone and text had been added to the petition blurb to attack me as an 'anti-Semite' such is the scale of perceptual programming.

Moving on America

I tell the story in *The Trigger* and a chapter called 'Atlantic Crossing' how particularly after Israel was established the Sabbatians moved in on the United States and eventually grasped control of government administration, the political system via both Democrats and Republicans, the intelligence community like the CIA and National Security Agency (NSA), the Pentagon and mass media. Through this seriously compartmentalised network Sabbatians and their operatives in Mossad, Israeli Defense Forces (IDF) and US agencies pulled off 9/11 and blamed it on 19 'Al-Qaeda hijackers' dominated by men from, or connected to, Sabbatian-ruled Saudi

Arabia. The '19' were not even on the planes let alone flew those big passenger jets into buildings while being largely incompetent at piloting one-engine light aircraft. 'Hijacker' Hani Hanjour who is said to have flown American Airlines Flight 77 into the Pentagon with a turn and manoeuvre most professional pilots said they would have struggled to do was banned from renting a small plane by instructors at the Freeway Airport in Bowie, Maryland, just *six weeks* earlier on the grounds that he was an incompetent pilot. The Jewish population of the world is just 0.2 percent with even that almost entirely concentrated in Israel (75 percent Jewish) and the United States (around two percent). This two percent and globally 0.2 percent refers to *Jewish* people and not Sabbatian interlopers who are a fraction of that fraction. What a sobering thought when you think of the fantastic influence on world affairs of tiny Israel and that the Project for the New America Century (PNAC) which laid out the blueprint in September, 2000, for America's war on terror and regime change wars in Iraq, Libya and Syria was founded and dominated by Sabbatians known as 'Neocons'. The document conceded that this plan would not be supported politically or publicly without a major attack on American soil and a Problem-Reaction-Solution excuse to send troops to war across the Middle East. Sabbatian Neocons said:

> ... [The] process of transformation ... [war and regime change] ... is likely to be a long one, absent some catastrophic and catalysing event – like a new Pearl Harbor.

Four months later many of those who produced that document came to power with their inane puppet George Bush from the long-time Sabbatian Bush family. They included Sabbatian Dick Cheney who was officially vice-president, but really de-facto president for the entirety of the 'Bush' government. Nine months after the 'Bush' inauguration came what Bush called at the time 'the Pearl Harbor of the 21st century' and with typical Sabbatian timing and symbolism 2001 was the 60th anniversary of the attack in 1941 by the Japanese Air Force on Pearl Harbor, Hawaii, which allowed President Franklin Delano Roosevelt to take the United States into a Sabbatian-

instigated Second World War that he said in his election campaign that he never would. The evidence is overwhelming that Roosevelt and his military and intelligence networks knew the attack was coming and did nothing to stop it, but they did make sure that America's most essential naval ships were not in Hawaii at the time. Three thousand Americans died in the Pearl Harbor attacks as they did on September 11th. By the 9/11 year of 2001 Sabbatians had widely infiltrated the US government, military and intelligence operations and used their compartmentalised assets to pull off the 'Al-Qaeda' attacks. If you read *The Trigger* it will blow your mind to see the utterly staggering concentration of 'Jewish' operatives (Sabbatian infiltrators) in essential positions of political, security, legal, law enforcement, financial and business power before, during, and after the attacks to make them happen, carry them out, and then cover their tracks – and I do mean *staggering* when you think of that 0.2 percent of the world population and two percent of Americans which are Jewish while Sabbatian infiltrators are a fraction of that. A central foundation of the 9/11 conspiracy was the hijacking of government, military, Air Force and intelligence computer systems in real time through 'back-door' access made possible by Israeli (Sabbatian) 'cyber security' software. Sabbatian-controlled Israel is on the way to rivalling Silicon Valley for domination of cyberspace and is becoming the dominant force in cyber-security which gives them access to entire computer systems and their passcodes across the world. Then add to this that Zionists head (officially) Silicon Valley giants like Google (Larry Page and Sergey Brin), Google-owned YouTube (Susan Wojcicki), Facebook (Mark Zuckerberg and Sheryl Sandberg), and Apple (Chairman Arthur D. Levinson), and that ultra-Zionist hedge fund billionaire Paul Singer has a $1 billion stake in Twitter which is only nominally headed by 'CEO' pothead Jack Dorsey. As cable news host Tucker Carlson said of Dorsey: 'There used to be debate in the medical community whether dropping a ton of acid had permanent effects and I think that debate has now ended.' Carlson made the comment after Dorsey told a hearing on Capitol Hill (if you cut through his bullshit) that he

believed in free speech so long as he got to decide what you can hear and see. These 'big names' of Silicon Valley are only front men and women for the Global Cult, not least the Sabbatians, who are the true controllers of these corporations. Does anyone still wonder why these same people and companies have been ferociously censoring and banning people (like me) for exposing any aspect of the Cult agenda and especially the truth about the 'Covid' hoax which Sabbatians have orchestrated?

The Jeffrey Epstein paedophile ring was a Sabbatian operation. He was officially 'Jewish' but he was a Sabbatian and women abused by the ring have told me about the high number of 'Jewish' people involved. The Epstein horror has Sabbatian written all over it and matches perfectly their modus operandi and obsession with sex and ritual. Epstein was running a Sabbatian blackmail ring in which famous people with political and other influence were provided with young girls for sex while everything was being filmed and recorded on hidden cameras and microphones at his New York house, Caribbean island and other properties. Epstein survivors have described this surveillance system to me and some have gone public. Once the famous politician or other figure knew he or she was on video they tended to do whatever they were told. Here we go again …when you've got them by the balls their hearts and minds will follow. Sabbatians use this blackmail technique on a wide scale across the world to entrap politicians and others they need to act as demanded. Epstein's private plane, the infamous 'Lolita Express', had many well-known passengers including Bill Clinton while Bill Gates has flown on an Epstein plane and met with him four years after Epstein had been jailed for paedophilia. They subsequently met many times at Epstein's home in New York according to a witness who was there. Epstein's infamous side-kick was Ghislaine Maxwell, daughter of Mossad agent and ultra-Zionist mega-crooked British businessman, Bob Maxwell, who at one time owned the *Daily Mirror* newspaper. Maxwell was murdered at sea on his boat in 1991 by Sabbatian-controlled Mossad when he became a liability with his

business empire collapsing as a former Mossad operative has confirmed (see *The Trigger*).

Money, money, money, funny money …

Before I come to the Sabbatian connection with the last three US presidents I will lay out the crucial importance to Sabbatians of controlling banking and finance. Sabbatian Mayer Amschel Rothschild set out to dominate this arena in his family's quest for total global control. What is freedom? It is, in effect, choice. The more choices you have the freer you are and the fewer your choices the more you are enslaved. In the global structure created over centuries by Sabbatians the biggest decider and restrictor of choice is … money. Across the world if you ask people what they would like to do with their lives and why they are not doing that they will reply 'I don't have the money'. This is the idea. A global elite of multi-billionaires are described as 'greedy' and that is true on one level; but control of money – who has it and who doesn't – is not primarily about greed. It's about control. Sabbatians have seized ever more control of finance and sucked the wealth of the world out of the hands of the population. We talk now, after all, about the 'One-percent' and even then the wealthiest are a lot fewer even than that. This has been made possible by a money scam so outrageous and so vast it could rightly be called the scam of scams founded on creating 'money' out of nothing and 'loaning' that with interest to the population. Money out of nothing is called 'credit'. Sabbatians have asserted control over governments and banking ever more completely through the centuries and secured financial laws that allow banks to lend hugely more than they have on deposit in a confidence trick known as fractional reserve lending. Imagine if you could lend money that doesn't exist and charge the recipient interest for doing so. You would end up in jail. Bankers by contrast end up in mansions, private jets, Malibu and Monaco.

Banks are only required to keep a fraction of their deposits and wealth in their vaults and they are allowed to lend 'money' they don't have called 'credit. Go into a bank for a loan and if you succeed

the banker will not move any real wealth into your account. They will type into your account the amount of the agreed 'loan' – say £100,000. This is not wealth that really exists; it is non-existent, fresh-air, created-out-of-nothing 'credit' which has never, does not, and will never exist except in theory. Credit is backed by nothing except wind and only has buying power because people think that it has buying power and accept it in return for property, goods and services. I have described this situation as like those cartoon characters you see chasing each other and when they run over the edge of a cliff they keep running forward on fresh air until one of them looks down, realises what's happened, and they all crash into the ravine. The whole foundation of the Sabbatian financial system is to stop people looking down except for periodic moments when they want to crash the system (as in 2008 and 2020 ongoing) and reap the rewards from all the property, businesses and wealth their borrowers had signed over as 'collateral' in return for a 'loan' of fresh air. Most people think that money is somehow created by governments when it comes into existence from the start as a debt through banks 'lending' illusory money called credit. Yes, the very currency of exchange is a *debt* from day one issued as an interest-bearing loan. Why don't governments create money interest-free and lend it to their people interest-free? Governments are controlled by Sabbatians and the financial system is controlled by Sabbatians for whom interest-free money would be a nightmare come true. Sabbatians underpin their financial domination through their global network of central banks, including the privately-owned US Federal Reserve and Britain's Bank of England, and this is orchestrated by a privately-owned central bank coordination body called the Bank for International Settlements in Basle, Switzerland, created by the usual suspects including the Rockefellers and Rothschilds. Central bank chiefs don't answer to governments or the people. They answer to the Bank for International Settlements or, in other words, the Global Cult which is dominated today by Sabbatians.

Built-in disaster

There are so many constituent scams within the overall banking scam. When you take out a loan of thin-air credit only the amount of that loan is theoretically brought into circulation to add to the amount in circulation; but you are paying back the principle plus interest. The additional interest is not created and this means that with every 'loan' there is a shortfall in the money in circulation between what is borrowed and what has to be paid back. There is never even close to enough money in circulation to repay all outstanding public and private debt including interest. Coldly weaved in the very fabric of the system is the certainty that some will lose their homes, businesses and possessions to the banking 'lender'. This is less obvious in times of 'boom' when the amount of money in circulation (and the debt) is expanding through more people wanting and getting loans. When a downturn comes and the money supply contracts it becomes painfully obvious that there is not enough money to service all debt and interest. This is less obvious in times of 'boom' when the amount of money in circulation (and the debt) is expanding through more people wanting and getting loans. When a downturn comes and the money supply contracts and it becomes painfully obvious – as in 2008 and currently – that there is not enough money to service all debt and interest. Sabbatian banksters have been leading the human population through a calculated series of booms (more debt incurred) and busts (when the debt can't be repaid and the banks get the debtor's tangible wealth in exchange for non-existent 'credit'). With each 'bust' Sabbatian bankers have absorbed more of the world's tangible wealth and we end up with the One-percent. Governments are in bankruptcy levels of debt to the same system and are therefore owned by a system they do not control. The Federal Reserve, 'America's central bank', is privately-owned and American presidents only nominally appoint its chairman or woman to maintain the illusion that it's an arm of government. It's not. The 'Fed' is a cartel of private banks which handed billions to its associates and friends after the crash of 2008 and has been Sabbatian-controlled since it was manipulated into being in 1913 through the covert trickery of Rothschild banking agents Jacob Schiff and Paul

Warburg, and the Sabbatian Rockefeller family. Somehow from a Jewish population of two-percent and globally 0.2 percent (Sabbatian interlopers remember are far smaller) ultra-Zionists headed the Federal Reserve for 31 years between 1987 and 2018 in the form of Alan Greenspan, Bernard Bernanke and Janet Yellen (now Biden's Treasury Secretary) with Yellen's deputy chairman a Israeli-American duel citizen and ultra-Zionist Stanley Fischer, a former governor of the Bank of Israel. Ultra-Zionist Fed chiefs spanned the presidencies of Ronald Reagan ('Republican'), Father George Bush ('Republican'), Bill Clinton ('Democrat'), Boy George Bush ('Republican') and Barack Obama ('Democrat'). We should really add the pre-Greenspan chairman, Paul Adolph Volcker, 'appointed' by Jimmy Carter ('Democrat') who ran the Fed between 1979 and 1987 during the Carter and Reagan administrations before Greenspan took over. Volcker was a long-time associate and business partner of the Rothschilds. No matter what the 'party' officially in power the United States economy was directed by the same force. Here are members of the Obama, Trump and Biden administrations and see if you can make out a common theme.

Barack Obama ('Democrat')

Ultra-Zionists Robert Rubin, Larry Summers, and Timothy Geithner ran the US Treasury in the Clinton administration and two of them reappeared with Obama. Ultra-Zionist Fed chairman Alan Greenspan had manipulated the crash of 2008 through deregulation and jumped ship just before the disaster to make way for ultra-Zionist Bernard Bernanke to hand out trillions to Sabbatian 'too big to fail' banks and businesses, including the ubiquitous ultra-Zionist Goldman Sachs which has an ongoing staff revolving door operation between itself and major financial positions in government worldwide. Obama inherited the fallout of the crash when he took office in January, 2009, and fortunately he had the support of his ultra-Zionist White House Chief of Staff Rahm Emmanuel, son of a terrorist who helped to bomb Israel into being in 1948, and his ultra-Zionist senior adviser David Axelrod, chief strategist in Obama's two

successful presidential campaigns. Emmanuel, later mayor of Chicago and former senior fundraiser and strategist for Bill Clinton, is an example of the Sabbatian policy after Israel was established of migrating insider families to America so their children would be born American citizens. 'Obama' chose this financial team throughout his administration to respond to the Sabbatian-instigated crisis:

Timothy Geithner (ultra-Zionist) Treasury Secretary; Jacob J. Lew, Treasury Secretary; Larry Summers (ultra-Zionist), director of the White House National Economic Council; Paul Adolph Volcker (Rothschild business partner), chairman of the Economic Recovery Advisory Board; Peter Orszag (ultra-Zionist), director of the Office of Management and Budget overseeing all government spending; Penny Pritzker (ultra-Zionist), Commerce Secretary; Jared Bernstein (ultra-Zionist), chief economist and economic policy adviser to Vice President Joe Biden; Mary Schapiro (ultra-Zionist), chair of the Securities and Exchange Commission (SEC); Gary Gensler (ultra-Zionist), chairman of the Commodity Futures Trading Commission (CFTC); Sheila Bair (ultra-Zionist), chair of the Federal Deposit Insurance Corporation (FDIC); Karen Mills (ultra-Zionist), head of the Small Business Administration (SBA); Kenneth Feinberg (ultra-Zionist), Special Master for Executive [bail-out] Compensation. Feinberg would be appointed to oversee compensation (with strings) to 9/11 victims and families in a campaign to stop them having their day in court to question the official story. At the same time ultra-Zionist Bernard Bernanke was chairman of the Federal Reserve and these are only some of the ultra-Zionists with allegiance to Sabbatian-controlled Israel in the Obama government. Obama's biggest corporate donor was ultra-Zionist Goldman Sachs which had employed many in his administration.

Donald Trump ('Republican')

Trump claimed to be an outsider (he wasn't) who had come to 'drain the swamp'. He embarked on this goal by immediately appointing ultra-Zionist Steve Mnuchin, a Goldman Sachs employee for 17

years, as his Treasury Secretary. Others included Gary Cohn (ultra-Zionist), chief operating officer of Goldman Sachs, his first Director of the National Economic Council and chief economic adviser, who was later replaced by Larry Kudlow (ultra-Zionist). Trump's senior adviser throughout his four years in the White House was his sinister son-in-law Jared Kushner, a life-long friend of Israel Prime Minister Benjamin Netanyahu. Kushner is the son of a convicted crook who was pardoned by Trump in his last days in office. Other ultra-Zionists in the Trump administration included: Stephen Miller, Senior Policy Adviser; Avrahm Berkowitz, Deputy Adviser to Trump and his Senior Adviser Jared Kushner; Ivanka Trump, Adviser to the President, who converted to Judaism when she married Jared Kushner; David Friedman, Trump lawyer and Ambassador to Israel; Jason Greenblatt, Trump Organization executive vice president and chief legal officer, who was made Special Representative for International Negotiations and the Israeli-Palestinian Conflict; Rod Rosenstein, Deputy Attorney General; Elliot Abrams, Special Representative for Venezuela, then Iran; John Eisenberg, National Security Council Legal Adviser and Deputy Council to the President for National Security Affairs; Anne Neuberger, Deputy National Manager, National Security Agency; Ezra Cohen-Watnick, Acting Under Secretary of Defense for Intelligence; Elan Carr, Special Envoy to monitor and combat anti-Semitism; Len Khodorkovsky, Deputy Special Envoy to monitor and combat anti-Semitism; Reed Cordish, Assistant to the President, Intragovernmental and Technology Initiatives. Trump Vice President Mike Pence and Secretary of State Mike Pompeo, both Christian Zionists, were also vehement supporters of Israel and its goals and ambitions.

Donald 'free-speech believer' Trump pardoned a number of financial and violent criminals while ignoring calls to pardon Julian Assange and Edward Snowden whose crimes are revealing highly relevant information about government manipulation and corruption and the widespread illegal surveillance of the American people by US 'security' agencies. It's so good to know that Trump is on the side of freedom and justice and not mega-criminals with

allegiance to Sabbatian-controlled Israel. These included a pardon for Israeli spy Jonathan Pollard who was jailed for life in 1987 under the Espionage Act. Aviem Sella, the Mossad agent who recruited Pollard, was also pardoned by Trump while Assange sat in jail and Snowden remained in exile in Russia. Sella had 'fled' (was helped to escape) to Israel in 1987 and was never extradited despite being charged under the Espionage Act. A Trump White House statement said that Sella's clemency had been 'supported by Benjamin Netanyahu, Ron Dermer, Israel's US Ambassador, David Friedman, US Ambassador to Israel and Miriam Adelson, wife of leading Trump donor Sheldon Adelson who died shortly before. Other friends of Jared Kushner were pardoned along with Sholom Weiss who was believed to be serving the longest-ever white-collar prison sentence of more than 800 years in 2000. The sentence was commuted of Ponzi-schemer Eliyahu Weinstein who defrauded Jews and others out of $200 million. I did mention that Assange and Snowden were ignored, right? Trump gave Sabbatians almost everything they asked for in military and political support, moving the US Embassy from Tel Aviv to Jerusalem with its critical symbolic and literal implications for Palestinian statehood, and the 'deal of the Century' designed by Jared Kushner and David Friedman which gave the Sabbatian Israeli government the green light to substantially expand its already widespread program of building illegal Jewish-only settlements in the occupied land of the West Bank. This made a two-state 'solution' impossible by seizing all the land of a potential Palestinian homeland and that had been the plan since 1948 and then 1967 when the Arab-controlled Gaza Strip, West Bank, Sinai Peninsula and Syrian Golan Heights were occupied by Israel. All the talks about talks and road maps and delays have been buying time until the West Bank was physically occupied by Israeli real estate. Trump would have to be a monumentally ill-informed idiot not to see that this was the plan he was helping to complete. The Trump administration was in so many ways the Kushner administration which means the Netanyahu administration which means the Sabbatian administration. I understand why many opposing Cult fascism in all its forms gravitated to Trump, but he

was a crucial part of the Sabbatian plan and I will deal with this in the next chapter.

Joe Biden ('Democrat')

A barely cognitive Joe Biden took over the presidency in January, 2021, along with his fellow empty shell, Vice-President Kamala Harris, as the latest Sabbatian gofers to enter the White House. Names on the door may have changed and the 'party' – the force behind them remained the same as Zionists were appointed to a stream of pivotal areas relating to Sabbatian plans and policy. They included: Janet Yellen, Treasury Secretary, former head of the Federal Reserve, and still another ultra-Zionist running the US Treasury after Mnuchin (Trump), Lew and Geithner (Obama), and Summers and Rubin (Clinton); Anthony Blinken, Secretary of State; Wendy Sherman, Deputy Secretary of State (so that's 'Biden's' Sabbatian foreign policy sorted); Jeff Zients, White House coronavirus coordinator; Rochelle Walensky, head of the Centers for Disease Control; Rachel Levine, transgender deputy health secretary (that's 'Covid' hoax policy under control); Merrick Garland, Attorney General; Alejandro Mayorkas, Secretary of Homeland Security; Cass Sunstein, Homeland Security with responsibility for new immigration laws; Avril Haines, Director of National Intelligence; Anne Neuberger, National Security Agency cybersecurity director (note, cybersecurity); David Cohen, CIA Deputy Director; Ronald Klain, Biden's Chief of Staff (see Rahm Emanuel); Eric Lander, a 'leading geneticist', Office of Science and Technology Policy director (see Smart Grid, synthetic biology agenda); Jessica Rosenworcel, acting head of the Federal Communications Commission (FCC) which controls Smart Grid technology policy and electromagnetic communication systems including 5G. How can it be that so many pivotal positions are held by two-percent of the American population and 0.2 percent of the world population administration after administration no matter who is the president and what is the party? It's a coincidence? Of course it's not and this is why Sabbatians have built their colossal global web of interlocking 'anti-

hate' hate groups to condemn anyone who asks these glaring questions as an 'anti-Semite'. The way that Jewish people horrifically abused in Sabbatian-backed Nazi Germany are exploited to this end is stomach-turning and disgusting beyond words.

Political fusion

Sabbatian manipulation has reversed the roles of Republicans and Democrats and the same has happened in Britain with the Conservative and Labour Parties. Republicans and Conservatives were always labelled the 'right' and Democrats and Labour the 'left', but look at the policy positions now and the Democrat-Labour 'left' has moved further to the 'right' than Republicans and Conservatives under the banner of 'Woke', the Cult-created far-right tyranny. Where once the Democrat-Labour 'left' defended free speech and human rights they now seek to delete them and as I said earlier despite the 'Covid' fascism of the Jackboot Johnson Conservative government in the UK the Labour Party of leader Keir Starmer demanded even more extreme measures. The Labour Party has been very publicly absorbed by Sabbatians after a political and media onslaught against the previous leader, the weak and inept Jeremy Corbyn, over made-up allegations of 'anti-Semitism' both by him and his party. The plan was clear with this 'anti-Semite' propaganda and what was required in response was a swift and decisive 'fuck off' from Corbyn and a statement to expose the Anti-Semitism Industry (Sabbatian) attempt to silence Labour criticism of the Israeli government (Sabbatians) and purge the party of all dissent against the extremes of ultra-Zionism (Sabbatians). Instead Corbyn and his party fell to their knees and appeased the abusers which, by definition, is impossible. Appeasing one demand leads only to a new demand to be appeased until takeover is complete. Like I say – 'fuck off' would have been a much more effective policy and I have used it myself with great effect over the years when Sabbatians are on my case which is most of the time. I consider that fact a great compliment, by the way. The outcome of the Labour Party capitulation is that we now have a Sabbatian-controlled

Conservative Party 'opposed' by a Sabbatian-controlled Labour Party in a one-party Sabbatian state that hurtles towards the extremes of tyranny (the Sabbatian cult agenda). In America the situation is the same. Labour's Keir Starmer spends his days on his knees with his tongue out pointing to Tel Aviv, or I guess now Jerusalem, while Boris Johnson has an 'anti-Semitism czar' in the form of former Labour MP John Mann who keeps Starmer company on his prayer mat.

Sabbatian influence can be seen in Jewish members of the Labour Party who have been ejected for criticism of Israel including those from families that suffered in Nazi Germany. Sabbatians despise real Jewish people and target them even more harshly because it is so much more difficult to dub them 'anti-Semitic' although in their desperation they do try.

CHAPTER THREE

The Pushbacker sting

Until you realize how easy it is for your mind to be manipulated, you remain the puppet of someone else's game
Evita Ochel

I will use the presidencies of Trump and Biden to show how the manipulation of the one-party state plays out behind the illusion of political choice across the world. No two presidencies could – on the face of it – be more different and apparently at odds in terms of direction and policy.

A Renegade Mind sees beyond the obvious and focuses on outcomes and consequences and not image, words and waffle. The Cult embarked on a campaign to divide America between those who blindly support its agenda (the mentality known as 'Woke') and those who are pushing back on where the Cult and its Sabbatians want to go. This presents infinite possibilities for dividing and ruling the population by setting them at war with each other and allows a perceptual ring fence of demonisation to encircle the Pushbackers in a modern version of the Little Big Horn in 1876 when American cavalry led by Lieutenant Colonel George Custer were drawn into a trap, surrounded and killed by Native American tribes defending their land of thousands of years from being seized by the government. In this modern version the roles are reversed and it's those defending themselves from the Sabbatian government who are surrounded and the government that's seeking to destroy them. This trap was set years ago and to explain how we must return to 2016

and the emergence of Donald Trump as a candidate to be President of the United States. He set out to overcome the best part of 20 other candidates in the Republican Party before and during the primaries and was not considered by many in those early stages to have a prayer of living in the White House. The Republican Party was said to have great reservations about Trump and yet somehow he won the nomination. When you know how American politics works – politics in general – there is no way that Trump could have become the party's candidate unless the Sabbatian-controlled 'Neocons' that run the Republican Party wanted that to happen. We saw the proof in emails and documents made public by WikiLeaks that the Democratic Party hierarchy, or Democons, systematically undermined the campaign of Bernie Sanders to make sure that Sabbatian gofer Hillary Clinton won the nomination to be their presidential candidate. If the Democons could do that then the Neocons in the Republican Party could have derailed Trump in the same way. But they didn't and at that stage I began to conclude that Trump could well be the one chosen to be president. If that was the case the 'why' was pretty clear to see – the goal of dividing America between Cult agenda-supporting Wokers and Pushbackers who gravitated to Trump because he was telling them what they wanted to hear. His constituency of support had been increasingly ignored and voiceless for decades and profoundly through the eight years of Sabbatian puppet Barack Obama. Now here was someone speaking their language of pulling back from the incessant globalisation of political and economic power, the exporting of American jobs to China and elsewhere by 'American' (Sabbatian) corporations, the deletion of free speech, and the mass immigration policies that had further devastated job opportunities for the urban working class of all races and the once American heartlands of the Midwest.

Beware the forked tongue

Those people collectively sighed with relief that at last a political leader was apparently on their side, but another trait of the Renegade Mind is that you look even harder at people telling you

what you want to hear than those who are telling you otherwise. Obviously as I said earlier people wish what they want to hear to be true and genuine and they are much more likely to believe that than someone saying what they don't want to here and don't want to be true. Sales people are taught to be skilled in eliciting by calculated questioning what their customers want to hear and repeating that back to them as their own opinion to get their targets to like and trust them. Assets of the Cult are also sales people in the sense of selling perception. To read Cult manipulation you have to play the long and expanded game and not fall for the Vaudeville show of party politics. Both American parties are vehicles for the Cult and they exploit them in different ways depending on what the agenda requires at that moment. Trump and the Republicans were used to be the focus of dividing America and isolating Pushbackers to open the way for a Biden presidency to become the most extreme in American history by advancing the full-blown Woke (Cult) agenda with the aim of destroying and silencing Pushbackers now labelled Nazi Trump supporters and white supremacists.

Sabbatians wanted Trump in office for the reasons described by ultra-Zionist Saul Alinsky (1909-1972) who was promoting the Woke philosophy through 'community organising' long before anyone had heard of it. In those days it still went by its traditional name of Marxism. The reason for the manipulated Trump phenomenon was laid out in Alinsky's 1971 book, *Rules for Radicals*, which was his blueprint for overthrowing democratic and other regimes and replacing them with Sabbatian Marxism. Not surprisingly his to-do list was evident in the Sabbatian French and Russian 'Revolutions' and that in China which will become very relevant in the next chapter about the 'Covid' hoax. Among Alinsky's followers have been the deeply corrupt Barack Obama, House Speaker Nancy Pelosi and Hillary Clinton who described him as a 'hero'. All three are Sabbatian stooges with Pelosi personifying the arrogant corrupt idiocy that so widely fronts up for the Cult inner core. Predictably as a Sabbatian advocate of the 'light-bringer' Alinsky features Lucifer on the dedication page of his book as the original radical who gained

his own kingdom ('Earth' as we shall see). One of Alinsky's golden radical rules was to pick an individual and focus all attention, hatred and blame on them and not to target faceless bureaucracies and corporations. *Rules for Radicals* is really a Sabbatian handbook with its contents repeatedly employed all over the world for centuries and why wouldn't Sabbatians bring to power their designer-villain to be used as the individual on which all attention, hatred and blame was bestowed? This is what they did and the only question for me is how much Trump knew that and how much he was manipulated. A bit of both, I suspect. This was Alinsky's Trump technique from a man who died in 1972. The technique has spanned history:

Pick the target, freeze it, personalize it, polarize it. Don't try to attack abstract corporations or bureaucracies. Identify a responsible individual. Ignore attempts to shift or spread the blame.

From the moment Trump came to illusory power everything was about him. It wasn't about Republican policy or opinion, but all about Trump. Everything he did was presented in negative, derogatory and abusive terms by the Sabbatian-dominated media led by Cult operations such as CNN, MSNBC, *The New York Times* and the Jeff Bezos-owned *Washington Post* – 'Pick the target, freeze it, personalize it, polarize it.' Trump was turned into a demon to be vilified by those who hated him and a demi-god loved by those who worshipped him. This, in turn, had his supporters, too, presented as equally demonic in preparation for the punchline later down the line when Biden was about to take office. It was here's a Trump, there's a Trump, everywhere a Trump, Trump. Virtually every news story or happening was filtered through the lens of 'The Donald'. You loved him or hated him and which one you chose was said to define you as Satan's spawn or a paragon of virtue. Even supporting some Trump policies or statements and not others was enough for an assault on your character. No shades of grey were or are allowed. Everything is black and white (literally and figuratively). A Californian I knew had her head utterly scrambled by her hatred for Trump while telling people they should love each other. She was so totally consumed by

Trump Derangement Syndrome as it became to be known that this glaring contradiction would never have occurred to her. By definition anyone who criticised Trump or praised his opponents was a hero and this lady described Joe Biden as 'a kind, honest gentleman' when he's a provable liar, mega-crook and vicious piece of work to boot. Sabbatians had indeed divided America using Trump as the fall-guy and all along the clock was ticking on the consequences for his supporters.

In hock to his masters

Trump gave Sabbatians via Israel almost everything they wanted in his four years. Ask and you shall receive was the dynamic between himself and Benjamin Netanyahu orchestrated by Trump's ultra-Zionist son-in-law Jared Kushner, his ultra-Zionist Ambassador to Israel, David Friedman, and ultra-Zionist 'Israel adviser', Jason Greenblatt. The last two were central to the running and protecting from collapse of his business empire, the Trump Organisation, and colossal business failures made him forever beholding to Sabbatian networks that bailed him out. By the start of the 1990s Trump owed $4 billion to banks that he couldn't pay and almost $1billion of that was down to him personally and not his companies. This mega-disaster was the result of building two new casinos in Atlantic City and buying the enormous Taj Mahal operation which led to crippling debt payments. He had borrowed fantastic sums from 72 banks with major Sabbatian connections and although the scale of debt should have had him living in a tent alongside the highway they never foreclosed. A plan was devised to lift Trump from the mire by BT Securities Corporation and Rothschild Inc. and the case was handled by Wilber Ross who had worked for the Rothschilds for 27 years. Ross would be named US Commerce Secretary after Trump's election. Another crucial figure in saving Trump was ultra-Zionist 'investor' Carl Icahn who bought the Taj Mahal casino. Icahn was made special economic adviser on financial regulation in the Trump administration. He didn't stay long but still managed to find time to make a tidy sum of a reported $31.3 million when he sold his

holdings affected by the price of steel three days before Trump imposed a 235 percent tariff on steel imports. What amazing bits of luck these people have. Trump and Sabbatian operatives have long had a close association and his mentor and legal adviser from the early 1970s until 1986 was the dark and genetically corrupt ultra-Zionist Roy Cohn who was chief counsel to Senator Joseph McCarthy's 'communist' witch-hunt in the 1950s. *Esquire* magazine published an article about Cohn with the headline 'Don't mess with Roy Cohn'. He was described as the most feared lawyer in New York and 'a ruthless master of dirty tricks ... [with] ... more than one Mafia Don on speed dial'. Cohn's influence, contacts, support and protection made Trump a front man for Sabbatians in New York with their connections to one of Cohn's many criminal employers, the 'Russian' Sabbatian Mafia. Israel-centric media mogul Rupert Murdoch was introduced to Trump by Cohn and they started a long friendship. Cohn died in 1986 weeks after being disbarred for unethical conduct by the Appellate Division of the New York State Supreme Court. The wheels of justice do indeed run slow given the length of Cohn's crooked career.

QAnon-sense

We are asked to believe that Donald Trump with his fundamental connections to Sabbatian networks and operatives has been leading the fight to stop the Sabbatian agenda for the fascistic control of America and the world. Sure he has. A man entrapped during his years in the White House by Sabbatian operatives and whose biggest financial donor was casino billionaire Sheldon Adelson who was Sabbatian to his DNA?? Oh, do come on. Trump has been used to divide America and isolate Pushbackers on the Cult agenda under the heading of 'Trump supporters', 'insurrectionists' and 'white supremacists'. The US Intelligence/Mossad Psyop or psychological operation known as QAnon emerged during the Trump years as a central pillar in the Sabbatian campaign to lead Pushbackers into the trap set by those that wished to destroy them. I knew from the start that QAnon was a scam because I had seen the same scenario many

times before over 30 years under different names and I had written about one in particular in the books. 'Not again' was my reaction when QAnon came to the fore. The same script is pulled out every few years and a new name added to the letterhead. The story always takes the same form: 'Insiders' or 'the good guys' in the government-intelligence-military 'Deep State' apparatus were going to instigate mass arrests of the 'bad guys' which would include the Rockefellers, Rothschilds, Barack Obama, Hillary Clinton, George Soros, etc., etc. Dates are given for when the 'good guys' are going to move in, but the dates pass without incident and new dates are given which pass without incident. The central message to Pushbackers in each case is that they don't have to do anything because there is 'a plan' and it is all going to be sorted by the 'good guys' on the inside. 'Trust the plan' was a QAnon mantra when the only plan was to misdirect Pushbackers into putting their trust in a Psyop they believed to be real. Beware, beware, those who tell you what you want to hear and always check it out. Right up to Biden's inauguration QAnon was still claiming that 'the Storm' was coming and Trump would stay on as president when Biden and his cronies were arrested and jailed. It was never going to happen and of course it didn't, but what did happen as a result provided that punchline to the Sabbatian Trump/QAnon Psyop.

On January 6th, 2021, a very big crowd of Trump supporters gathered in the National Mall in Washington DC down from the Capitol Building to protest at what they believed to be widespread corruption and vote fraud that stopped Trump being re-elected for a second term as president in November, 2020. I say as someone that does not support Trump or Biden that the evidence is clear that major vote-fixing went on to favour Biden, a man with cognitive problems so advanced he can often hardly string a sentence together without reading the words written for him on the Teleprompter. Glaring ballot discrepancies included serious questions about electronic voting machines that make vote rigging a comparative cinch and hundreds of thousands of paper votes that suddenly appeared during already advanced vote counts and virtually all of

them for Biden. Early Trump leads in crucial swing states suddenly began to close and disappear. The pandemic hoax was used as the excuse to issue almost limitless numbers of mail-in ballots with no checks to establish that the recipients were still alive or lived at that address. They were sent to streams of people who had not even asked for them. Private organisations were employed to gather these ballots and who knows what they did with them before they turned up at the counts. The American election system has been manipulated over decades to become a sick joke with more holes than a Swiss cheese for the express purpose of dictating the results. Then there was the criminal manipulation of information by Sabbatian tech giants like Facebook, Twitter and Google-owned YouTube which deleted pro-Trump, anti-Biden accounts and posts while everything in support of Biden was left alone. Sabbatians wanted Biden to win because after the dividing of America it was time for full-on Woke and every aspect of the Cult agenda to be unleashed.

Hunter gatherer

Extreme Silicon Valley bias included blocking information by the *New York Post* exposing a Biden scandal that should have ended his bid for president in the final weeks of the campaign. Hunter Biden, his monumentally corrupt son, is reported to have sent a laptop to be repaired at a local store and failed to return for it. Time passed until the laptop became the property of the store for non-payment of the bill. When the owner saw what was on the hard drive he gave a copy to the FBI who did nothing even though it confirmed widespread corruption in which the Joe Biden family were using his political position, especially when he was vice president to Obama, to make multiple millions in countries around the world and most notably Ukraine and China. Hunter Biden's one-time business partner Tony Bobulinski went public when the story broke in the *New York Post* to confirm the corruption he saw and that Joe Biden not only knew what was going on he also profited from the spoils. Millions were handed over by a Chinese company with close

connections – like all major businesses in China – to the Chinese communist party of President Xi Jinping. Joe Biden even boasted at a meeting of the Cult's World Economic Forum that as vice president he had ordered the government of Ukraine to fire a prosecutor. What he didn't mention was that the same man just happened to be investigating an energy company which was part of Hunter Biden's corrupt portfolio. The company was paying him big bucks for no other reason than the influence his father had. Overnight Biden's presidential campaign should have been over given that he had lied publicly about not knowing what his son was doing. Instead almost the entire Sabbatian-owned mainstream media and Sabbatian-owned Silicon Valley suppressed circulation of the story. This alone went a mighty way to rigging the election of 2020. Cult assets like Mark Zuckerberg at Facebook also spent hundreds of millions to be used in support of Biden and vote 'administration'.

The Cult had used Trump as the focus to divide America and was now desperate to bring in moronic, pliable, corrupt Biden to complete the double-whammy. No way were they going to let little things like the will of the people thwart their plan. Silicon Valley widely censored claims that the election was rigged because it *was* rigged. For the same reason anyone claiming it was rigged was denounced as a 'white supremacist' including the pathetically few Republican politicians willing to say so. Right across the media where the claim was mentioned it was described as a 'false claim' even though these excuses for 'journalists' would have done no research into the subject whatsoever. Trump won seven million more votes than any sitting president had ever achieved while somehow a cognitively-challenged soon to be 78-year-old who was hidden away from the public for most of the campaign managed to win more votes than any presidential candidate in history. It makes no sense. You only had to see election rallies for both candidates to witness the enthusiasm for Trump and the apathy for Biden. Tens of thousands would attend Trump events while Biden was speaking in empty car parks with often only television crews attending and framing their shots to hide the fact that no one was there. It was pathetic to see

footage come to light of Biden standing at a podium making speeches only to TV crews and party fixers while reading the words written for him on massive Teleprompter screens. So, yes, those protestors on January 6th had a point about election rigging, but some were about to walk into a trap laid for them in Washington by the Cult Deep State and its QAnon Psyop. This was the Capitol Hill riot ludicrously dubbed an 'insurrection'.

The spider and the fly

Renegade Minds know there are not two 'sides' in politics, only one side, the Cult, working through all 'sides'. It's a stage show, a puppet show, to direct the perceptions of the population into focusing on diversions like parties and candidates while missing the puppeteers with their hands holding all the strings. The Capitol Hill 'insurrection' brings us back to the Little Big Horn. Having created two distinct opposing groupings – Woke and Pushbackers – the trap was about to be sprung. Pushbackers were to be encircled and isolated by associating them all in the public mind with Trump and then labelling Trump as some sort of Confederate leader. I knew immediately that the Capitol riot was a set-up because of two things. One was how easy the rioters got into the building with virtually no credible resistance and secondly I could see – as with the 'Covid' hoax in the West at the start of 2020 – how the Cult could exploit the situation to move its agenda forward with great speed. My experience of Cult techniques and activities over more than 30 years has showed me that while they do exploit situations they haven't themselves created this never happens with events of fundamental agenda significance. Every time major events giving cultists the excuse to rapidly advance their plan you find they are manipulated into being for the specific reason of providing that excuse – Problem-Reaction-Solution. Only a tiny minority of the huge crowd of Washington protestors sought to gain entry to the Capitol by smashing windows and breaching doors. That didn't matter. The whole crowd and all Pushbackers, even if they did not support Trump, were going to be lumped together as dangerous

insurrectionists and conspiracy theorists. The latter term came into widespread use through a CIA memo in the 1960s aimed at discrediting those questioning the nonsensical official story of the Kennedy assassination and it subsequently became widely employed by the media. It's still being used by inept 'journalists' with no idea of its origin to discredit anyone questioning anything that authority claims to be true. When you are perpetrating a conspiracy you need to discredit the very word itself even though the dictionary definition of conspiracy is merely 'the activity of secretly planning with other people to do something bad or illegal' and 'a general agreement to keep silent about a subject for the purpose of keeping it secret'. On that basis there are conspiracies almost wherever you look. For obvious reasons the Cult and its lapdog media have to claim there are no conspiracies even though the word appears in state laws as with conspiracy to defraud, to murder, and to corrupt public morals.

Agent provocateurs are widely used by the Cult Deep State to manipulate genuine people into acting in ways that suit the desired outcome. By genuine in this case I mean protestors genuinely supporting Trump and claims that the election was stolen. In among them, however, were agents of the state wearing the garb of Trump supporters and QAnon to pump-prime the Capital riot which some genuine Trump supporters naively fell for. I described the situation as 'Come into my parlour said the spider to the fly'. Leaflets appeared through the Woke paramilitary arm Antifa, the anti-fascist fascists, calling on supporters to turn up in Washington looking like Trump supporters even though they hated him. Some of those arrested for breaching the Capitol Building were sourced to Antifa and its stable mate Black Lives Matter. Both organisations are funded by Cult billionaires and corporations. One man charged for the riot was according to his lawyer a former FBI agent who had held top secret security clearance for 40 years. Attorney Thomas Plofchan said of his client, 66-year-old Thomas Edward Caldwell:

He has held a Top Secret Security Clearance since 1979 and has undergone multiple Special Background Investigations in support of his clearances. After retiring from the Navy, he

worked as a section chief for the Federal Bureau of Investigation from 2009-2010 as a GS-12 [mid-level employee].

He also formed and operated a consulting firm performing work, often classified, for U.S government customers including the US. Drug Enforcement Agency, Department of Housing and Urban Development, the US Coast Guard, and the US Army Personnel Command.

A judge later released Caldwell pending trial in the absence of evidence about a conspiracy or that he tried to force his way into the building. *The New York Post* reported a 'law enforcement source' as saying that 'at least two known Antifa members were spotted' on camera among Trump supporters during the riot while one of the rioters arrested was John Earle Sullivan, a seriously extreme Black Lives Matter Trump-hater from Utah who was previously arrested and charged in July, 2020, over a BLM-Antifa riot in which drivers were threatened and one was shot. Sullivan is the founder of Utah-based Insurgence USA which is an affiliate of the Cult-created-and-funded Black Lives Matter movement. Footage appeared and was then deleted by Twitter of Trump supporters calling out Antifa infiltrators and a group was filmed changing into pro-Trump clothing before the riot. Security at the building was *pathetic* – as planned. Colonel Leroy Fletcher Prouty, a man with long experience in covert operations working with the US security apparatus, once described the tell-tale sign to identify who is involved in an assassination. He said:

No one has to direct an assassination – it happens. The active role is played secretly by permitting it to happen. This is the greatest single clue. Who has the power to call off or reduce the usual security precautions?

This principle applies to many other situations and certainly to the Capitol riot of January 6th, 2021.

The sting

With such a big and potentially angry crowd known to be gathering near the Capitol the security apparatus would have had a major police detail to defend the building with National Guard troops on

standby given the strength of feeling among people arriving from all over America encouraged by the QAnon Psyop and statements by Donald Trump. Instead Capitol Police 'security' was flimsy, weak, and easily breached. The same number of officers was deployed as on a regular day and that is a blatant red flag. They were not staffed or equipped for a possible riot that had been an obvious possibility in the circumstances. No protective and effective fencing worth the name was put in place and there were no contingency plans. The whole thing was basically a case of standing aside and waving people in. Once inside police mostly backed off apart from one Capitol police officer who ridiculously shot dead unarmed Air Force veteran protestor Ashli Babbitt without a warning as she climbed through a broken window. The 'investigation' refused to name or charge the officer after what must surely be considered a murder in the circumstances. They just lifted a carpet and swept. The story was endlessly repeated about five people dying in the 'armed insurrection' when there was no report of rioters using weapons. Apart from Babbitt the other four died from a heart attack, strokes and apparently a drug overdose. Capitol police officer Brian Sicknick was reported to have died after being bludgeoned with a fire extinguisher when he was alive after the riot was over and died later of what the Washington Medical Examiner's Office said was a stroke. Sicknick had no external injuries. The lies were delivered like rapid fire. There was a narrative to build with incessant repetition of the lie until the lie became the accepted 'everybody knows that' truth. The 'Big Lie' technique of Nazi Propaganda Minister Joseph Goebbels is constantly used by the Cult which was behind the Nazis and is today behind the 'Covid' and 'climate change' hoaxes. Goebbels said:

If you tell a lie big enough and keep repeating it, people will eventually come to believe it. The lie can be maintained only for such time as the State can shield the people from the political, economic and/or military consequences of the lie. It thus becomes vitally important for the State to use all of its powers to repress dissent, for the truth is the mortal enemy of the lie, and thus by extension, the truth is the greatest enemy of the State.

Most protestors had a free run of the Capitol Building. This allowed pictures to be taken of rioters in iconic parts of the building including the Senate chamber which could be used as propaganda images against all Pushbackers. One Congresswoman described the scene as 'the worst kind of non-security anybody could ever imagine'. Well, the first part was true, but someone obviously did imagine it and made sure it happened. Some photographs most widely circulated featured people wearing QAnon symbols and now the Psyop would be used to dub all QAnon followers with the ubiquitous fit-all label of 'white supremacist' and 'insurrectionists'. When a Muslim extremist called Noah Green drove his car at two police officers at the Capitol Building killing one in April, 2021, there was no such political and media hysteria. They were just disappointed he wasn't white.

The witch-hunt

Government prosecutor Michael Sherwin, an aggressive, dark-eyed, professional Rottweiler led the 'investigation' and to call it over the top would be to understate reality a thousand fold. Hundreds were tracked down and arrested for the crime of having the wrong political views and people were jailed who had done nothing more than walk in the building, committed no violence or damage to property, took a few pictures and left. They were labelled a 'threat to the Republic' while Biden sat in the White House signing executive orders written for him that were dismantling 'the Republic'. Even when judges ruled that a mother and son should not be in jail the government kept them there. Some of those arrested have been badly beaten by prison guards in Washington and lawyers for one man said he suffered a fractured skull and was made blind in one eye. Meanwhile a woman is shot dead for no reason by a Capitol Police officer and we are not allowed to know who he is never mind what has happened to him although that will be *nothing*. The Cult's QAnon/Trump sting to identify and isolate Pushbackers and then target them on the road to crushing and deleting them was a resounding success. You would have thought the Russians had

invaded the building at gunpoint and lined up senators for a firing squad to see the political and media reaction. Congresswoman Alexandria Ocasio-Cortez is a child in a woman's body, a terrible-twos, me, me, me, Woker narcissist of such proportions that words have no meaning. She said she thought she was going to die when 'insurrectionists' banged on her office door. It turned out she wasn't even in the Capitol Building when the riot was happening and the 'banging' was a Capitol Police officer. She referred to herself as a 'survivor' which is an insult to all those true survivors of violent and sexual abuse while she lives her pampered and privileged life talking drivel for a living. Her Woke colleague and fellow mega-narcissist Rashida Tlaib broke down describing the devastating effect on her, too, of *not being* in the building when the rioters were there. Ocasio-Cortez and Tlaib are members of a fully-Woke group of Congresswomen known as 'The Squad' along with Ilhan Omar and Ayanna Pressley. The Squad from what I can see can be identified by its vehement anti-white racism, anti-white men agenda, and, as always in these cases, the absence of brain cells on active duty.

The usual suspects were on the riot case immediately in the form of Democrat ultra-Zionist senators and operatives Chuck Schumer and Adam Schiff demanding that Trump be impeached for 'his part in the insurrection'. The same pair of prats had led the failed impeachment of Trump over the invented 'Russia collusion' nonsense which claimed Russia had helped Trump win the 2016 election. I didn't realise that Tel Aviv had been relocated just outside Moscow. I must find an up-to-date map. The Russia hoax was a Sabbatian operation to keep Trump occupied and impotent and to stop any rapport with Russia which the Cult wants to retain as a perceptual enemy to be pulled out at will. Puppet Biden began attacking Russia when he came to office as the Cult seeks more upheaval, division and war across the world. A two-year stage show 'Russia collusion inquiry' headed by the not-very-bright former 9/11 FBI chief Robert Mueller, with support from 19 lawyers, 40 FBI agents plus intelligence analysts, forensic accountants and other

staff, devoured tens of millions of dollars and found no evidence of Russia collusion which a ten-year-old could have told them on day one. Now the same moronic Schumer and Schiff wanted a second impeachment of Trump over the Capitol 'insurrection' (riot) which the arrested development of Schumer called another 'Pearl Harbor' while others compared it with 9/11 in which 3,000 died and, in the case of CNN, with the Rwandan genocide in the 1990s in which an estimated 500,000 to 600,000 were murdered, between 250, 000 and 500,000 women were raped, and populations of whole towns were hacked to death with machetes. To make those comparisons purely for Cult political reasons is beyond insulting to those that suffered and lost their lives and confirms yet again the callous inhumanity that we are dealing with. Schumer is a monumental idiot and so is Schiff, but they serve the Cult agenda and do whatever they're told so they get looked after. Talking of idiots – another inane man who spanned the Russia and Capitol impeachment attempts was Senator Eric Swalwell who had the nerve to accuse Trump of collusion with the Russians while sleeping with a Chinese spy called Christine Fang or 'Fang Fang' which is straight out of a Bond film no doubt starring Klaus Schwab as the bloke living on a secret island and controlling laser weapons positioned in space and pointing at world capitals. Fang Fang plays the part of Bond's infiltrator girlfriend which I'm sure she would enjoy rather more than sharing a bed with the brainless Swalwell, lying back and thinking of China. The FBI eventually warned Swalwell about Fang Fang which gave her time to escape back to the Chinese dictatorship. How very thoughtful of them. The second Trump impeachment also failed and hardly surprising when an impeachment is supposed to remove a sitting president and by the time it happened Trump was no longer president. These people are running your country America, well, officially anyway. Terrifying isn't it?

Outcomes tell the story - always

The outcome of all this – and it's the *outcome* on which Renegade Minds focus, not the words – was that a vicious, hysterical and

obviously pre-planned assault was launched on Pushbackers to censor, silence and discredit them and even targeted their right to earn a living. They have since been condemned as 'domestic terrorists' that need to be treated like Al-Qaeda and Islamic State. 'Domestic terrorists' is a label the Cult has been trying to make stick since the period of the Oklahoma bombing in 1995 which was blamed on 'far-right domestic terrorists'. If you read *The Trigger* you will see that the bombing was clearly a Problem-Reaction-Solution carried out by the Deep State during a Bill Clinton administration so corrupt that no dictionary definition of the term would even nearly suffice. Nearly 30, 000 troops were deployed from all over America to the empty streets of Washington for Biden's inauguration. Ten thousand of them stayed on with the pretext of protecting the capital from insurrectionists when it was more psychological programming to normalise the use of the military in domestic law enforcement in support of the Cult plan for a police-military state. Biden's fascist administration began a purge of 'wrong-thinkers' in the military which means anyone that is not on board with Woke. The Capitol Building was surrounded by a fence with razor wire and the Land of the Free was further symbolically and literally dismantled. The circle was completed with the installation of Biden and the exploitation of the QAnon Psyop.

America had never been so divided since the civil war of the 19th century, Pushbackers were isolated and dubbed terrorists and now, as was always going to happen, the Cult immediately set about deleting what little was left of freedom and transforming American society through a swish of the hand of the most controlled 'president' in American history leading (officially at least) the most extreme regime since the country was declared an independent state on July 4th, 1776. Biden issued undebated, dictatorial executive orders almost by the hour in his opening days in office across the whole spectrum of the Cult wish-list including diluting controls on the border with Mexico allowing thousands of migrants to illegally enter the United States to transform the demographics of America and import an election-changing number of perceived Democrat

voters. Then there were Biden deportation amnesties for the already illegally resident (estimated to be as high as 20 or even 30 million). A bill before Congress awarded American citizenship to anyone who could prove they had worked in agriculture for just 180 days in the previous two years as 'Big Ag' secured its slave labour long-term. There were the plans to add new states to the union such as Puerto Rico and making Washington DC a state. They are all parts of a plan to ensure that the Cult-owned Woke Democrats would be permanently in power.

Border – what border?

I have exposed in detail in other books how mass immigration into the United States and Europe is the work of Cult networks fuelled by the tens of billions spent to this and other ends by George Soros and his global Open Society (open borders) Foundations. The impact can be seen in America alone where the population has increased by *100 million* in little more than 30 years mostly through immigration. I wrote in *The Answer* that the plan was to have so many people crossing the southern border that the numbers become unstoppable and we are now there under Cult-owned Biden. El Salvador in Central America puts the scale of what is happening into context. A third of the population now lives in the United States, much of it illegally, and many more are on the way. The methodology is to crush Central and South American countries economically and spread violence through machete-wielding psychopathic gangs like MS-13 based in El Salvador and now operating in many American cities. Biden-imposed lax security at the southern border means that it is all but open. He said before his 'election' that he wanted to see a surge towards the border if he became president and that was the green light for people to do just that after election day to create the human disaster that followed for both America and the migrants. When that surge came the imbecilic Alexandria Ocasio-Cortez said it wasn't a 'surge' because they are 'children, not insurgents' and the term 'surge' (used by Biden) was a claim of 'white supremacists'.

This disingenuous lady may one day enter the realm of the most basic intelligence, but it won't be any time soon.

Sabbatians and the Cult are in the process of destroying America by importing violent people and gangs in among the genuine to terrorise American cities and by overwhelming services that cannot cope with the sheer volume of new arrivals. Something similar is happening in Europe as Western society in general is targeted for demographic and cultural transformation and upheaval. The plan demands violence and crime to create an environment of intimidation, fear and division and Soros has been funding the election of district attorneys across America who then stop prosecuting many crimes, reduce sentences for violent crimes and free as many violent criminals as they can. Sabbatians are creating the chaos from which order – their order – can respond in a classic Problem-Reaction-Solution. A Freemasonic moto says 'Ordo Ab Chao' (Order out of Chaos) and this is why the Cult is constantly creating chaos to impose a new 'order'. Here you have the reason the Cult is constantly creating chaos. The 'Covid' hoax can be seen with those entering the United States by plane being forced to take a 'Covid' test while migrants flooding through southern border processing facilities do not. Nothing is put in the way of mass migration and if that means ignoring the government's own 'Covid' rules then so be it. They know it's all bullshit anyway. Any pushback on this is denounced as 'racist' by Wokers and Sabbatian fronts like the ultra-Zionist Anti-Defamation League headed by the appalling Jonathan Greenblatt which at the same time argues that Israel should not give citizenship and voting rights to more Palestinian Arabs or the 'Jewish population' (in truth the Sabbatian network) will lose control of the country.

Society-changing numbers

Biden's masters have declared that countries like El Salvador are so dangerous that their people must be allowed into the United States for humanitarian reasons when there are fewer murders in large parts of many Central American countries than in US cities like

Baltimore. That is not to say Central America cannot be a dangerous place and Cult-controlled American governments have been making it so since way back, along with the dismantling of economies, in a long-term plan to drive people north into the United States. Parts of Central America are very dangerous, but in other areas the story is being greatly exaggerated to justify relaxing immigration criteria. Migrants are being offered free healthcare and education in the United States as another incentive to head for the border and there is no requirement to be financially independent before you can enter to prevent the resources of America being drained. You can't blame migrants for seeking what they believe will be a better life, but they are being played by the Cult for dark and nefarious ends. The numbers since Biden took office are huge. In February, 2021, more than 100,000 people were known to have tried to enter the US illegally through the southern border (it was 34,000 in the same month in 2020) and in March it was 170,000 – a 418 percent increase on March, 2020. These numbers are only known people, not the ones who get in unseen. The true figure for migrants illegally crossing the border in a single month was estimated by one congressman at 250,000 and that number will only rise under Biden's current policy. Gangs of murdering drug-running thugs that control the Mexican side of the border demand money – thousands of dollars – to let migrants cross the Rio Grande into America. At the same time gun battles are breaking out on the border several times a week between rival Mexican drug gangs (which now operate globally) who are equipped with sophisticated military-grade weapons, grenades and armoured vehicles. While the Capitol Building was being 'protected' from a non-existent 'threat' by thousands of troops, and others were still deployed at the time in the Cult Neocon war in Afghanistan, the southern border of America was left to its fate. This is not incompetence, it is cold calculation.

By March, 2021, there were 17,000 unaccompanied children held at border facilities and many of them are ensnared by people traffickers for paedophile rings and raped on their journey north to America. This is not conjecture – this is fact. Many of those designated

children are in reality teenage boys or older. Meanwhile Wokers posture their self-purity for encouraging poor and tragic people to come to America and face this nightmare both on the journey and at the border with the disgusting figure of House Speaker Nancy Pelosi giving disingenuous speeches about caring for migrants. The woman's evil. Wokers condemned Trump for having children in cages at the border (so did Obama, *Shhhh*), but now they are sleeping on the floor without access to a shower with one border facility 729 percent over capacity. The Biden insanity even proposed flying migrants from the southern border to the northern border with Canada for 'processing'. The whole shambles is being overseen by ultra-Zionist Secretary of Homeland Security, the moronic liar Alejandro Mayorkas, who banned news cameras at border facilities to stop Americans seeing what was happening. Mayorkas said there was not a ban on news crews; it was just that they were not allowed to film. Alongside him at Homeland Security is another ultra-Zionist Cass Sunstein appointed by Biden to oversee new immigration laws. Sunstein despises conspiracy researchers to the point where he suggests they should be banned or *taxed* for having such views. The man is not bonkers or anything. He's perfectly well-adjusted, but adjusted to what is the question. Criticise what is happening and you are a 'white supremacist' when earlier non-white immigrants also oppose the numbers which effect their lives and opportunities. Black people in poor areas are particularly damaged by uncontrolled immigration and the increased competition for work opportunities with those who will work for less. They are also losing voting power as Hispanics become more dominant in former black areas. It's a downward spiral for them while the billionaires behind the policy drone on about how much they care about black people and 'racism'. None of this is about compassion for migrants or black people – that's just wind and air. Migrants are instead being mercilessly exploited to transform America while the countries they leave are losing their future and the same is true in Europe. Mass immigration may now be the work of Woke Democrats, but it can be traced back to the 1986 Immigration Reform and Control Act (it

wasn't) signed into law by Republican hero President Ronald Reagan which gave amnesty to millions living in the United States illegally and other incentives for people to head for the southern border. Here we have the one-party state at work again.

Save me syndrome

Almost every aspect of what I have been exposing as the Cult agenda was on display in even the first days of 'Biden' with silencing of Pushbackers at the forefront of everything. A Renegade Mind will view the Trump years and QAnon in a very different light to their supporters and advocates as the dots are connected. The QAnon/Trump Psyop has given the Cult all it was looking for. We may not know how much, or little, that Trump realised he was being used, but that's a side issue. This pincer movement produced the desired outcome of dividing America and having Pushbackers isolated. To turn this around we have to look at new routes to empowerment which do not include handing our power to other people and groups through what I will call the 'Save Me Syndrome' – 'I want someone else to do it so that I don't have to'. We have seen this at work throughout human history and the QAnon/Trump Psyop is only the latest incarnation alongside all the others. Religion is an obvious expression of this when people look to a 'god' or priest to save them or tell them how to be saved and then there are 'save me' politicians like Trump. Politics is a diversion and not a 'saviour'. It is a means to block positive change, not make it possible.

Save Me Syndrome always comes with the same repeating theme of handing your power to whom or what you believe will save you while your real 'saviour' stares back from the mirror every morning. Renegade Minds are constantly vigilant in this regard and always asking the question 'What can I do?' rather than 'What can someone else do for me?' Gandhi was right when he said: 'You must be the change you want to see in the world.' We are indeed the people we have been waiting for. We are presented with a constant raft of reasons to concede that power to others and forget where the real power is. Humanity has the numbers and the Cult does not. It has to

use diversion and division to target the unstoppable power that comes from unity. Religions, governments, politicians, corporations, media, QAnon, are all different manifestations of this power-diversion and dilution. Refusing to give your power to governments and instead handing it to Trump and QAnon is not to take a new direction, but merely to recycle the old one with new names on the posters. I will explore this phenomenon as we proceed and how to break the cycles and recycles that got us here through the mists of repeating perception and so repeating history.

For now we shall turn to the most potent example in the entire human story of the consequences that follow when you give your power away. I am talking, of course, of the 'Covid' hoax.

CHAPTER FOUR

'Covid': Calculated catastrophe

Facts are threatening to those invested in fraud
DaShanne Stokes

We can easily unravel the real reason for the 'Covid pandemic' hoax by employing the Renegade Mind methodology that I have outlined this far. We'll start by comparing the long-planned Cult outcome with the 'Covid pandemic' outcome. Know the outcome and you'll see the journey.

I have highlighted the plan for the Hunger Games Society which has been in my books for so many years with the very few controlling the very many through ongoing dependency. To create this dependency it is essential to destroy independent livelihoods, businesses and employment to make the population reliant on the state (the Cult) for even the basics of life through a guaranteed pittance income. While independence of income remained these Cult ambitions would be thwarted. With this knowledge it was easy to see where the 'pandemic' hoax was going once talk of 'lockdowns' began and the closing of all but perceived 'essential' businesses to 'save' us from an alleged 'deadly virus'. Cult corporations like Amazon and Walmart were naturally considered 'essential' while mom and pop shops and stores had their doors closed by fascist decree. As a result with every new lockdown and new regulation more small and medium, even large businesses not owned by the Cult, went to the wall while Cult giants and their frontmen and women grew financially fatter by the second. Mom and pop were

denied an income and the right to earn a living and the wealth of people like Jeff Bezos (Amazon), Mark Zuckerberg (Facebook) and Sergei Brin and Larry Page (Google/Alphabet) have reached record levels. The Cult was increasing its own power through further dramatic concentrations of wealth while the competition was being destroyed and brought into a state of dependency. Lockdowns have been instigated to secure that very end and were never anything to do with health. My brother Paul spent 45 years building up a bus repair business, but lockdowns meant buses were running at a fraction of normal levels for months on end. Similar stories can told in their hundreds of millions worldwide. Efforts of a lifetime coldly destroyed by Cult multi-billionaires and their lackeys in government and law enforcement who continued to earn their living from the taxation of the people while denying the right of the same people to earn theirs. How different it would have been if those making and enforcing these decisions had to face the same financial hardships of those they affected, but they never do.

Gates of Hell

Behind it all in the full knowledge of what he is doing and why is the psychopathic figure of Cult operative Bill Gates. His puppet Tedros at the World Health Organization declared 'Covid' a pandemic in March, 2020. The WHO had changed the definition of a 'pandemic' in 2009 just a month before declaring the 'swine flu pandemic' which would not have been so under the previous definition. The same applies to 'Covid'. The definition had included… 'an infection by an infectious agent, occurring simultaneously in different countries, with a significant mortality rate relative to the proportion of the population infected'. The new definition removed the need for 'significant mortality'. The 'pandemic' has been fraudulent even down to the definition, but Gates demanded economy-destroying lockdowns, school closures, social distancing, mandatory masks, a 'vaccination' for every man, woman and child on the planet and severe consequences and restrictions for those that refused. Who gave him this power? The

Cult did which he serves like a little boy in short trousers doing what his daddy tells him. He and his psychopathic missus even smiled when they said that much worse was to come (what they knew was planned to come). Gates responded in the matter-of-fact way of all psychopaths to a question about the effect on the world economy of what he was doing:

> Well, it won't go to zero but it will shrink. Global GDP is probably going to take the biggest hit ever [Gates was smiling as he said this] … in my lifetime this will be the greatest economic hit. But you don't have a choice. People act as if you have a choice. People don't feel like going to the stadium when they might get infected … People are deeply affected by seeing these stats, by knowing they could be part of the transmission chain, old people, their parents and grandparents, could be affected by this, and so you don't get to say ignore what is going on here.
>
> There will be the ability to open up, particularly in rich countries, if things are done well over the next few months, but for the world at large normalcy only returns when we have largely vaccinated the entire population.

The man has no compassion or empathy. How could he when he's a psychopath like all Cult players? My own view is that even beyond that he is very seriously mentally ill. Look in his eyes and you can see this along with his crazy flailing arms. You don't do what he has done to the world population since the start of 2020 unless you are mentally ill and at the most extreme end of psychopathic. You especially don't do it when to you know, as we shall see, that cases and deaths from 'Covid' are fakery and a product of monumental figure massaging. 'These stats' that Gates referred to are based on a 'test' that's not testing for the 'virus' as he has known all along. He made his fortune with big Cult support as an infamously ruthless software salesman and now buys global control of 'health' (death) policy without the population he affects having any say. It's a breathtaking outrage. Gates talked about people being deeply affected by fear of 'Covid' when that was because of *him* and his global network lying to them minute-by-minute supported by a lying media that he seriously influences and funds to the tune of hundreds of millions. He's handed big sums to media operations including the BBC, NBC, Al Jazeera, Univision, *PBS NewsHour*,

ProPublica, National Journal, The Guardian, The Financial Times, The Atlantic, Texas Tribune, USA Today publisher Gannett, *Washington Monthly, Le Monde,* Center for Investigative Reporting, Pulitzer Center on Crisis Reporting, National Press Foundation, International Center for Journalists, Solutions Journalism Network, the Poynter Institute for Media Studies, and many more. Gates is everywhere in the 'Covid' hoax and the man must go to prison – or a mental facility – for the rest of his life and his money distributed to those he has taken such enormous psychopathic pleasure in crushing.

The Muscle

The Hunger Games global structure demands a police-military state – a fusion of the two into one force – which viciously imposes the will of the Cult on the population and protects the Cult from public rebellion. In that regard, too, the 'Covid' hoax just keeps on giving. Often unlawful, ridiculous and contradictory 'Covid' rules and regulations have been policed across the world by moronic automatons and psychopaths made faceless by face-nappy masks and acting like the Nazi SS and fascist blackshirts and brownshirts of Hitler and Mussolini. The smallest departure from the rules decreed by the psychos in government and their clueless gofers were jumped upon by the face-nappy fascists. Brutality against public protestors soon became commonplace even on girls, women and old people as the brave men with the batons – the Face-Nappies as I call them – broke up peaceful protests and handed out fines like confetti to people who couldn't earn a living let alone pay hundreds of pounds for what was once an accepted human right. Robot Face-Nappies of Nottingham police in the English East Midlands fined one group £11,000 for attending a child's birthday party. For decades I charted the transformation of law enforcement as genuine, decent officers were replaced with psychopaths and the brain dead who would happily and brutally do whatever their masters told them. Now they were let loose on the public and I would emphasise the point that none of this just happened. The step-by-step change in the dynamic between police and public was orchestrated from the shadows by

those who knew where this was all going and the same with the perceptual reframing of those in all levels of authority and official administration through 'training courses' by organisations such as Common Purpose which was created in the late 1980s and given a massive boost in Blair era Britain until it became a global phenomenon. Supposed public 'servants' began to view the population as the enemy and the same was true of the police. This was the start of the explosion of behaviour manipulation organisations and networks preparing for the all-war on the human psyche unleashed with the dawn of 2020. I will go into more detail about this later in the book because it is a core part of what is happening.

Police desecrated beauty spots to deter people gathering and arrested women for walking in the countryside alone 'too far' from their homes. We had arrogant, clueless sergeants in the Isle of Wight police where I live posting on Facebook what they insisted the population must do or else. A schoolmaster sergeant called Radford looked young enough for me to ask if his mother knew he was out, but he was posting what he *expected* people to do while a Sergeant Wilkinson boasted about fining lads for meeting in a McDonald's car park where they went to get a lockdown takeaway. Wilkinson added that he had even cancelled their order. What a pair of prats these people are and yet they have increasingly become the norm among Jackboot Johnson's Yellowshirts once known as the British police. This was the theme all over the world with police savagery common during lockdown protests in the United States, the Netherlands, and the fascist state of Victoria in Australia under its tyrannical and again moronic premier Daniel Andrews. Amazing how tyrannical and moronic tend to work as a team and the same combination could be seen across America as arrogant, narcissistic Woke governors and mayors such as Gavin Newsom (California), Andrew Cuomo (New York), Gretchen Whitmer (Michigan), Lori Lightfoot (Chicago) and Eric Garcetti (Los Angeles) did their Nazi and Stalin impressions with the full support of the compliant brutality of their enforcers in uniform as they arrested small business owners defying

fascist shutdown orders and took them to jail in ankle shackles and handcuffs. This happened to bistro owner Marlena Pavlos-Hackney in Gretchen Whitmer's fascist state of Michigan when police arrived to enforce an order by a state-owned judge for 'putting the community at risk' at a time when other states like Texas were dropping restrictions and migrants were pouring across the southern border without any 'Covid' questions at all. I'm sure there are many officers appalled by what they are ordered to do, but not nearly enough of them. If they were truly appalled they would not do it. As the months passed every opportunity was taken to have the military involved to make their presence on the streets ever more familiar and 'normal' for the longer-term goal of police-military fusion.

Another crucial element to the Hunger Games enforcement network has been encouraging the public to report neighbours and others for 'breaking the lockdown rules'. The group faced with £11,000 in fines at the child's birthday party would have been dobbed-in by a neighbour with a brain the size of a pea. The technique was most famously employed by the Stasi secret police in communist East Germany who had public informants placed throughout the population. A police chief in the UK says his force doesn't need to carry out 'Covid' patrols when they are flooded with so many calls from the public reporting other people for visiting the beach. Dorset police chief James Vaughan said people were so enthusiastic about snitching on their fellow humans they were now operating as an auxiliary arm of the police: 'We are still getting around 400 reports a week from the public, so we will respond to reports …We won't need to be doing hotspot patrols because people are very quick to pick the phone up and tell us.' Vaughan didn't say that this is a pillar of all tyrannies of whatever complexion and the means to hugely extend the reach of enforcement while spreading distrust among the people and making them wary of doing anything that might get them reported. Those narcissistic Isle of Wight sergeants Radford and Wilkinson never fail to add a link to their Facebook posts where the public can inform on their fellow slaves.

Neither would be self-aware enough to realise they were imitating the Stasi which they might well never have heard of. Government psychologists that I will expose later laid out a policy to turn communities against each other in the same way.

A coincidence? Yep, and I can knit fog

I knew from the start of the alleged pandemic that this was a Cult operation. It presented limitless potential to rapidly advance the Cult agenda and exploit manipulated fear to demand that every man, woman and child on the planet was 'vaccinated' in a process never used on humans before which infuses self-replicating *synthetic* material into human cells. Remember the plan to transform the human body from a biological to a synthetic biological state. I'll deal with the 'vaccine' (that's not actually a vaccine) when I focus on the genetic agenda. Enough to say here that mass global 'vaccination' justified by this 'new virus' set alarms ringing after 30 years of tracking these people and their methods. The 'Covid' hoax officially beginning in China was also a big red flag for reasons I will be explaining. The agenda potential was so enormous that I could dismiss any idea that the 'virus' appeared naturally. Major happenings with major agenda implications never occur without Cult involvement in making them happen. My questions were twofold in early 2020 as the media began its campaign to induce global fear and hysteria: Was this alleged infectious agent released on purpose by the Cult or did it even exist at all? I then did what I always do in these situations. I sat, observed and waited to see where the evidence and information would take me. By March and early April synchronicity was strongly – and ever more so since then – pointing me in the direction of *there is no 'virus'*. I went public on that with derision even from swathes of the alternative media that voiced a scenario that the Chinese government released the 'virus' in league with Deep State elements in the United States from a top-level bio-lab in Wuhan where the 'virus' is said to have first appeared. I looked at that possibility, but I didn't buy it for several reasons. Deaths from the 'virus' did not in any way match what they

would have been with a 'deadly bioweapon' and it is much more effective if you sell the *illusion* of an infectious agent rather than having a real one unless you can control through injection who has it and who doesn't. Otherwise you lose control of events. A made-up 'virus' gives you a blank sheet of paper on which you can make it do whatever you like and have any symptoms or mutant 'variants' you choose to add while a real infectious agent would limit you to what it actually does. A phantom disease allows you to have endless ludicrous 'studies' on the 'Covid' dollar to widen the perceived impact by inventing ever more 'at risk' groups including one study which said those who walk slowly may be almost four times more likely to die from the 'virus'. People are in psychiatric wards for less.

A real 'deadly bioweapon' can take out people in the hierarchy that are not part of the Cult, but essential to its operation. Obviously they don't want that. Releasing a real disease means you immediately lose control of it. Releasing an illusory one means you don't. Again it's vital that people are extra careful when dealing with what they want to hear. A bioweapon unleashed from a Chinese laboratory in collusion with the American Deep State may fit a conspiracy narrative, but is it true? Would it not be far more effective to use the excuse of a 'virus' to justify the real bioweapon – the 'vaccine'? That way your disease agent does not have to be transmitted and arrives directly through a syringe. I saw a French virologist Luc Montagnier quoted in the alternative media as saying he had discovered that the alleged 'new' severe acute respiratory syndrome coronavirus , or SARS-CoV-2, was made artificially and included elements of the human immunodeficiency 'virus' (HIV) and a parasite that causes malaria. SARS-CoV-2 is alleged to trigger an alleged illness called Covid-19. I remembered Montagnier's name from my research years before into claims that an HIV 'retrovirus' causes AIDs – claims that were demolished by Berkeley virologist Peter Duesberg who showed that no one had ever proved that HIV causes acquired immunodeficiency syndrome or AIDS. Claims that become accepted as fact, publicly and medically, with no proof whatsoever are an ever-recurring story that profoundly applies to

'Covid'. Nevertheless, despite the lack of proof, Montagnier's team at the Pasteur Institute in Paris had a long dispute with American researcher Robert Gallo over which of them discovered and isolated the HIV 'virus' and with *no evidence* found it to cause AIDS. You will see later that there is also no evidence that any 'virus' causes any disease or that there is even such a thing as a 'virus' in the way it is said to exist. The claim to have 'isolated' the HIV 'virus' will be presented in its real context as we come to the shocking story – and it is a story – of SARS-CoV-2 and so will Montagnier's assertion that he identified the full SARS-CoV-2 genome.

Hoax in the making

We can pick up the 'Covid' story in 2010 and the publication by the Rockefeller Foundation of a document called 'Scenarios for the Future of Technology and International Development'. The inner circle of the Rockefeller family has been serving the Cult since John D. Rockefeller (1839-1937) made his fortune with Standard Oil. It is less well known that the same Rockefeller – the Bill Gates of his day – was responsible for establishing what is now referred to as 'Big Pharma', the global network of pharmaceutical companies that make outrageous profits dispensing scalpel and drug 'medicine' and are obsessed with pumping vaccines in ever-increasing number into as many human arms and backsides as possible. John D. Rockefeller was the driving force behind the creation of the 'education' system in the United States and elsewhere specifically designed to program the perceptions of generations thereafter. The Rockefeller family donated exceptionally valuable land in New York for the United Nations building and were central in establishing the World Health Organization in 1948 as an agency of the UN which was created from the start as a Trojan horse and stalking horse for world government. Now enter Bill Gates. His family and the Rockefellers have long been extremely close and I have seen genealogy which claims that if you go back far enough the two families fuse into the same bloodline. Gates has said that the Bill and Melinda Gates Foundation was inspired by the Rockefeller Foundation and why not

when both are serving the same Cult? Major tax-exempt foundations are overwhelmingly criminal enterprises in which Cult assets fund the Cult agenda in the guise of 'philanthropy' while avoiding tax in the process. Cult operatives can become mega-rich in their role of front men and women for the psychopaths at the inner core and they, too, have to be psychopaths to knowingly serve such evil. Part of the deal is that a big percentage of the wealth gleaned from representing the Cult has to be spent advancing the ambitions of the Cult and hence you have the Rockefeller Foundation, Bill and Melinda Gates Foundation (and *so* many more) and people like George Soros with his global Open Society Foundations spending their billions in pursuit of global Cult control. Gates is a global public face of the Cult with his interventions in world affairs including Big Tech influence; a central role in the 'Covid' and 'vaccine' scam; promotion of the climate change shakedown; manipulation of education; geoengineering of the skies; and his food-control agenda as the biggest owner of farmland in America, his GMO promotion and through other means. As one writer said: 'Gates monopolizes or wields disproportionate influence over the tech industry, global health and vaccines, agriculture and food policy (including biopiracy and fake food), weather modification and other climate technologies, surveillance, education and media.' The almost limitless wealth secured through Microsoft and other not-allowed-to-fail ventures (including vaccines) has been ploughed into a long, long list of Cult projects designed to enslave the entire human race. Gates and the Rockefellers have been working as one unit with the Rockefeller-established World Health Organization leading global 'Covid' policy controlled by Gates through his mouth-piece Tedros. Gates became the WHO's biggest funder when Trump announced that the American government would cease its donations, but Biden immediately said he would restore the money when he took office in January, 2021. The Gates Foundation (the Cult) owns through limitless funding the world health system and the major players across the globe in the 'Covid' hoax.

Okay, with that background we return to that Rockefeller Foundation document of 2010 headed 'Scenarios for the Future of Technology and International Development' and its 'imaginary' epidemic of a virulent and deadly influenza strain which infected 20 percent of the global population and killed eight million in seven months. The Rockefeller scenario was that the epidemic destroyed economies, closed shops, offices and other businesses and led to governments imposing fierce rules and restrictions that included mandatory wearing of face masks and body-temperature checks to enter communal spaces like railway stations and supermarkets. The document predicted that even after the height of the Rockefeller-envisaged epidemic the authoritarian rule would continue to deal with further pandemics, transnational terrorism, environmental crises and rising poverty. Now you may think that the Rockefellers are our modern-day seers or alternatively, and rather more likely, that they well knew what was planned a few years further on. Fascism had to be imposed, you see, to 'protect citizens from risk and exposure'. The Rockefeller scenario document said:

During the pandemic, national leaders around the world flexed their authority and imposed airtight rules and restrictions, from the mandatory wearing of face masks to body-temperature checks at the entries to communal spaces like train stations and supermarkets. Even after the pandemic faded, this more authoritarian control and oversight of citizens and their activities stuck and even intensified. In order to protect themselves from the spread of increasingly global problems – from pandemics and transnational terrorism to environmental crises and rising poverty – leaders around the world took a firmer grip on power.

At first, the notion of a more controlled world gained wide acceptance and approval. Citizens willingly gave up some of their sovereignty – and their privacy – to more paternalistic states in exchange for greater safety and stability. Citizens were more tolerant, and even eager, for top-down direction and oversight, and national leaders had more latitude to impose order in the ways they saw fit.

In developed countries, this heightened oversight took many forms: biometric IDs for all citizens, for example, and tighter regulation of key industries whose stability was deemed vital to national interests. In many developed countries, enforced cooperation with a suite of new regulations and agreements slowly but steadily restored both order and, importantly, economic growth.

There we have the prophetic Rockefellers in 2010 and three years later came their paper for the Global Health Summit in Beijing, China, when government representatives, the private sector, international organisations and groups met to discuss the next 100 years of 'global health'. The Rockefeller Foundation-funded paper was called 'Dreaming the Future of Health for the Next 100 Years and more prophecy ensued as it described a dystopian future: 'The abundance of data, digitally tracking and linking people may mean the 'death of privacy' and may replace physical interaction with transient, virtual connection, generating isolation and raising questions of how values are shaped in virtual networks.' Next in the 'Covid' hoax preparation sequence came a 'table top' simulation in 2018 for another 'imaginary' pandemic of a disease called Clade X which was said to kill 900 million people. The exercise was organised by the Gates-funded Johns Hopkins University's Center for Health Security in the United States and this is the very same university that has been compiling the disgustingly and systematically erroneous global figures for 'Covid' cases and deaths. Similar Johns Hopkins health crisis scenarios have included the Dark Winter exercise in 2001 and Atlantic Storm in 2005.

Nostradamus 201

For sheer predictive genius look no further prophecy-watchers than the Bill Gates-funded Event 201 held only six weeks before the 'coronavirus pandemic' is supposed to have broken out in China and Event 201 was based on a scenario of a global 'coronavirus pandemic'. Melinda Gates, the great man's missus, told the BBC that he had 'prepared for years' for a coronavirus pandemic which told us what we already knew. Nostradamugates had predicted in a TED talk in 2015 that a pandemic was coming that would kill a lot of people and demolish the world economy. My god, the man is a machine – possibly even literally. Now here he was only weeks before the real thing funding just such a simulated scenario and involving his friends and associates at Johns Hopkins, the World Economic Forum Cult-front of Klaus Schwab, the United Nations,

Johnson & Johnson, major banks, and officials from China and the Centers for Disease Control in the United States. What synchronicity – Johns Hopkins would go on to compile the fraudulent 'Covid' figures, the World Economic Forum and Schwab would push the 'Great Reset' in response to 'Covid', the Centers for Disease Control would be at the forefront of 'Covid' policy in the United States, Johnson & Johnson would produce a 'Covid vaccine', and everything would officially start just weeks later in China. Spooky, eh? They were even accurate in creating a simulation of a 'virus' pandemic because the 'real thing' would also be a simulation. Event 201 was not an exercise preparing for something that might happen; it was a rehearsal for what those in control knew was *going* to happen and very shortly. Hours of this simulation were posted on the Internet and the various themes and responses mirrored what would soon be imposed to transform human society. News stories were inserted and what they said would be commonplace a few weeks later with still more prophecy perfection. Much discussion focused on the need to deal with misinformation and the 'anti-vax movement' which is exactly what happened when the 'virus' arrived – was said to have arrived – in the West.

Cult-owned social media banned criticism and exposure of the official 'virus' narrative and when I said there *was* no 'virus' in early April, 2020, I was banned by one platform after another including YouTube, Facebook and later Twitter. The mainstream broadcast media in Britain was in effect banned from interviewing me by the Tony-Blair-created government broadcasting censor Ofcom headed by career government bureaucrat Melanie Dawes who was appointed just as the 'virus' hoax was about to play out in January, 2020. At the same time the Ickonic media platform was using Vimeo, another ultra-Zionist-owned operation, while our own player was being created and they deleted in an instant hundreds of videos, documentaries, series and shows to confirm their unbelievable vindictiveness. We had copies, of course, and they had to be restored one by one when our player was ready. These people have no class. Sabbatian Facebook promised free advertisements for the Gates-

controlled World Health Organization narrative while deleting 'false claims and conspiracy theories' to stop 'misinformation' about the alleged coronavirus. All these responses could be seen just a short while earlier in the scenarios of Event 201. Extreme censorship was absolutely crucial for the Cult because the official story was so ridiculous and unsupportable by the evidence that it could never survive open debate and the free-flow of information and opinion. If you can't win a debate then don't have one is the Cult's approach throughout history. Facebook's little boy front man – front boy – Mark Zuckerberg equated 'credible and accurate information' with official sources and exposing their lies with 'misinformation'.

Silencing those that can see

The censorship dynamic of Event 201 is now the norm with an army of narrative-supporting 'fact-checker' organisations whose entire reason for being is to tell the public that official narratives are true and those exposing them are lying. One of the most appalling of these 'fact-checkers' is called NewsGuard founded by ultra-Zionist Americans Gordon Crovitz and Steven Brill. Crovitz is a former publisher of *The Wall Street Journal*, former Executive Vice President of Dow Jones, a member of the Council on Foreign Relations (CFR), and on the board of the American Association of Rhodes Scholars. The CFR and Rhodes Scholarships, named after Rothschild agent Cecil Rhodes who plundered the gold and diamonds of South Africa for his masters and the Cult, have featured widely in my books. NewsGuard don't seem to like me for some reason – I really can't think why – and they have done all they can to have me censored and discredited which is, to quote an old British politician, like being savaged by a dead sheep. They are, however, like all in the censorship network, very well connected and funded by organisations themselves funded by, or connected to, Bill Gates. As you would expect with anything associated with Gates NewsGuard has an offshoot called HealthGuard which 'fights online health care hoaxes'. How very kind. Somehow the NewsGuard European Managing Director Anna-Sophie Harling, a remarkably young-

looking woman with no broadcasting experience and little hands-on work in journalism, has somehow secured a position on the 'Content Board' of UK government broadcast censor Ofcom. An executive of an organisation seeking to discredit dissidents of the official narratives is making decisions for the government broadcast 'regulator' about content?? Another appalling 'fact-checker' is Full Fact funded by George Soros and global censors Google and Facebook.

It's amazing how many activists in the 'fact-checking', 'anti-hate', arena turn up in government-related positions – people like UK Labour Party activist Imran Ahmed who heads the Center for Countering Digital Hate founded by people like Morgan McSweeney, now chief of staff to the Labour Party's hapless and useless 'leader' Keir Starmer. Digital Hate – which is what it really is – uses the American spelling of Center to betray its connection to a transatlantic network of similar organisations which in 2020 shapeshifted from attacking people for 'hate' to attacking them for questioning the 'Covid' hoax and the dangers of the 'Covid vaccine'. It's just a coincidence, you understand. This is one of Imran Ahmed's hysterical statements: 'I would go beyond calling anti-vaxxers conspiracy theorists to say they are an extremist group that pose a national security risk.' No one could ever accuse this prat of understatement and he's including in that those parents who are now against vaccines after their children were damaged for life or killed by them. He's such a nice man. Ahmed does the rounds of the Woke media getting soft-ball questions from spineless 'journalists' who never ask what right he has to campaign to destroy the freedom of speech of others while he demands it for himself. There also seems to be an overrepresentation in Ofcom of people connected to the narrative-worshipping BBC. This incredible global network of narrative-support was super-vital when the 'Covid' hoax was played in the light of the mega-whopper lies that have to be defended from the spotlight cast by the most basic intelligence.

Setting the scene

The Cult plays the long game and proceeds step-by-step ensuring that everything is in place before major cards are played and they don't come any bigger than the 'Covid' hoax. The psychopaths can't handle events where the outcome isn't certain and as little as possible – preferably nothing – is left to chance. Politicians, government and medical officials who would follow direction were brought to illusory power in advance by the Cult web whether on the national stage or others like state governors and mayors of America. For decades the dynamic between officialdom, law enforcement and the public was changed from one of service to one of control and dictatorship. Behaviour manipulation networks established within government were waiting to impose the coming 'Covid' rules and regulations specifically designed to subdue and rewire the psyche of the people in the guise of protecting health. These included in the UK the Behavioural Insights Team part-owned by the British government Cabinet Office; the Scientific Pandemic Insights Group on Behaviours (SPI-B); and a whole web of intelligence and military groups seeking to direct the conversation on social media and control the narrative. Among them are the cyberwarfare (on the people) 77th Brigade of the British military which is also coordinated through the Cabinet Office as civilian and military leadership continues to combine in what they call the Fusion Doctrine. The 77th Brigade is a British equivalent of the infamous Israeli (Sabbatian) military cyberwarfare and Internet manipulation operation Unit 8200 which I expose at length in *The Trigger*. Also carefully in place were the medical and science advisers to government – many on the payroll past or present of Bill Gates – and a whole alternative structure of unelected government stood by to take control when elected parliaments were effectively closed down once the 'Covid' card was slammed on the table. The structure I have described here and so much more was installed in every major country through the Cult networks. The top-down control hierarchy looks like this: The Cult – Cult-owned Gates – the World Health Organization and Tedros – Gates-funded or controlled chief medical officers and science 'advisers' (dictators) in each country –

political 'leaders'– law enforcement – The People. Through this simple global communication and enforcement structure the policy of the Cult could be imposed on virtually the entire human population so long as they acquiesced to the fascism. With everything in place it was time for the button to be pressed in late 2019/early 2020.

These were the prime goals the Cult had to secure for its will to prevail:

1) Locking down economies, closing all but designated 'essential' businesses (Cult-owned corporations were 'essential'), and putting the population under house arrest was an imperative to destroy independent income and employment and ensure dependency on the Cult-controlled state in the Hunger Games Society. Lockdowns had to be established as the global blueprint from the start to respond to the 'virus' and followed by pretty much the entire world.

2) The global population had to be terrified into believing in a deadly 'virus' that didn't actually exist so they would unquestioningly obey authority in the belief that authority must know how best to protect them and their families. Software salesman Gates would suddenly morph into the world's health expert and be promoted as such by the Cult-owned media.

3) A method of testing that wasn't testing for the 'virus', but was only claimed to be, had to be in place to provide the illusion of 'cases' and subsequent 'deaths' that had a very different cause to the 'Covid-19' that would be scribbled on the death certificate.

4) Because there was no 'virus' and the great majority testing positive with a test not testing for the 'virus' would have no symptoms of anything the lie had to be sold that people without symptoms (without the 'virus') could still pass it on to others. This was crucial to justify for the first time quarantining – house arresting – healthy people. Without this the economy-destroying lockdown of *everybody* could not have been credibly sold.

5) The 'saviour' had to be seen as a vaccine which beyond evil drug companies were working like angels of mercy to develop as quickly as possible, with all corners cut, to save the day. The public must absolutely not know that the 'vaccine' had nothing to do with a 'virus' or that the contents were ready and waiting with a very different motive long before the 'Covid' card was even lifted from the pack.

I said in March, 2020, that the 'vaccine' would have been created way ahead of the 'Covid' hoax which justified its use and the following December an article in the New York *Intelligencer* magazine said the Moderna 'vaccine' had been 'designed' by

January, 2020. This was 'before China had even acknowledged that the disease could be transmitted from human to human, more than a week before the first confirmed coronavirus case in the United States'. The article said that by the time the first American death was announced a month later 'the vaccine had already been manufactured and shipped to the National Institutes of Health for the beginning of its Phase I clinical trial'. The 'vaccine' was actually 'designed' long before that although even with this timescale you would expect the article to ask how on earth it could have been done that quickly. Instead it asked why the 'vaccine' had not been rolled out then and not months later. Journalism in the mainstream is truly dead. I am going to detail in the next chapter why the 'virus' has never existed and how a hoax on that scale was possible, but first the foundation on which the Big Lie of 'Covid' was built.

The test that doesn't test

Fraudulent 'testing' is the bottom line of the whole 'Covid' hoax and was the means by which a 'virus' that did not exist *appeared* to exist. They could only achieve this magic trick by using a test not testing for the 'virus'. To use a test that *was* testing for the 'virus' would mean that every test would come back negative given there was no 'virus'. They chose to exploit something called the RT-PCR test invented by American biochemist Kary Mullis in the 1980s who said publicly that his PCR test … *cannot detect infectious disease*. Yes, the 'test' used worldwide to detect infectious 'Covid' to produce all the illusory 'cases' and 'deaths' compiled by Johns Hopkins and others *cannot detect infectious disease*. This fact came from the mouth of the man who invented PCR and was awarded the Nobel Prize in Chemistry in 1993 for doing so. Sadly, and incredibly conveniently for the Cult, Mullis died in August, 2019, at the age of 74 just before his test would be fraudulently used to unleash fascism on the world. He was said to have died from pneumonia which was an irony in itself. A few months later he would have had 'Covid-19' on his death certificate. I say the timing of his death was convenient because had he lived Mullis, a brilliant, honest and decent man, would have been

vociferously speaking out against the use of his test to detect 'Covid' when it was never designed, or able, to do that. I know that to be true given that Mullis made the same point when his test was used to 'detect' – not detect – HIV. He had been seriously critical of the Gallo/Montagnier claim to have isolated the HIV 'virus' and shown it to cause AIDS for which Mullis said there was no evidence. AIDS is actually not a disease but a series of diseases from which people die all the time. When they die from those *same diseases* after a positive 'test' for HIV then AIDS goes on their death certificate. I think I've heard that before somewhere. Countries instigated a policy with 'Covid' that anyone who tested positive with a test not testing for the 'virus' and died of any other cause within 28 days and even longer 'Covid-19' had to go on the death certificate. Cases have come from the test that can't test for infectious disease and the deaths are those who have died of *anything* after testing positive with a test not testing for the 'virus'. I'll have much more later about the death certificate scandal.

Mullis was deeply dismissive of the now US 'Covid' star Anthony Fauci who he said was a liar who didn't know anything about anything – 'and I would say that to his face – nothing.' He said of Fauci: 'The man thinks he can take a blood sample, put it in an electron microscope and if it's got a virus in there you'll know it – he doesn't understand electron microscopy and he doesn't understand medicine and shouldn't be in a position like he's in.' That position, terrifyingly, has made him the decider of 'Covid' fascism policy on behalf of the Cult in his role as director since 1984 of the National Institute of Allergy and Infectious Diseases (NIAID) while his record of being wrong is laughable; but being wrong, so long as it's the *right kind* of wrong, is why the Cult loves him. He'll say anything the Cult tells him to say. Fauci was made Chief Medical Adviser to the President immediately Biden took office. Biden was installed in the White House by Cult manipulation and one of his first decisions was to elevate Fauci to a position of even more control. This is a coincidence? Yes, and I identify as a flamenco dancer called Lola. How does such an incompetent criminal like Fauci remain in that

pivotal position in American health since *the 1980s*? When you serve the Cult it looks after you until you are surplus to requirements. Kary Mullis said prophetically of Fauci and his like: 'Those guys have an agenda and it's not an agenda we would like them to have … they make their own rules, they change them when they want to, and Tony Fauci does not mind going on television in front of the people who pay his salary and lie directly into the camera.' Fauci has done that almost daily since the 'Covid' hoax began. Lying is in Fauci's DNA. To make the situation crystal clear about the PCR test this is a direct quote from its inventor Kary Mullis:

> It [the PCR test] doesn't tell you that you're sick and doesn't tell you that the thing you ended up with was really going to hurt you ...'

Ask yourself why governments and medical systems the world over have been using this very test to decide who is 'infected' with the SARS-CoV-2 'virus' and the alleged disease it allegedly causes, 'Covid-19'. The answer to that question will tell you what has been going on. By the way, here's a little show-stopper – the 'new' SARS-CoV-2 'virus' was 'identified' as such right from the start using … *the PCR test not testing for the 'virus'*. If you are new to this and find that shocking then stick around. I have hardly started yet. Even worse, other 'tests', like the 'Lateral Flow Device' (LFD), are considered so useless that they have to be *confirmed* by the PCR test! Leaked emails written by Ben Dyson, adviser to UK 'Health' Secretary Matt Hancock, said they were 'dangerously unreliable'. Dyson, executive director of strategy at the Department of Health, wrote: 'As of today, someone who gets a positive LFD result in (say) London has at best a 25 per cent chance of it being a true positive, but if it is a self-reported test potentially as low as 10 per cent (on an optimistic assumption about specificity) or as low as 2 per cent (on a more pessimistic assumption).' These are the 'tests' that schoolchildren and the public are being urged to have twice a week or more and have to isolate if they get a positive. Each fake positive goes in the statistics as a 'case' no matter how ludicrously inaccurate and the

'cases' drive lockdown, masks and the pressure to 'vaccinate'. The government said in response to the email leak that the 'tests' were accurate which confirmed yet again what shocking bloody liars they are. The real false positive rate is *100 percent* as we'll see. In another 'you couldn't make it up' the UK government agreed to pay £2.8 billion to California's Innova Medical Group to supply the irrelevant lateral flow tests. The company's primary test-making centre is in China. Innova Medical Group, established in March, 2020, is owned by Pasaca Capital Inc, chaired by Chinese-American millionaire Charles Huang who was born in Wuhan.

How it works – and how it doesn't

The RT-PCR test, known by its full title of Polymerase chain reaction, is used across the world to make millions, even billions, of copies of a DNA/RNA genetic information sample. The process is called 'amplification' and means that a tiny sample of genetic material is amplified to bring out the detailed content. I stress that it is not testing for an infectious disease. It is simply amplifying a sample of genetic material. In the words of Kary Mullis: 'PCR is … just a process that's used to make a whole lot of something out of something.' To emphasise the point companies that make the PCR tests circulated around the world to 'test' for 'Covid' warn on the box that it can't be used to detect 'Covid' or infectious disease and is for research purposes only. It's okay, rest for a minute and you'll be fine. This is the test that produces the 'cases' and 'deaths' that have been used to destroy human society. All those global and national medical and scientific 'experts' demanding this destruction to 'save us' *KNOW* that the test is not testing for the 'virus' and the cases and deaths they claim to be real are an almost unimaginable fraud. Every one of them and so many others including politicians and psychopaths like Gates and Tedros must be brought before Nuremburg-type trials and jailed for the rest of their lives. The more the genetic sample is amplified by PCR the more elements of that material become sensitive to the test and by that I don't mean sensitive for a 'virus' but for elements of the genetic material which

is *naturally* in the body or relates to remnants of old conditions of various kinds lying dormant and causing no disease. Once the amplification of the PCR reaches a certain level *everyone* will test positive. So much of the material has been made sensitive to the test that everyone will have some part of it in their body. Even lying criminals like Fauci have said that once PCR amplifications pass 35 cycles everything will be a false positive that cannot be trusted for the reasons I have described. I say, like many proper doctors and scientists, that 100 percent of the 'positives' are false, but let's just go with Fauci for a moment.

He says that any amplification over 35 cycles will produce false positives and yet the US Centers for Disease Control (CDC) and Food and Drug Administration (FDA) have recommended up to *40 cycles* and the National Health Service (NHS) in Britain admitted in an internal document for staff that it was using *45 cycles* of amplification. A long list of other countries has been doing the same and at least one 'testing' laboratory has been using *50 cycles*. Have you ever heard a doctor, medical 'expert' or the media ask what level of amplification has been used to claim a 'positive'. The 'test' comes back 'positive' and so you have the 'virus', end of story. Now we can see how the government in Tanzania could send off samples from a goat and a pawpaw fruit under human names and both came back positive for 'Covid-19'. Tanzania president John Magufuli mocked the 'Covid' hysteria, the PCR test and masks and refused to import the DNA-manipulating 'vaccine'. The Cult hated him and an article sponsored by the Bill Gates Foundation appeared in the London *Guardian* in February, 2021, headed 'It's time for Africa to rein in Tanzania's anti-vaxxer president'. Well, 'reined in' he shortly was. Magufuli appeared in good health, but then, in March, 2021, he was dead at 61 from 'heart failure'. He was replaced by Samia Hassan Suhulu who is connected to Klaus Schwab's World Economic Forum and she immediately reversed Magufuli's 'Covid' policy. A sample of cola tested positive for 'Covid' with the PCR test in Germany while American actress and singer-songwriter Erykah Badu tested positive in one nostril and negative in the other. Footballer Ronaldo called

the PCR test 'bullshit' after testing positive three times and being forced to quarantine and miss matches when there was nothing wrong with him. The mantra from Tedros at the World Health Organization and national governments (same thing) has been test, test, test. They know that the more tests they can generate the more fake 'cases' they have which go on to become 'deaths' in ways I am coming to. The UK government has its Operation Moonshot planned to test multiple millions every day in workplaces and schools with free tests for everyone to use twice a week at home in line with the Cult plan from the start to make testing part of life. A government advertisement for an 'Interim Head of Asymptomatic Testing Communication' said the job included responsibility for delivering a 'communications strategy' (propaganda) 'to support the expansion of asymptomatic testing that *'normalises testing as part of everyday life*'. More tests means more fake 'cases', 'deaths' and fascism. I have heard of, and from, many people who booked a test, couldn't turn up, and yet got a positive result through the post for a test they'd never even had. The whole thing is crazy, but for the Cult there's method in the madness. Controlling and manipulating the level of amplification of the test means the authorities can control whenever they want the number of apparent 'cases' and 'deaths'. If they want to justify more fascist lockdown and destruction of livelihoods they keep the amplification high. If they want to give the illusion that lockdowns and the 'vaccine' are working then they lower the amplification and 'cases' and 'deaths' will appear to fall. In January, 2021, the Cult-owned World Health Organization suddenly warned laboratories about over-amplification of the test and to lower the threshold. Suddenly headlines began appearing such as: 'Why ARE "Covid" cases plummeting?' This was just when the vaccine rollout was underway and I had predicted months before they would make cases appear to fall through amplification tampering when the 'vaccine' came. These people are so predictable.

Cow vaccines?

The question must be asked of what is on the test swabs being poked far up the nose of the population to the base of the brain? A nasal swab punctured one woman's brain and caused it to leak fluid. Most of these procedures are being done by people with little training or medical knowledge. Dr Lorraine Day, former orthopaedic trauma surgeon and Chief of Orthopaedic Surgery at San Francisco General Hospital, says the tests are really a *'vaccine'*. Cows have long been vaccinated this way. She points out that masks have to cover the nose and the mouth where it is claimed the 'virus' exists in saliva. Why then don't they take saliva from the mouth as they do with a DNA test instead of pushing a long swab up the nose towards the brain? The ethmoid bone separates the nasal cavity from the brain and within that bone is the cribriform plate. Dr Day says that when the swab is pushed up against this plate and twisted the procedure is 'depositing things back there'. She claims that among these 'things' are nanoparticles that can enter the brain. Researchers have noted that a team at the Gates-funded Johns Hopkins have designed tiny, star-shaped micro-devices that can latch onto intestinal mucosa and release drugs into the body. Mucosa is the thin skin that covers the inside surface of parts of the body such as *the nose* and mouth and produces mucus to protect them. The Johns Hopkins micro-devices are called 'theragrippers' and were 'inspired' by a parasitic worm that digs its sharp teeth into a host's intestines. Nasal swabs are also coated in the sterilisation agent ethylene oxide. The US National Cancer Institute posts this explanation on its website:

> At room temperature, ethylene oxide is a flammable colorless gas with a sweet odor. It is used primarily to produce other chemicals, including antifreeze. In smaller amounts, ethylene oxide is used as a pesticide and a sterilizing agent. The ability of ethylene oxide to damage DNA makes it an effective sterilizing agent but also accounts for its cancer-causing activity.

The Institute mentions lymphoma and leukaemia as cancers most frequently reported to be associated with occupational exposure to ethylene oxide along with stomach and breast cancers. How does anyone think this is going to work out with the constant testing

regime being inflicted on adults and children at home and at school that will accumulate in the body anything that's on the swab?

Doctors know best

It is vital for people to realise that 'hero' doctors 'know' only what the Big Pharma-dominated medical authorities tell them to 'know' and if they refuse to 'know' what they are told to 'know' they are out the door. They are mostly not physicians or healers, but repeaters of the official narrative – or else. I have seen alleged professional doctors on British television make shocking statements that we are supposed to take seriously. One called 'Dr' Amir Khan, who is actually telling patients how to respond to illness, said that men could take the birth pill to 'help slow down the effects of Covid-19'. In March, 2021, another ridiculous 'Covid study' by an American doctor proposed injecting men with the female sex hormone progesterone as a 'Covid' treatment. British doctor Nighat Arif told the BBC that face coverings were now going to be part of ongoing normal. Yes, the vaccine protects you, she said (evidence?) … but the way to deal with viruses in the community was always going to come down to hand washing, face covering and keeping a physical distance. That's not what we were told before the 'vaccine' was circulating. Arif said she couldn't imagine ever again going on the underground or in a lift without a mask. I was just thanking my good luck that she was not my doctor when she said – in March, 2021 – that if 'we are *behaving* and we are doing all the right things' she thought we could 'have our nearest and dearest around us at home … around *Christmas* and N*ew Year!* Her patronising delivery was the usual school teacher talking to six-year-olds as she repeated every government talking point and probably believed them all. If we have learned anything from the 'Covid' experience surely it must be that humanity's perception of doctors needs a fundamental rethink. NHS 'doctor' Sara Kayat told her television audience that the 'Covid vaccine' would '100 percent prevent hospitalisation and death'. Not even Big Pharma claimed that. We have to stop taking 'experts' at their word without question when so many of them are

clueless and only repeating the party line on which their careers depend. That is not to say there are not brilliants doctors – there are and I have spoken to many of them since all this began – but you won't see them in the mainstream media or quoted by the psychopaths and yes-people in government.

Remember the name – Christian Drosten

German virologist Christian Drosten, Director of Charité Institute of Virology in Berlin, became a national star after the pandemic hoax began. He was feted on television and advised the German government on 'Covid' policy. Most importantly to the wider world Drosten led a group that produced the 'Covid' testing protocol for the PCR test. What a remarkable feat given the PCR cannot test for infectious disease and even more so when you think that Drosten said that his method of testing for SARS-CoV-2 was developed 'without having virus material available'. *He developed a test for a 'virus' that he didn't have and had never seen*. Let that sink in as you survey the global devastation that came from what he did. The whole catastrophe of Drosten's 'test' was based on the alleged genetic sequence published by Chinese scientists on the Internet. We will see in the next chapter that this alleged 'genetic sequence' has never been produced by China or anyone and cannot be when there *is no* SARS-CoV-2. Drosten, however, doesn't seem to let little details like that get in the way. He was the lead author with Victor Corman from the same Charité Hospital of the paper 'Detection of 2019 novel coronavirus (2019-nCoV) by real-time PCR' published in a magazine called *Eurosurveillance*. This became known as the Corman-Drosten paper. In November, 2020, with human society devastated by the effects of the Corman-Drosten test baloney, the protocol was publicly challenged by 22 international scientists and independent researchers from Europe, the United States, and Japan. Among them were senior molecular geneticists, biochemists, immunologists, and microbiologists. They produced a document headed 'External peer review of the RTPCR test to detect SARS-Cov-2 Reveals 10 Major Flaws At The Molecular and Methodological Level: Consequences

For False-Positive Results'. The flaws in the Corman-Drosten test included the following:

- The test is non-specific because of erroneous design
- Results are enormously variable
- The test is unable to discriminate between the whole 'virus' and viral fragments
- It doesn't have positive or negative controls
- The test lacks a standard operating procedure
- It is unsupported by proper peer view

The scientists said the PCR 'Covid' testing protocol was not founded on science and they demanded the Corman-Drosten paper be retracted by *Eurosurveillance*. They said all present and previous Covid deaths, cases, and 'infection rates' should be subject to a massive retroactive inquiry. Lockdowns and travel restrictions should be reviewed and relaxed and those diagnosed through PCR to have 'Covid-19' should not be forced to isolate. Dr Kevin Corbett, a health researcher and nurse educator with a long academic career producing a stream of peer-reviewed publications at many UK universities, made the same point about the PCR test debacle. He said of the scientists' conclusions: 'Every scientific rationale for the development of that test has been totally destroyed by this paper. It's like Hiroshima/Nagasaki to the Covid test.' He said that China hadn't given them an isolated 'virus' when Drosten developed the test. Instead they had developed the test from *a sequence in a gene bank*.' Put another way … *they made it up*! The scientists were supported in this contention by a Portuguese appeals court which ruled in November, 2020, that PCR tests are unreliable and it is unlawful to quarantine people based solely on a PCR test. The point about China not providing an isolated virus must be true when the 'virus' has never been isolated to this day and the consequences of that will become clear. Drosten and company produced this useless 'protocol' right on cue in January, 2020, just as the 'virus' was said to

be moving westward and it somehow managed to successfully pass a peer-review in 24 hours. In other words there was no peer-review for a test that would be used to decide who had 'Covid' and who didn't across the world. The Cult-created, Gates-controlled World Health Organization immediately recommended all its nearly 200 member countries to use the Drosten PCR protocol to detect 'cases' and 'deaths'. The sting was underway and it continues to this day.

So who is this Christian Drosten that produced the means through which death, destruction and economic catastrophe would be justified? His education background, including his doctoral thesis, would appear to be somewhat shrouded in mystery and his track record is dire as with another essential player in the 'Covid' hoax, the Gates-funded Professor Neil Ferguson at the Gates-funded Imperial College in London of whom more shortly. Drosten predicted in 2003 that the alleged original SARS 'virus' (SARS-1') was an epidemic that could have serious effects on economies and an effective vaccine would take at least two years to produce. Drosten's answer to every alleged 'outbreak' is a vaccine which you won't be shocked to know. What followed were just 774 official deaths worldwide and none in Germany where there were only nine cases. That is even if you believe there ever was a SARS 'virus' when the evidence is zilch and I will expand on this in the next chapter. Drosten claims to be co-discoverer of 'SARS-1' and developed a test for it in 2003. He was screaming warnings about 'swine flu' in 2009 and how it was a widespread infection far more severe than any dangers from a vaccine could be and people should get vaccinated. It would be helpful for Drosten's vocal chords if he simply recorded the words 'the virus is deadly and you need to get vaccinated' and copies could be handed out whenever the latest made-up threat comes along. Drosten's swine flu epidemic never happened, but Big Pharma didn't mind with governments spending hundreds of millions on vaccines that hardly anyone bothered to use and many who did wished they hadn't. A study in 2010 revealed that the risk of dying from swine flu, or H1N1, was no higher than that of the annual seasonal flu which is what at least most of 'it' really was as in

the case of 'Covid-19'. A media investigation into Drosten asked how with such a record of inaccuracy he could be *the* government adviser on these issues. The answer to that question is the same with Drosten, Ferguson and Fauci – they keep on giving the authorities the 'conclusions' and 'advice' they want to hear. Drosten certainly produced the goods for them in January, 2020, with his PCR protocol garbage and provided the foundation of what German internal medicine specialist Dr Claus Köhnlein, co-author of *Virus Mania*, called the 'test pandemic'. The 22 scientists in the *Eurosurveillance* challenge called out conflicts of interest within the Drosten 'protocol' group and with good reason. Olfert Landt, a regular co-author of Drosten 'studies', owns the biotech company TIB Molbiol Syntheselabor GmbH in Berlin which manufactures and sells the tests that Drosten and his mates come up with. They have done this with SARS, Enterotoxigenic E. coli (ETEC), MERS, Zika 'virus', yellow fever, and now 'Covid'. Landt told the *Berliner Zeitung* newspaper:

> The testing, design and development came from the Charité [Drosten and Corman]. We simply implemented it immediately in the form of a kit. And if we don't have the virus, which originally only existed in Wuhan, we can make a synthetic gene to simulate the genome of the virus. That's what we did very quickly.

This is more confirmation that the Drosten test was designed without access to the 'virus' and only a synthetic simulation which is what SARS-CoV-2 really is – a computer-generated synthetic fiction. It's quite an enterprise they have going here. A Drosten team decides what the test for something should be and Landt's biotech company flogs it to governments and medical systems across the world. His company must have made an absolute fortune since the 'Covid' hoax began. Dr Reiner Fuellmich, a prominent German consumer protection trial lawyer in Germany and California, is on Drosten's case and that of Tedros at the World Health Organization for crimes against humanity with a class-action lawsuit being prepared in the United States and other legal action in Germany.

Why China?

Scamming the world with a 'virus' that doesn't exist would seem impossible on the face of it, but not if you have control of the relatively few people that make policy decisions and the great majority of the global media. Remember it's not about changing 'real' reality it's about controlling *perception* of reality. You don't have to make something happen you only have make people *believe* that it's happening. Renegade Minds understand this and are therefore much harder to swindle. 'Covid-19' is not a 'real' 'virus'. It's a mind virus, like a computer virus, which has infected the minds, not the bodies, of billions. It all started, publically at least, in China and that alone is of central significance. The Cult was behind the revolution led by its asset Mao Zedong, or Chairman Mao, which established the People's Republic of China on October 1st, 1949. It should have been called The Cult's Republic of China, but the name had to reflect the recurring illusion that vicious dictatorships are run by and for the people (see all the 'Democratic Republics' controlled by tyrants). In the same way we have the 'Biden' Democratic Republic of America officially ruled by a puppet tyrant (at least temporarily) on behalf of Cult tyrants. The creation of Mao's merciless communist/fascist dictatorship was part of a frenzy of activity by the Cult at the conclusion of World War Two which, like the First World War, it had instigated through its assets in Germany, Britain, France, the United States and elsewhere. Israel was formed in 1948; the Soviet Union expanded its 'Iron Curtain' control, influence and military power with the Warsaw Pact communist alliance in 1955; the United Nations was formed in 1945 as a Cult precursor to world government; and a long list of world bodies would be established including the World Health Organization (1948), World Trade Organization (1948 under another name until 1995), International Monetary Fund (1945) and World Bank (1944). Human society was redrawn and hugely centralised in the global Problem-Reaction-Solution that was World War Two. All these changes were significant. Israel would become the headquarters of the Sabbatians

and the revolution in China would prepare the ground and control system for the events of 2019/2020.

Renegade Minds know there are no borders except for public consumption. The Cult is a seamless, borderless global entity and to understand the game we need to put aside labels like borders, nations, countries, communism, fascism and democracy. These delude the population into believing that countries are ruled within their borders by a government of whatever shade when these are mere agencies of a global power. America's illusion of democracy and China's communism/fascism are subsidiaries – vehicles – for the same agenda. We may hear about conflict and competition between America and China and on the lower levels that will be true; but at the Cult level they are branches of the same company in the way of the McDonald's example I gave earlier. I have tracked in the books over the years support by US governments of both parties for Chinese Communist Party infiltration of American society through allowing the sale of land, even military facilities, and the acquisition of American business and university influence. All this is underpinned by the infamous stealing of intellectual property and technological know-how. Cult-owned Silicon Valley corporations waive their fraudulent 'morality' to do business with human-rights-free China; Cult-controlled Disney has become China's PR department; and China in effect owns 'American' sports such as basketball which depends for much of its income on Chinese audiences. As a result any sports player, coach or official speaking out against China's horrific human rights record is immediately condemned or fired by the China-worshipping National Basketball Association. One of the first acts of China-controlled Biden was to issue an executive order telling federal agencies to stop making references to the 'virus' by the 'geographic location of its origin'. Long-time Congressman Jerry Nadler warned that criticising China, America's biggest rival, leads to hate crimes against Asian people in the United States. So shut up you bigot. China is fast closing in on Israel as a country that must not be criticised which is apt, really, given that Sabbatians control them both. The two countries have

developed close economic, military, technological and strategic ties which include involvement in China's 'Silk Road' transport and economic initiative to connect China with Europe. Israel was the first country in the Middle East to recognise the establishment of Mao's tyranny in 1950 months after it was established.

Project Wuhan – the 'Covid' Psyop

I emphasise again that the Cult plays the long game and what is happening to the world today is the result of centuries of calculated manipulation following a script to take control step-by-step of every aspect of human society. I will discuss later the common force behind all this that has spanned those centuries and thousands of years if the truth be told. Instigating the Mao revolution in China in 1949 with a 2020 'pandemic' in mind is not only how they work – the 71 years between them is really quite short by the Cult's standards of manipulation preparation. The reason for the Cult's Chinese revolution was to create a fiercely-controlled environment within which an extreme structure for human control could be incubated to eventually be unleashed across the world. We have seen this happen since the 'pandemic' emerged from China with the Chinese control-structure founded on AI technology and tyrannical enforcement sweep across the West. Until the moment when the Cult went for broke in the West and put its fascism on public display Western governments had to pay some lip-service to freedom and democracy to not alert too many people to the tyranny-in-the-making. Freedoms were more subtly eroded and power centralised with covert government structures put in place waiting for the arrival of 2020 when that smokescreen of 'freedom' could be dispensed with. The West was not able to move towards tyranny before 2020 anything like as fast as China which was created as a tyranny and had no limits on how fast it could construct the Cult's blueprint for global control. When the time came to impose that structure on the world it was the same Cult-owned Chinese communist/fascist government that provided the excuse – the 'Covid pandemic'. It was absolutely crucial to the Cult plan for the Chinese response to the 'pandemic' –

draconian lockdowns of the entire population – to become the blueprint that Western countries would follow to destroy the livelihoods and freedom of their people. This is why the Cult-owned, Gates-owned, WHO Director-General Tedros said early on:

The Chinese government is to be congratulated for the extraordinary measures it has taken to contain the outbreak. China is actually setting a new standard for outbreak response and it is not an exaggeration.

Forbes magazine said of China: '… those measures protected untold millions from getting the disease'. The Rockefeller Foundation 'epidemic scenario' document in 2010 said 'prophetically':

However, a few countries did fare better – China in particular. The Chinese government's quick imposition and enforcement of mandatory quarantine for all citizens, as well as its instant and near-hermetic sealing off of all borders, saved millions of lives, stopping the spread of the virus far earlier than in other countries and enabling a swifter post-pandemic recovery.

Once again – *spooky*.

The first official story was the 'bat theory' or rather the bat diversion. The source of the 'virus outbreak' we were told was a ''wet market' in Wuhan where bats and other animals are bought and eaten in horrifically unhygienic conditions. Then another story emerged through the alternative media that the 'virus' had been released on purpose or by accident from a BSL-4 (biosafety level 4) laboratory in Wuhan not far from the wet market. The lab was reported to create and work with lethal concoctions and bioweapons. Biosafety level 4 is the highest in the World Health Organization system of safety and containment. Renegade Minds are aware of what I call designer manipulation. The ideal for the Cult is for people to buy its prime narrative which in the opening salvoes of the 'pandemic' was the wet market story. It knows, however, that there is now a considerable worldwide alternative media of researchers sceptical of anything governments say and they are often given a version of events in a form they can perceive as credible while misdirecting them from the real truth. In this case let them

think that the conspiracy involved is a 'bioweapon virus' released from the Wuhan lab to keep them from the real conspiracy – *there is no 'virus'*. The WHO's current position on the source of the outbreak at the time of writing appears to be: 'We haven't got a clue, mate.' This is a good position to maintain mystery and bewilderment. The inner circle will know where the 'virus' came from – *nowhere*. The bottom line was to ensure the public believed there *was* a 'virus' and it didn't much matter if they thought it was natural or had been released from a lab. The belief that there was a 'deadly virus' was all that was needed to trigger global panic and fear. The population was terrified into handing their power to authority and doing what they were told. They had to or they were 'all gonna die'.

In March, 2020, information began to come my way from real doctors and scientists and my own additional research which had my intuition screaming: 'Yes, that's it! *There is no virus*.' The 'bioweapon' was not the 'virus'; it was the *'vaccine'* already being talked about that would be the bioweapon. My conclusion was further enhanced by happenings in Wuhan. The 'virus' was said to be sweeping the city and news footage circulated of people collapsing in the street (which they've never done in the West with the same 'virus'). The Chinese government was building 'new hospitals' in a matter of ten days to 'cope with demand' such was the virulent nature of the 'virus'. Yet in what seemed like no time the 'new hospitals' closed – even if they even opened – and China declared itself 'virus-free'. It was back to business as usual. This was more propaganda to promote the Chinese draconian lockdowns in the West as the way to 'beat the virus'. Trouble was that we subsequently had lockdown after lockdown, but never business as usual. As the people of the West and most of the rest of the world were caught in an ever-worsening spiral of lockdown, social distancing, masks, isolated old people, families forced apart, and livelihood destruction, it was party-time in Wuhan. Pictures emerged of thousands of people enjoying pool parties and concerts. It made no sense until you realised there never was a 'virus' and the

whole thing was a Cult set-up to transform human society out of one its major global strongholds – China.

How is it possible to deceive virtually the entire world population into believing there is a deadly virus when there is not even a 'virus' let alone a deadly one? It's nothing like as difficult as you would think and that's clearly true because it happened.

Postscript: See end of book Postscript for more on the 'Wuhan lab virus release' story which the authorities and media were pushing heavily in the summer of 2021 to divert attention from the truth that the 'Covid virus' is pure invention.

CHAPTER FIVE

There *is no* 'virus'

You can fool some of the people all of the time, and all of the people some of the time, but you cannot fool all of the people all of the time
Abraham Lincoln

The greatest form of mind control is repetition. The more you repeat the same mantra of alleged 'facts' the more will accept them to be true. It becomes an 'everyone knows that, mate'. If you can also censor any other version or alternative to your alleged 'facts' you are pretty much home and cooking.

By the start of 2020 the Cult owned the global mainstream media almost in its entirety to spew out its 'Covid' propaganda and ignore or discredit any other information and view. Cult-owned social media platforms in Cult-owned Silicon Valley were poised and ready to unleash a campaign of ferocious censorship to obliterate all but the official narrative. To complete the circle many demands for censorship by Silicon Valley were led by the mainstream media as 'journalists' became full-out enforcers for the Cult both as propagandists and censors. Part of this has been the influx of young people straight out of university who have become 'journalists' in significant positions. They have no experience and a headful of programmed perceptions from their years at school and university at a time when today's young are the most perceptually-targeted generations in known human history given the insidious impact of technology. They enter the media perceptually prepared and ready to repeat the narratives of the system that programmed them to

repeat its narratives. The BBC has a truly pathetic 'specialist disinformation reporter' called Marianna Spring who fits this bill perfectly. She is clueless about the world, how it works and what is really going on. Her role is to discredit anyone doing the job that a proper journalist would do and system-serving hacks like Spring wouldn't dare to do or even see the need to do. They are too busy licking the arse of authority which can never be wrong and, in the case of the BBC propaganda programme, *Panorama*, contacting payments systems such as PayPal to have a donations page taken down for a film company making documentaries questioning vaccines. Even the BBC soap opera *EastEnders* included a disgracefully biased scene in which an inarticulate white working class woman was made to look foolish for questioning the 'vaccine' while a well-spoken black man and Asian woman promoted the government narrative. It ticked every BBC box and the fact that the black and minority community was resisting the 'vaccine' had nothing to do with the way the scene was written. The BBC has become a disgusting tyrannical propaganda and censorship operation that should be defunded and disbanded and a free media take its place with a brief to stop censorship instead of demanding it. A BBC 'interview' with Gates goes something like: 'Mr Gates, sir, if I can call you sir, would you like to tell our audience why you are such a great man, a wonderful humanitarian philanthropist, and why you should absolutely be allowed as a software salesman to decide health policy for approaching eight billion people? Thank you, sir, please sir.' Propaganda programming has been incessant and merciless and when all you hear is the same story from the media, repeated by those around you who have only heard the same story, is it any wonder that people on a grand scale believe absolute mendacious garbage to be true? You are about to see, too, why this level of information control is necessary when the official 'Covid' narrative is so nonsensical and unsupportable by the evidence.

Structure of Deceit

The pyramid structure through which the 'Covid' hoax has been manifested is very simple and has to be to work. As few people as possible have to be involved with full knowledge of what they are doing – and why – or the real story would get out. At the top of the pyramid are the inner core of the Cult which controls Bill Gates who, in turn, controls the World Health Organization through his pivotal funding and his puppet Director-General mouthpiece, Tedros. Before he was appointed Tedros was chair of the Gates-founded Global Fund to 'fight against AIDS, tuberculosis and malaria', a board member of the Gates-funded 'vaccine alliance' GAVI, and on the board of another Gates-funded organisation. Gates owns him and picked him for a specific reason – Tedros is a crook and worse. 'Dr' Tedros (he's not a medical doctor, the first WHO chief not to be) was a member of the tyrannical Marxist government of Ethiopia for decades with all its human rights abuses. He has faced allegations of corruption and misappropriation of funds and was exposed three times for covering up cholera epidemics while Ethiopia's health minister. Tedros appointed the mass-murdering genocidal Zimbabwe dictator Robert Mugabe as a WHO goodwill ambassador for public health which, as with Tedros, is like appointing a psychopath to run a peace and love campaign. The move was so ridiculous that he had to drop Mugabe in the face of widespread condemnation. American economist David Steinman, a Nobel peace prize nominee, lodged a complaint with the International Criminal Court in The Hague over alleged genocide by Tedros when he was Ethiopia's foreign minister. Steinman says Tedros was a 'crucial decision maker' who directed the actions of Ethiopia's security forces from 2013 to 2015 and one of three officials in charge when those security services embarked on the 'killing' and 'torturing' of Ethiopians. You can see where Tedros is coming from and it's sobering to think that he has been the vehicle for Gates and the Cult to direct the global response to 'Covid'. Think about that. A psychopathic Cult dictates to psychopath Gates who dictates to psychopath Tedros who dictates how countries of the world must respond to a 'Covid virus' never scientifically shown to exist. At the same time psychopathic Cult-owned Silicon Valley information

giants like Google, YouTube, Facebook and Twitter announced very early on that they would give the Cult/Gates/Tedros/WHO version of the narrative free advertising and censor those who challenged their intelligence-insulting, mendacious story.

The next layer in the global 'medical' structure below the Cult, Gates and Tedros are the chief medical officers and science 'advisers' in each of the WHO member countries which means virtually all of them. Medical officers and arbiters of science (they're not) then take the WHO policy and recommended responses and impose them on their country's population while the political 'leaders' say they are deciding policy (they're clearly not) by 'following the science' on the advice of the 'experts' – the same medical officers and science 'advisers' (dictators). In this way with the rarest of exceptions the entire world followed the same policy of lockdown, people distancing, masks and 'vaccines' dictated by the psychopathic Cult, psychopathic Gates and psychopathic Tedros who we are supposed to believe give a damn about the health of the world population they are seeking to enslave. That, amazingly, is all there is to it in terms of crucial decision-making. Medical staff in each country then follow like sheep the dictates of the shepherds at the top of the national medical hierarchies – chief medical officers and science 'advisers' who themselves follow like sheep the shepherds of the World Health Organization and the Cult. Shepherds at the national level often have major funding and other connections to Gates and his Bill and Melinda Gates Foundation which carefully hands out money like confetti at a wedding to control the entire global medical system from the WHO down.

Follow the money

Christopher Whitty, Chief Medical Adviser to the UK Government at the centre of 'virus' policy, a senior adviser to the government's Scientific Advisory Group for Emergencies (SAGE), and Executive Board member of the World Health Organization, was gifted a grant of $40 million by the Bill and Melinda Gates Foundation for malaria research in Africa. The BBC described the unelected Whitty as 'the

official who will probably have the greatest impact on our everyday lives of any individual policymaker in modern times' and so it turned out. What Gates and Tedros have said Whitty has done like his equivalents around the world. Patrick Vallance, co-chair of SAGE and the government's Chief Scientific Adviser, is a former executive of Big Pharma giant GlaxoSmithKline with its fundamental financial and business connections to Bill Gates. In September, 2020, it was revealed that Vallance owned a deferred bonus of shares in GlaxoSmithKline worth £600,000 while the company was 'developing' a 'Covid vaccine'. Move along now – nothing to see here – what could possibly be wrong with that? Imperial College in London, a major player in 'Covid' policy in Britain and elsewhere with its 'Covid-19' Response Team, is funded by Gates and has big connections to China while the now infamous Professor Neil Ferguson, the useless 'computer modeller' at Imperial College is also funded by Gates. Ferguson delivered the dramatically inaccurate excuse for the first lockdowns (much more in the next chapter). The Institute for Health Metrics and Evaluation (IHME) in the United States, another source of outrageously false 'Covid' computer models to justify lockdowns, is bankrolled by Gates who is a vehement promotor of lockdowns. America's version of Whitty and Vallance, the again now infamous Anthony Fauci, has connections to 'Covid vaccine' maker Moderna as does Bill Gates through funding from the Bill and Melinda Gates Foundation. Fauci is director of the National Institute of Allergy and Infectious Diseases (NIAID), a major recipient of Gates money, and they are very close. Deborah Birx who was appointed White House Coronavirus Response Coordinator in February, 2020, is yet another with ties to Gates. Everywhere you look at the different elements around the world behind the coordination and decision making of the 'Covid' hoax there is Bill Gates and his money. They include the World Health Organization; Centers for Disease Control (CDC) in the United States; National Institutes of Health (NIH) of Anthony Fauci; Imperial College and Neil Ferguson; the London School of Hygiene where Chris Whitty worked; Regulatory agencies like the UK Medicines & Healthcare products Regulatory Agency (MHRA)

which gave emergency approval for 'Covid vaccines'; Wellcome Trust; GAVI, the Vaccine Alliance; the Coalition for Epidemic Preparedness Innovations (CEPI); Johns Hopkins University which has compiled the false 'Covid' figures; and the World Economic Forum. A Nationalfile.com article said:

> Gates has a lot of pull in the medical world, he has a multi-million dollar relationship with Dr. Fauci, and Fauci originally took the Gates line supporting vaccines and casting doubt on [the drug hydroxychloroquine]. Coronavirus response team member Dr. Deborah Birx, appointed by former president Obama to serve as United States Global AIDS Coordinator, also sits on the board of a group that has received billions from Gates' foundation, and Birx reportedly used a disputed Bill Gates-funded model for the White House's Coronavirus effort. Gates is a big proponent for a population lockdown scenario for the Coronavirus outbreak.

Another funder of Moderna is the Defense Advanced Research Projects Agency (DARPA), the technology-development arm of the Pentagon and one of the most sinister organisations on earth. DARPA had a major role with the CIA covert technology-funding operation In-Q-Tel in the development of Google and social media which is now at the centre of global censorship. Fauci and Gates are extremely close and openly admit to talking regularly about 'Covid' policy, but then why wouldn't Gates have a seat at every national 'Covid' table after his Foundation committed $1.75 billion to the 'fight against Covid-19'. When passed through our Orwellian Translation Unit this means that he has bought and paid for the Cult-driven 'Covid' response worldwide. Research the major 'Covid' response personnel in your own country and you will find the same Gates funding and other connections again and again. Medical and science chiefs following World Health Organization 'policy' sit atop a medical hierarchy in their country of administrators, doctors and nursing staff. These 'subordinates' are told they must work and behave in accordance with the policy delivered from the 'top' of the national 'health' pyramid which is largely the policy delivered by the WHO which is the policy delivered by Gates and the Cult. The whole 'Covid' narrative has been imposed on medical staff by a climate of fear although great numbers don't even need that to comply. They do so through breathtaking levels of ignorance and

include doctors who go through life simply repeating what Big Pharma and their hierarchical masters tell them to say and believe. No wonder Big Pharma 'medicine' is one of the biggest killers on Planet Earth.

The same top-down system of intimidation operates with regard to the Cult Big Pharma cartel which also dictates policy through national and global medical systems in this way. The Cult and Big Pharma agendas are the same because the former controls and owns the latter. 'Health' administrators, doctors, and nursing staff are told to support and parrot the dictated policy or they will face consequences which can include being fired. How sad it's been to see medical staff meekly repeating and imposing Cult policy without question and most of those who can see through the deceit are only willing to speak anonymously off the record. They know what will happen if their identity is known. This has left the courageous few to expose the lies about the 'virus', face masks, overwhelmed hospitals that aren't, and the dangers of the 'vaccine' that isn't a vaccine. When these medical professionals and scientists, some renowned in their field, have taken to the Internet to expose the truth their articles, comments and videos have been deleted by Cult-owned Facebook, Twitter and YouTube. What a real head-shaker to see YouTube videos with leading world scientists and highly qualified medical specialists with an added link underneath to the notorious Cult propaganda website *Wikipedia* to find the 'facts' about the same subject.

HIV – the 'Covid' trial-run

I'll give you an example of the consequences for health and truth that come from censorship and unquestioning belief in official narratives. The story was told by PCR inventor Kary Mullis in his book *Dancing Naked in the Mind Field*. He said that in 1984 he accepted as just another scientific fact that Luc Montagnier of France's Pasteur Institute and Robert Gallo of America's National Institutes of Health had independently discovered that a 'retrovirus' dubbed HIV (human immunodeficiency virus) caused AIDS. They

were, after all, Mullis writes, specialists in retroviruses. This is how the medical and science pyramids work. Something is announced or *assumed* and then becomes an everybody-knows-that purely through repetition of the assumption as if it is fact. Complete crap becomes accepted truth with no supporting evidence and only repetition of the crap. This is how a 'virus' that doesn't exist became the 'virus' that changed the world. The HIV-AIDS fairy story became a multi-billion pound industry and the media poured out propaganda terrifying the world about the deadly HIV 'virus' that caused the lethal AIDS. By then Mullis was working at a lab in Santa Monica, California, to detect retroviruses with his PCR test in blood donations received by the Red Cross. In doing so he asked a virologist where he could find a reference for HIV being the cause of AIDS. 'You don't need a reference,' the virologist said … *'Everybody knows it.'* Mullis said he wanted to quote a reference in the report he was doing and he said he felt a little funny about not knowing the source of such an important discovery when everyone else seemed to. The virologist suggested he cite a report by the Centers for Disease Control and Prevention (CDC) on morbidity and mortality. Mullis read the report, but it only said that an organism had been identified and did not say how. The report did not identify the original scientific work. Physicians, however, *assumed* (key recurring theme) that if the CDC was convinced that HIV caused AIDS then proof must exist. Mullis continues:

I did computer searches. Neither Montagnier, Gallo, nor anyone else had published papers describing experiments which led to the conclusion that HIV probably caused AIDS. I read the papers in Science for which they had become well known as AIDS doctors, but all they had said there was that they had found evidence of a past infection by something which was probably HIV in some AIDS patients.

They found antibodies. Antibodies to viruses had always been considered evidence of past disease, not present disease. Antibodies signaled that the virus had been defeated. The patient had saved himself. There was no indication in these papers that this virus caused a disease. They didn't show that everybody with the antibodies had the disease. In fact they found some healthy people with antibodies.

Mullis asked why their work had been published if Montagnier and Gallo hadn't really found this evidence, and why had they been fighting so hard to get credit for the discovery? He says he was hesitant to write 'HIV is the probable cause of AIDS' until he found published evidence to support that. 'Tens of thousands of scientists and researchers were spending billions of dollars a year doing research based on this idea,' Mullis writes. 'The reason had to be there somewhere; otherwise these people would not have allowed their research to settle into one narrow channel of investigation.' He said he lectured about PCR at numerous meetings where people were always talking about HIV and he asked them how they knew that HIV was the cause of AIDS:

> Everyone said something. Everyone had the answer at home, in the office, in some drawer. They all knew, and they would send me the papers as soon as they got back. But I never got any papers. Nobody ever sent me the news about how AIDS was caused by HIV.

Eventually Mullis was able to ask Montagnier himself about the reference proof when he lectured in San Diego at the grand opening of the University of California AIDS Research Center. Mullis says this was the last time he would ask his question without showing anger. Montagnier said he should reference the CDC report. 'I read it', Mullis said, and it didn't answer the question. 'If Montagnier didn't know the answer who the hell did?' Then one night Mullis was driving when an interview came on National Public Radio with Peter Duesberg, a prominent virologist at Berkeley and a California Scientist of the Year. Mullis says he finally understood why he could not find references that connected HIV to AIDS – *there weren't any!* No one had ever proved that HIV causes AIDS even though it had spawned a multi-billion pound global industry and the media was repeating this as fact every day in their articles and broadcasts terrifying the shit out of people about AIDS and giving the impression that a positive test for HIV (see 'Covid') was a death sentence. Duesberg was a threat to the AIDS gravy train and the agenda that underpinned it. He was therefore abused and castigated after he told the Proceedings of the National Academy of Sciences

there was no good evidence implicating the new 'virus'. Editors rejected his manuscripts and his research funds were deleted. Mullis points out that the CDC has defined AIDS as one of more than 30 diseases *if accompanied* by a positive result on a test that detects antibodies to HIV; but those same diseases are not defined as AIDS cases when antibodies are not detected:

> If an HIV-positive woman develops uterine cancer, for example, she is considered to have AIDS. If she is not HIV positive, she simply has uterine cancer. An HIV-positive man with tuberculosis has AIDS; if he tests negative he simply has tuberculosis. If he lives in Kenya or Colombia, where the test for HIV antibodies is too expensive, he is simply presumed to have the antibodies and therefore AIDS, and therefore he can be treated in the World Health Organization's clinic. It's the only medical help available in some places. And it's free, because the countries that support WHO are worried about AIDS.

Mullis accuses the CDC of continually adding new diseases (see ever more 'Covid symptoms') to the grand AIDS definition and of virtually doctoring the books to make it appear as if the disease continued to spread. He cites how in 1993 the CDC enormously broadened its AIDS definition and county health authorities were delighted because they received $2,500 per year from the Federal government for every reported AIDS case. Ladies and gentlemen, I have just described, via Kary Mullis, the 'Covid pandemic' of 2020 and beyond. Every element is the same and it's been pulled off in the same way by the same networks.

The 'Covid virus' exists? Okay – prove it. Er … still waiting

What Kary Mullis described with regard to 'HIV' has been repeated with 'Covid'. A claim is made that a new, or 'novel', infection has been found and the entire medical system of the world repeats that as fact exactly as they did with HIV and AIDS. No one in the mainstream asks rather relevant questions such as 'How do you know?' and 'Where is your proof?' The SARS-Cov-2 'virus' and the 'Covid-19 disease' became an overnight 'everybody-knows-that'. The origin could be debated and mulled over, but what you could not suggest was that 'SARS-Cov-2' didn't exist. That would be

ridiculous. 'Everybody knows' the 'virus' exists. Well, I didn't for one along with American proper doctors like Andrew Kaufman and Tom Cowan and long-time American proper journalist Jon Rappaport. We dared to pursue the obvious and simple question: 'Where's the evidence?' The overwhelming majority in medicine, journalism and the general public did not think to ask that. After all, *everyone knew* there was a new 'virus'. Everyone was saying so and I heard it on the BBC. Some would eventually argue that the 'deadly virus' was nothing like as deadly as claimed, but few would venture into the realms of its very existence. Had they done so they would have found that the evidence for that claim had gone AWOL as with HIV causes AIDS. In fact, not even that. For something to go AWOL it has to exist in the first place and scientific proof for a 'SARS-Cov-2' can be filed under nothing, nowhere and zilch.

Dr Andrew Kaufman is a board-certified forensic psychiatrist in New York State, a Doctor of Medicine and former Assistant Professor and Medical Director of Psychiatry at SUNY Upstate Medical University, and Medical Instructor of Hematology and Oncology at the Medical School of South Carolina. He also studied biology at the Massachusetts Institute of Technology (MIT) and trained in Psychiatry at Duke University. Kaufman is retired from allopathic medicine, but remains a consultant and educator on natural healing, I saw a video of his very early on in the 'Covid' hoax in which he questioned claims about the 'virus' in the absence of any supporting evidence and with plenty pointing the other way. I did everything I could to circulate his work which I felt was asking the pivotal questions that needed an answer. I can recommend an excellent pull-together interview he did with the website The Last Vagabond entitled *Dr Andrew Kaufman: Virus Isolation, Terrain Theory and Covid-19* and his website is andrewkaufmanmd.com. Kaufman is not only a forensic psychiatrist; he is forensic in all that he does. He always reads original scientific papers, experiments and studies instead of second-third-fourth-hand reports about the 'virus' in the media which are repeating the repeated repetition of the narrative. When he did so with the original Chinese 'virus' papers Kaufman

realised that there was no evidence of a 'SARS-Cov-2'. They had never – from the start – shown it to exist and every repeat of this claim worldwide was based on the accepted existence of proof that was nowhere to be found – see Kary Mullis and HIV. Here we go again.

Let's postulate

Kaufman discovered that the Chinese authorities immediately concluded that the cause of an illness that broke out among about 200 initial patients in Wuhan was a 'new virus' when there were no grounds to make that conclusion. The alleged 'virus' was not isolated from other genetic material in their samples and then shown through a system known as Koch's postulates to be the causative agent of the illness. The world was told that the SARS-Cov-2 'virus' caused a disease they called 'Covid-19' which had 'flu-like' symptoms and could lead to respiratory problems and pneumonia. If it wasn't so tragic it would almost be funny. *'Flu-like' symptoms'? Pneumonia? Respiratory disease?* What in *CHINA* and particularly in *Wuhan*, one of the most polluted cities in the world with a resulting epidemic of respiratory disease?? Three hundred thousand people get pneumonia in China every year and there are nearly a billion cases worldwide of 'flu-like symptoms'. These have a whole range of causes – including pollution in Wuhan – but no other possibility was credibly considered in late 2019 when the world was told there was a new and deadly 'virus'. The global prevalence of pneumonia and 'flu-like systems' gave the Cult networks unlimited potential to re-diagnose these other causes as the mythical 'Covid-19' and that is what they did from the very start. Kaufman revealed how Chinese medical and science authorities (all subordinates to the Cult-owned communist government) took genetic material from the lungs of only a few of the first patients. The material contained their own cells, bacteria, fungi and other microorganisms living in their bodies. The only way you could prove the existence of the 'virus' and its responsibility for the alleged 'Covid-19' was to isolate the virus from all the other material – a process also known as 'purification' – and

then follow the postulates sequence developed in the late 19th century by German physician and bacteriologist Robert Koch which became the 'gold standard' for connecting an alleged causation agent to a disease:

1. The microorganism (bacteria, fungus, virus, etc.) must be present in every case of the disease and all patients must have the same symptoms. It must also *not be present in healthy individuals*.

2. The microorganism must be isolated from the host with the disease. If the microorganism is a bacteria or fungus it must be grown in a pure culture. If it is a virus, it must be purified (i.e. containing no other material except the virus particles) from a clinical sample.

3. The specific disease, with all of its characteristics, must be reproduced when the infectious agent (the purified virus or a pure culture of bacteria or fungi) is inoculated into a healthy, susceptible host.

4. The microorganism must be recoverable from the experimentally infected host as in step 2.

Not one of these criteria has been met in the case of 'SARS-Cov-2' and 'Covid-19'. Not ONE. *EVER*. Robert Koch refers to bacteria and not viruses. What are called 'viral particles' are so minute (hence masks are useless by any definition) that they could only be seen after the invention of the electron microscope in the 1930s and can still only be observed through that means. American bacteriologist and virologist Thomas Milton Rivers, the so-called 'Father of Modern Virology' who was very significantly director of the Rockefeller Institute for Medical Research in the 1930s, developed a less stringent version of Koch's postulates to identify 'virus' causation known as 'Rivers criteria'. 'Covid' did not pass that process either. Some even doubt whether any 'virus' can be isolated from other particles containing genetic material in the Koch method. Freedom of Information requests in many countries asking for scientific proof that the 'Covid virus' has been purified and isolated and shown to exist have all come back with a 'we don't have that' and when this happened with a request to the UK Department of Health they added this comment:

However, outside of the scope of the [Freedom of Information Act] and on a discretionary basis, the following information has been advised to us, which may be of interest. Most infectious diseases are caused by viruses, bacteria or fungi. Some bacteria or fungi have the capacity to grow on their own in isolation, for example in colonies on a petri dish. Viruses are different in that they are what we call 'obligate pathogens' – that is, they cannot survive or reproduce without infecting a host ...

… For some diseases, it is possible to establish causation between a microorganism and a disease by isolating the pathogen from a patient, growing it in pure culture and reintroducing it to a healthy organism. These are known as 'Koch's postulates' and were developed in 1882. However, as our understanding of disease and different disease-causing agents has advanced, these are no longer the method for determining causation [Andrew Kaufman asks why in that case are there two published articles falsely claiming to satisfy Koch's postulates].

It has long been known that viral diseases cannot be identified in this way as viruses cannot be grown in 'pure culture'. When a patient is tested for a viral illness, this is normally done by looking for the presence of antigens, or viral genetic code in a host with molecular biology techniques [Kaufman asks how you could know the origin of these chemicals without having a pure culture for comparison].

For the record 'antigens' are defined so:

Invading microorganisms have antigens on their surface that the human body can recognise as being foreign – meaning not belonging to it. When the body recognises a foreign antigen, lymphocytes (white blood cells) produce antibodies, which are complementary in shape to the antigen.

Notwithstanding that this is open to question in relation to 'SARS-Cov-2' the presence of 'antibodies' can have many causes and they are found in people that are perfectly well. Kary Mullis said: 'Antibodies … had always been considered evidence of past disease, not present disease.'

'Covid' really is a *computer* 'virus'

Where the UK Department of Health statement says 'viruses' are now 'diagnosed' through a 'viral genetic code in a host with molecular biology techniques', they mean … *the PCR test* which its inventor said cannot test for infectious disease. They have no credible method of connecting a 'virus' to a disease and we will see that there is no scientific proof that any 'virus' causes any disease or there is any such thing as a 'virus' in the way that it is described. Tenacious Canadian researcher Christine Massey and her team made

some 40 Freedom of Information requests to national public health agencies in different countries asking for proof that SARS-CoV-2 has been isolated and not one of them could supply that information. Massey said of her request in Canada: 'Freedom of Information reveals Public Health Agency of Canada has no record of 'SARS-COV-2' isolation performed by anyone, anywhere, ever.' If you accept the comment from the UK Department of Health it's because they can't isolate a 'virus'. Even so many 'science' papers claimed to have isolated the 'Covid virus' until they were questioned and had to admit they hadn't. A reply from the Robert Koch Institute in Germany was typical: 'I am not aware of a paper which purified isolated SARS-CoV-2.' So what the hell was Christian Drosten and his gang using to design the 'Covid' testing protocol that has produced all the illusory Covid' cases and 'Covid' deaths when the head of the Chinese version of the CDC admitted there was a problem right from the start in that the 'virus' had never been isolated/purified? Breathe deeply: What they are calling 'Covid' is actually created by a *computer program* i.e. *they made it up* – er, that's it. They took lung fluid, with many sources of genetic material, from one single person alleged to be infected with Covid-19 by a PCR test which they *claimed*, without clear evidence, contained a 'virus'. They used several computer programs to create a model of a theoretical virus genome sequence from more than fifty-six million small sequences of RNA, each of an unknown source, assembling them like a puzzle with no known solution. The computer filled in the gaps with sequences from bits in the gene bank to make it look like a bat SARS-like coronavirus! A wave of the magic wand and poof, an in silico (computer-generated) genome, a scientific fantasy, was created. UK health researcher Dr Kevin Corbett made the same point with this analogy:

> … It's like giving you a few bones and saying that's your fish. It could be any fish. Not even a skeleton. Here's a few fragments of bones. That's your fish … It's all from gene bank and the bits of the virus sequence that weren't there they made up.
>
> They synthetically created them to fill in the blanks. That's what genetics is; it's a code. So it's ABBBCCDDD and you're missing some what you think is EEE so you put it in. It's all

synthetic. You just manufacture the bits that are missing. This is the end result of the geneticization of virology. This is basically a computer virus.

Further confirmation came in an email exchange between British citizen journalist Frances Leader and the government's Medicines & Healthcare Products Regulatory Agency (the Gates-funded MHRA) which gave emergency permission for untested 'Covid vaccines' to be used. The agency admitted that the 'vaccine' is not based on an isolated 'virus', but comes from a *computer-generated model*. Frances Leader was naturally banned from Cult-owned fascist Twitter for making this exchange public. The process of creating computer-generated alleged 'viruses' is called 'in silico' or 'in silicon' – computer chips – and the term 'in silico' is believed to originate with biological experiments using only a computer in 1989. 'Vaccines' involved with 'Covid' are also produced 'in silico' or by computer not a natural process. If the original 'virus' is nothing more than a made-up computer model how can there be 'new variants' of something that never existed in the first place? They are not new 'variants'; they are new *computer models* only minutely different to the original program and designed to further terrify the population into having the 'vaccine' and submitting to fascism. You want a 'new variant'? Click, click, enter – there you go. Tell the medical profession that you have discovered a 'South African variant', 'UK variants' or a 'Brazilian variant' and in the usual HIV-causes-AIDS manner they will unquestioningly repeat it with no evidence whatsoever to support these claims. They will go on television and warn about the dangers of 'new variants' while doing nothing more than repeating what they have been told to be true and knowing that any deviation from that would be career suicide. Big-time insiders will know it's a hoax, but much of the medical community is clueless about the way they are being played and themselves play the public without even being aware they are doing so. What an interesting 'coincidence' that AstraZeneca and Oxford University were conducting 'Covid vaccine trials' in the three countries – the UK, South Africa and Brazil – where the first three 'variants' were claimed to have 'broken out'.

Here's your 'virus' – it's a unicorn

Dr Andrew Kaufman presented a brilliant analysis describing how the 'virus' was imagined into fake existence when he dissected an article published by *Nature* and written by 19 authors detailing *alleged* 'sequencing of a complete viral genome' of the 'new SARS-CoV-2 virus'. This computer-modelled *in silico* genome was used as a template for all subsequent genome sequencing experiments that resulted in the so-called variants which he said now number more than *6,000*. The fake genome was constructed from more than 56 million individual short strands of RNA. Those little pieces were assembled into longer pieces by finding areas of overlapping sequences. The computer programs created over two million possible combinations from which the authors simply chose the longest one. They then compared this to a 'bat virus' and the computer 'alignment' rearranged the sequence and filled in the gaps! They called this computer-generated abomination the 'complete genome'. Dr Tom Cowan, a fellow medical author and collaborator with Kaufman, said such computer-generation constitutes scientific fraud and he makes this superb analogy:

> Here is an equivalency: A group of researchers claim to have found a unicorn because they found a piece of a hoof, a hair from a tail, and a snippet of a horn. They then add that information into a computer and program it to re-create the unicorn, and they then claim this computer re-creation is the real unicorn. Of course, they had never actually seen a unicorn so could not possibly have examined its genetic makeup to compare their samples with the actual unicorn's hair, hooves and horn.
>
> The researchers claim they decided which is the real genome of SARS-CoV-2 by 'consensus', sort of like a vote. Again, different computer programs will come up with different versions of the imaginary 'unicorn', so they come together as a group and decide which is the real imaginary unicorn.

This is how the 'virus' that has transformed the world was brought into fraudulent 'existence'. Extraordinary, yes, but as the Nazis said the bigger the lie the more will believe it. Cowan, however, wasn't finished and he went on to identify what he called the real blockbuster in the paper. He quotes this section from a paper written

by virologists and published by the CDC and then explains what it means:

Therefore, we examined the capacity of SARS-CoV-2 to infect and replicate in several common primate and human cell lines, including human adenocarcinoma cells (A549), human liver cells (HUH 7.0), and human embryonic kidney cells (HEK-293T). In addition to Vero E6 and Vero CCL81 cells. ... Each cell line was inoculated at high multiplicity of infection and examined 24h post-infection.

No CPE was observed in any of the cell lines except in Vero cells, which grew to greater than 10 to the 7th power at 24 h post-infection. In contrast, HUH 7.0 and 293T showed only modest viral replication, and A549 cells were incompatible with SARS CoV-2 infection.

Cowan explains that when virologists attempt to prove infection they have three possible 'hosts' or models on which they can test. The first was humans. Exposure to humans was generally not done for ethical reasons and has never been done with SARS-CoV-2 or any coronavirus. The second possible host was animals. Cowan said that forgetting for a moment that they never actually use purified virus when exposing animals they do use solutions that they *claim* contain the virus. Exposure to animals has been done with SARS-CoV-2 in an experiment involving mice and this is what they found: *None of the wild (normal) mice got sick*. In a group of genetically-modified mice, a statistically insignificant number lost weight and had slightly bristled fur, but they experienced nothing like the illness called 'Covid-19'. Cowan said the third method – the one they mostly rely on – is to inoculate solutions they *say* contain the virus onto a variety of tissue cultures. This process had never been shown to kill tissue *unless* the sample material was starved of nutrients and poisoned as *part of the process*. Yes, incredibly, in tissue experiments designed to show the 'virus' is responsible for killing the tissue they starve the tissue of nutrients and add toxic drugs including antibiotics and they do not have control studies to see if it's the starvation and poisoning that is degrading the tissue rather than the 'virus' they allege to be in there somewhere. You want me to pinch you? Yep, I understand. Tom Cowan said this about the whole nonsensical farce as he explains what that quote from the CDC paper really means:

The shocking thing about the above quote is that using their own methods, the virologists found that solutions containing SARS-CoV-2 – even in high amounts – were NOT, I repeat NOT, infective to any of the three human tissue cultures they tested. In plain English, this means they proved, on their terms, that this 'new coronavirus' is not infectious to human beings. It is ONLY infective to monkey kidney cells, and only then when you add two potent drugs (gentamicin and amphotericin), known to be toxic to kidneys, to the mix.

My friends, read this again and again. These virologists, published by the CDC, performed a clear proof, on their terms, showing that the SARS-CoV-2 virus is harmless to human beings. That is the only possible conclusion, but, unfortunately, this result is not even mentioned in their conclusion. They simply say they can provide virus stocks cultured only on monkey Vero cells, thanks for coming.

Cowan concluded: 'If people really understood how this "science" was done, I would hope they would storm the gates and demand honesty, transparency and truth.' Dr Michael Yeadon, former Vice President and Chief Scientific Adviser at drug giant Pfizer has been a vocal critic of the 'Covid vaccine' and its potential for multiple harm. He said in an interview in April, 2021, that 'not one [vaccine] has the virus. He was asked why vaccines normally using a 'dead' version of a disease to activate the immune system were not used for 'Covid' and instead we had the synthetic methods of the 'mRNA Covid vaccine'. Yeadon said that to do the former 'you'd have to have some of [the virus] wouldn't you?' He added: 'No-one's got any – seriously.' Yeadon said that surely they couldn't have fooled the whole world for a year without having a virus, 'but oddly enough ask around – no one's got it'. He didn't know why with all the 'great labs' around the world that the virus had not been isolated – 'Maybe they've been too busy running bad PCR tests and vaccines that people don't need.' What is today called 'science' is not 'science' at all. Science is no longer what is, but whatever people can be manipulated to *believe* that it is. Real science has been hijacked by the Cult to dispense and produce the 'expert scientists' and contentions that suit the agenda of the Cult. How big-time this has happened with the 'Covid' hoax which is entirely based on fake science delivered by fake 'scientists' and fake 'doctors'. The human-caused climate change hoax is also entirely based on fake science delivered by fake 'scientists' and fake 'climate experts'. In both cases real

scientists, climate experts and doctors have their views suppressed and deleted by the Cult-owned science establishment, media and Silicon Valley. This is the 'science' that politicians claim to be 'following' and a common denominator of 'Covid' and climate are Cult psychopaths Bill Gates and his mate Klaus Schwab at the Gates-funded World Economic Forum. But, don't worry, it's all just a coincidence and absolutely nothing to worry about. *Zzzzzzzz*.

What is a 'virus' REALLY?

Dr Tom Cowan is one of many contesting the very existence of viruses let alone that they cause disease. This is understandable when there is no scientific evidence for a disease-causing 'virus'. German virologist Dr Stefan Lanka won a landmark case in 2017 in the German Supreme Court over his contention that there is no such thing as a measles virus. He had offered a big prize for anyone who could prove there is and Lanka won his case when someone sought to claim the money. There is currently a prize of more than 225,000 euros on offer from an Isolate Truth Fund for anyone who can prove the isolation of SARS-CoV-2 and its genetic substance. Lanka wrote in an article headed 'The Misconception Called Virus' that scientists think a 'virus' is causing tissue to become diseased and degraded when in fact it is the *processes they are using* which do that – not a 'virus'. Lanka has done an important job in making this point clear as Cowan did in his analysis of the CDC paper. Lanka says that all claims about viruses as disease-causing pathogens are wrong and based on 'easily recognisable, understandable and verifiable misinterpretations.' Scientists believed they were working with 'viruses' in their laboratories when they were really working with 'typical particles of specific dying tissues or cells …' Lanka said that the tissue decaying process claimed to be caused by a 'virus' still happens when no alleged 'virus' is involved. It's the *process* that does the damage and not a 'virus'. The genetic sample is deprived of nutrients, removed from its energy supply through removal from the body and then doused in toxic antibiotics to remove any bacteria. He confirms again that establishment scientists do not (pinch me)

conduct control experiments to see if this is the case and if they did they would see the claims that 'viruses' are doing the damage is nonsense. He adds that during the measles 'virus' court case he commissioned an independent laboratory to perform just such a control experiment and the result was that the tissues and cells died in the exact same way as with alleged 'infected' material. This is supported by a gathering number of scientists, doctors and researchers who reject what is called 'germ theory' or the belief in the body being infected by contagious sources emitted by other people. Researchers Dawn Lester and David Parker take the same stance in their highly-detailed and sourced book *What Really Makes You Ill – Why everything you thought you knew about disease is wrong* which was recommended to me by a number of medical professionals genuinely seeking the truth. Lester and Parker say there is no provable scientific evidence to show that a 'virus' can be transmitted between people or people and animals or animals and people:

> The definition also claims that viruses are the cause of many diseases, as if this has been definitively proven. But this is not the case; there is no original scientific evidence that definitively demonstrates that any virus is the cause of any disease. The burden of proof for any theory lies with those who proposed it; but none of the existing documents provides 'proof' that supports the claim that 'viruses' are pathogens.

Dr Tom Cowan employs one of his clever analogies to describe the process by which a 'virus' is named as the culprit for a disease when what is called a 'virus' is only material released by cells detoxing themselves from infiltration by chemical or radiation poisoning. The tidal wave of technologically-generated radiation in the 'smart' modern world plus all the toxic food and drink are causing this to happen more than ever. Deluded 'scientists' misread this as a gathering impact of what they wrongly label 'viruses'.

Paper can infect houses

Cowan said in an article for davidicke.com – with his tongue only mildly in his cheek – that he believed he had made a tremendous

discovery that may revolutionise science. He had discovered that small bits of paper are alive, 'well alive-ish', can 'infect' houses, and then reproduce themselves inside the house. The result was that this explosion of growth in the paper inside the house causes the house to explode, blowing it to smithereens. His evidence for this new theory is that in the past months he had carefully examined many of the houses in his neighbourhood and found almost no scraps of paper on the lawns and surrounds of the house. There was an occasional stray label, but nothing more. Then he would return to these same houses a week or so later and with a few, not all of them, particularly the old and decrepit ones, he found to his shock and surprise they were littered with stray bits of paper. He knew then that the paper had infected these houses, made copies of itself, and blew up the house. A young boy on a bicycle at one of the sites told him he had seen a demolition crew using dynamite to explode the house the previous week, but Cowan dismissed this as the idle thoughts of silly boys because 'I was on to something big'. He was on to how 'scientists' mistake genetic material in the detoxifying process for something they call a 'virus'. Cowan said of his house and paper story:

> If this sounds crazy to you, it's because it should. This scenario is obviously nuts. But consider this admittedly embellished, for effect, current viral theory that all scientists, medical doctors and virologists currently believe.

He takes the example of the 'novel SARS-Cov2' virus to prove the point. First they take someone with an undefined illness called 'Covid-19' and don't even attempt to find any virus in their sputum. Never mind the scientists still describe how this 'virus', which they have not located attaches to a cell receptor, injects its genetic material, in 'Covid's' case, RNA, into the cell. The RNA once inserted exploits the cell to reproduce itself and makes 'thousands, nay millions, of copies of itself … Then it emerges victorious to claim its next victim':

If you were to look in the scientific literature for proof, actual scientific proof, that uniform SARS-CoV2 viruses have been properly isolated from the sputum of a sick person, that actual spike proteins could be seen protruding from the virus (which has not been found), you would find that such evidence doesn't exist.

If you go looking in the published scientific literature for actual pictures, proof, that these spike proteins or any viral proteins are ever attached to any receptor embedded in any cell membrane, you would also find that no such evidence exists. If you were to look for a video or documented evidence of the intact virus injecting its genetic material into the body of the cell, reproducing itself and then emerging victorious by budding off the cell membrane, you would find that no such evidence exists.

The closest thing you would find is electron micrograph pictures of cellular particles, possibly attached to cell debris, both of which to be seen were stained by heavy metals, a process that completely distorts their architecture within the living organism. This is like finding bits of paper stuck to the blown-up bricks, thereby proving the paper emerged by taking pieces of the bricks on its way out.

The Enders baloney

Cowan describes the 'Covid' story as being just as make-believe as his paper story and he charts back this fantasy to a Nobel Prize winner called John Enders (1897-1985), an American biomedical scientist who has been dubbed 'The Father of Modern Vaccines'. Enders is claimed to have 'discovered' the process of the viral culture which 'proved' that a 'virus' caused measles. Cowan explains how Enders did this 'by using the EXACT same procedure that has been followed by every virologist to find and characterize every new virus since 1954'. Enders took throat swabs from children with measles and immersed them in 2ml of milk. Penicillin (100u/ml) and the antibiotic streptomycin (50,g/ml) were added and the whole mix was centrifuged – rotated at high speed to separate large cellular debris from small particles and molecules as with milk and cream, for example. Cowan says that if the aim is to find little particles of genetic material ('viruses') in the snot from children with measles it would seem that the last thing you would do is mix the snot with other material – milk –that also has genetic material. 'How are you ever going to know whether whatever you found came from the snot or the milk?' He points out that streptomycin is a 'nephrotoxic' or poisonous-to-the-kidney drug. You will see the relevance of that

shortly. Cowan says that it gets worse, much worse, when Enders describes the culture medium upon which the virus 'grows': 'The culture medium consisted of bovine amniotic fluid (90%), beef embryo extract (5%), horse serum (5%), antibiotics and phenol red as an indicator of cell metabolism.' Cowan asks incredulously: 'Did he just say that the culture medium also contained fluids and tissues that are themselves rich sources of genetic material?' The genetic cocktail, or 'medium', is inoculated onto tissue and cells from rhesus monkey *kidney* tissue. This is where the importance of streptomycin comes in and currently-used antimicrobials and other drugs that are *poisonous to kidneys* and used in ALL modern viral cultures (e.g. gentamicin, streptomycin, and amphotericin). Cowan asks: 'How are you ever going to know from this witch's brew where any genetic material comes from as we now have five different sources of rich genetic material in our mix?' Remember, he says, that all genetic material, whether from monkey kidney tissues, bovine serum, milk, etc., is made from the exact same components. The same central question returns: 'How are you possibly going to know that it was the virus that killed the kidney tissue and not the toxic antibiotic and starvation rations on which you are growing the tissue?' John Enders answered the question himself – *you can't*:

A second agent was obtained from an uninoculated culture of monkey kidney cells. The cytopathic changes [death of the cells] it induced in the unstained preparations could not be distinguished with confidence from the viruses isolated from measles.

The death of the cells ('cytopathic changes') happened in exactly the same manner, whether they inoculated the kidney tissue with the measles snot or not, Cowan says. 'This is evidence that the destruction of the tissue, the very proof of viral causation of illness, was not caused by anything in the snot because they saw the same destructive effect when the snot was not even used … the cytopathic, i.e., cell-killing, changes come from the process of the culture itself, not from any virus in any snot, period.' Enders quotes in his 1957 paper a virologist called Ruckle as reporting similar findings 'and in addition has isolated an agent from monkey kidney tissue that is so

far indistinguishable from human measles virus'. In other words, Cowan says, these particles called 'measles viruses' are simply and clearly breakdown products of the starved and poisoned tissue. For measles 'virus' see all 'viruses' including the so-called 'Covid virus'. Enders, the 'Father of Modern Vaccines', also said:

There is a potential risk in employing cultures of primate cells for the production of vaccines composed of attenuated virus, since the presence of other agents possibly latent in primate tissues cannot be definitely excluded by any known method.

Cowan further quotes from a paper published in the journal *Viruses* in May, 2020, while the 'Covid pandemic' was well underway in the media if not in reality. 'EVs' here refers to particles of genetic debris from our own tissues, such as exosomes of which more in a moment: 'The remarkable resemblance between EVs and viruses has caused quite a few problems in the studies focused on the analysis of EVs released during viral infections.' Later the paper adds that to date a reliable method that can actually guarantee a complete separation (of EVs from viruses) DOES NOT EXIST. This was published at a time when a fairy tale 'virus' was claimed in total certainty to be causing a fairy tale 'viral disease' called 'Covid-19' – a fairy tale that was already well on the way to transforming human society in the image that the Cult has worked to achieve for so long. Cowan concludes his article:

To summarize, there is no scientific evidence that pathogenic viruses exist. What we think of as 'viruses' are simply the normal breakdown products of dead and dying tissues and cells. When we are well, we make fewer of these particles; when we are starved, poisoned, suffocated by wearing masks, or afraid, we make more.

There is no engineered virus circulating and making people sick. People in laboratories all over the world are making genetically modified products to make people sick. These are called vaccines. There is no virome, no 'ecosystem' of viruses, viruses are not 8%, 50% or 100 % of our genetic material. These are all simply erroneous ideas based on the misconception called a virus.

What is 'Covid'? Load of bollocks

The background described here by Cowan and Lanka was emphasised in the first video presentation that I saw by Dr Andrew Kaufman when he asked whether the 'Covid virus' was in truth a natural defence mechanism of the body called 'exosomes'. These are released by cells when in states of toxicity – see the same themes returning over and over. They are released ever more profusely as chemical and radiation toxicity increases and think of the potential effect therefore of 5G alone as its destructive frequencies infest the human energetic information field with a gathering pace (5G went online in Wuhan in 2019 as the 'virus' emerged). I'll have more about this later. Exosomes transmit a warning to the rest of the body that 'Houston, we have a problem'. Kaufman presented images of exosomes and compared them with 'Covid' under an electron microscope and the similarity was remarkable. They both attach to the same cell receptors (*claimed* in the case of 'Covid'), contain the same genetic material in the form of RNA or ribonucleic acid, and both are found in 'viral cell cultures' with damaged or dying cells. James Hildreth MD, President and Chief Executive Officer of the Meharry Medical College at Johns Hopkins, said: 'The virus is fully an exosome in every sense of the word.' Kaufman's conclusion was that there is no 'virus': 'This entire pandemic is a completely manufactured crisis … there is no evidence of anyone dying from [this] illness.' Dr Tom Cowan and Sally Fallon Morell, authors of *The Contagion Myth*, published a statement with Dr Kaufman in February, 2021, explaining why the 'virus' does not exist and you can read it that in full in the Appendix.

'Virus' theory can be traced to the 'cell theory' in 1858 of German physician Rudolf Virchow (1821-1920) who contended that disease originates from a single cell infiltrated by a 'virus'. Dr Stefan Lanka said that findings and insights with respect to the structure, function and central importance of tissues in the creation of life, which were already known in 1858, comprehensively refute the cell theory. Virchow ignored them. We have seen the part later played by John Enders in the 1950s and Lanka notes that infection theories were only established as a global dogma through the policies and

eugenics of the Third Reich in Nazi Germany (creation of the same Sabbatian cult behind the 'Covid' hoax). Lanka said: 'Before 1933, scientists dared to contradict this theory; after 1933, these critical scientists were silenced'. Dr Tom Cowan's view is that ill-heath is caused by too much of something, too little of something, or toxification from chemicals and radiation – not contagion. We must also highlight as a major source of the 'virus' theology a man still called the 'Father of Modern Virology' – Thomas Milton Rivers (1888-1962). There is no way given the Cult's long game policy that it was a coincidence for the 'Father of Modern Virology' to be director of the Rockefeller Institute for Medical Research from 1937 to 1956 when he is credited with making the Rockefeller Institute a leader in 'viral research'. Cult Rockefellers were the force behind the creation of Big Pharma 'medicine', established the World Health Organisation in 1948, and have long and close associations with the Gates family that now runs the WHO during the pandemic hoax through mega-rich Cult gofer and psychopath Bill Gates.

Only a Renegade Mind can see through all this bullshit by asking the questions that need to be answered, not taking 'no' or prevarication for an answer, and certainly not hiding from the truth in fear of speaking it. Renegade Minds have always changed the world for the better and they will change this one no matter how bleak it may currently appear to be.

CHAPTER SIX

Sequence of deceit

If you tell the truth, you don't have to remember anything
Mark Twain

Against the background that I have laid out this far the sequence that took us from an invented 'virus' in Cult-owned China in late 2019 to the fascist transformation of human society can be seen and understood in a whole new context.

We were told that a deadly disease had broken out in Wuhan and the world media began its campaign (coordinated by behavioural psychologists as we shall see) to terrify the population into unquestioning compliance. We were shown images of Chinese people collapsing in the street which never happened in the West with what was supposed to be the same condition. In the earliest days when alleged cases and deaths were few the fear register was hysterical in many areas of the media and this would expand into the common media narrative across the world. The real story was rather different, but we were never told that. The Chinese government, one of the Cult's biggest centres of global operation, said they had discovered a new illness with flu-like and pneumonia-type symptoms in a city with such toxic air that it is overwhelmed with flu-like symptoms, pneumonia and respiratory disease. Chinese scientists said it was a new – 'novel' – coronavirus which they called Sars-Cov-2 and that it caused a disease they labelled 'Covid-19'. There was no evidence for this and the 'virus' has never to this day been isolated, purified and its genetic code established from that. It

was from the beginning a computer-generated fiction. Stories of Chinese whistleblowers saying the number of deaths was being supressed or that the 'new disease' was related to the Wuhan bio-lab misdirected mainstream and alternative media into cul-de-sacs to obscure the real truth – there was no 'virus'.

Chinese scientists took genetic material from the lung fluid of just a few people and said they had found a 'new' disease when this material had a wide range of content. There was no evidence for a 'virus' for the very reasons explained in the last two chapters. The 'virus' has never been shown to (a) exist and (b) cause any disease. People were diagnosed on symptoms that are so widespread in Wuhan and polluted China and with a PCR test that can't detect infectious disease. On this farce the whole global scam was sold to the rest of the world which would also diagnose respiratory disease as 'Covid-19' from symptoms alone or with a PCR test not testing for a 'virus'. Flu miraculously disappeared *worldwide* in 2020 and into 2021 as it was redesignated 'Covid-19'. It was really the same old flu with its 'flu-like' symptoms attributed to 'flu-like' 'Covid-19'. At the same time with very few exceptions the Chinese response of draconian lockdown and fascism was the chosen weapon to respond across the West as recommended by the Cult-owned Tedros at the Cult-owned World Health Organization run by the Cult-owned Gates. All was going according to plan. Chinese scientists – everything in China is controlled by the Cult-owned government – compared their contaminated RNA lung-fluid material with other RNA sequences and said it appeared to be just under 80 percent identical to the SARS-CoV-1 'virus' claimed to be the cause of the SARS (severe acute respiratory syndrome) 'outbreak' in 2003. They decreed that because of this the 'new virus' had to be related and they called it SARS-CoV-2. There are some serious problems with this assumption and *assumption* was all it was. Most 'factual' science turns out to be assumptions repeated into everyone-knows-that. A match of under 80-percent is meaningless. Dr Kaufman makes the point that there's a *96 percent* genetic correlation between humans and chimpanzees, but 'no one would say our genetic material is part

of the chimpanzee family'. Yet the Chinese authorities were claiming that a much lower percentage, less than 80 percent, proved the existence of a new 'coronavirus'. For goodness sake human DNA is 60 percent similar to a *banana*.

You are feeling sleepy

The entire 'Covid' hoax is a global Psyop, a psychological operation to program the human mind into believing and fearing a complete fantasy. A crucial aspect of this was what *appeared* to happen in Italy. It was all very well streaming out daily images of an alleged catastrophe in Wuhan, but to the Western mind it was still on the other side of the world in a very different culture and setting. A reaction of 'this could happen to me and my family' was still nothing like as intense enough for the mind-doctors. The Cult needed a Western example to push people over that edge and it chose Italy, one of its major global locations going back to the Roman Empire. An Italian 'Covid' crisis was manufactured in a particular area called Lombardy which just happens to be notorious for its toxic air and therefore respiratory disease. Wuhan, China, déjà vu. An hysterical media told horror stories of Italians dying from 'Covid' in their droves and how Lombardy hospitals were being overrun by a tidal wave of desperately ill people needing treatment after being struck down by the 'deadly virus'. Here was the psychological turning point the Cult had planned. Wow, if this is happening in Italy, the Western mind concluded, this indeed could happen to me and my family. Another point is that Italian authorities responded by following the Chinese blueprint so vehemently recommended by the Cult-owned World Health Organization. They imposed fascistic lockdowns on the whole country viciously policed with the help of surveillance drones sweeping through the streets seeking out anyone who escaped from mass house arrest. Livelihoods were destroyed and psychology unravelled in the way we have witnessed since in all lockdown countries. Crucial to the plan was that Italy responded in this way to set the precedent of suspending freedom and imposing fascism in a 'Western liberal democracy'. I emphasised in an

animated video explanation on davidicke.com posted in the summer of 2020 how important it was to the Cult to expand the Chinese lockdown model across the West. Without this, and the bare-faced lie that non-symptomatic people could still transmit a 'disease' they didn't have, there was no way locking down the whole population, sick and not sick, could be pulled off. At just the right time and with no evidence Cult operatives and gofers claimed that people without symptoms could pass on the 'disease'. In the name of protecting the 'vulnerable' like elderly people, who lockdowns would kill by the tens of thousands, we had for the first time healthy people told to isolate as well as the sick. The great majority of people who tested positive had no symptoms because there was nothing wrong with them. It was just a trick made possible by a test not testing for the 'virus'.

Months after my animated video the Gates-funded Professor Neil Ferguson at the Gates-funded Imperial College confirmed that I was right. He didn't say it in those terms, naturally, but he did say it. Ferguson will enter the story shortly for his outrageously crazy 'computer models' that led to Britain, the United States and many other countries following the Chinese and now Italian methods of response. Put another way, following the Cult script. Ferguson said that SAGE, the UK government's scientific advisory group which has controlled 'Covid' policy from the start, wanted to follow the Chinese lockdown model (while they all continued to work and be paid), but they wondered if they could possibly, in Ferguson's words, 'get away with it in Europe'. 'Get away with it'? Who the hell do these moronic, arrogant people think they are? This appalling man Ferguson said that once Italy went into national lockdown they realised they, too, could mimic China:

> It's a communist one-party state, we said. We couldn't get away with it in Europe, we thought … and then Italy did it. And we realised we could. Behind this garbage from Ferguson is a simple fact: Doing the same as China in every country was the plan from the start and Ferguson's 'models' would play a central role in achieving that. It's just a coincidence, of course, and absolutely nothing to worry your little head about.

Oops, sorry, our mistake

Once the Italian segment of the Psyop had done the job it was designed to do a very different story emerged. Italian authorities revealed that 99 percent of those who had 'died from Covid-19' in Italy had one, two, three, or more 'co-morbidities' or illnesses and health problems that could have ended their life. The US Centers for Disease Control and Prevention (CDC) published a figure of 94 percent for Americans dying of 'Covid' while having other serious medical conditions – on average two to three (some five or six) other potential causes of death. In terms of death from an unproven 'virus' I say it is 100 percent. The other one percent in Italy and six percent in the US would presumably have died from 'Covid's' flu-like symptoms with a range of other possible causes in conjunction with a test not testing for the 'virus'. Fox News reported that even more startling figures had emerged in one US county in which 410 of 422 deaths attributed to 'Covid-19' had other potentially deadly health conditions. The Italian National Health Institute said later that the average age of people dying with a 'Covid-19' diagnosis in Italy was about 81. Ninety percent were over 70 with ten percent over 90. In terms of other reasons to die some 80 percent had two or more chronic diseases with half having three or more including cardiovascular problems, diabetes, respiratory problems and cancer. Why is the phantom 'Covid-19' said to kill overwhelmingly old people and hardly affect the young? Old people continually die of many causes and especially respiratory disease which you can re-diagnose 'Covid-19' while young people die in tiny numbers by comparison and rarely of respiratory disease. Old people 'die of Covid' because they die of other things that can be redesignated 'Covid' and it really is that simple.

Flu has flown

The blueprint was in place. Get your illusory 'cases' from a test not testing for the 'virus' and redesignate other causes of death as 'Covid-19'. You have an instant 'pandemic' from something that is nothing more than a computer-generated fiction. With near-on a

billion people having 'flu-like' symptoms every year the potential was limitless and we can see why flu quickly and apparently miraculously disappeared *worldwide* by being diagnosed 'Covid-19'. The painfully bloody obvious was explained away by the childlike media in headlines like this in the UK '*Independent*': 'Not a single case of flu detected by Public Health England this year as Covid restrictions suppress virus'. I kid you not. The masking, social distancing and house arrest that did not make the 'Covid virus' disappear somehow did so with the 'flu virus'. Even worse the article, by a bloke called Samuel Lovett, suggested that maybe the masking, sanitising and other 'Covid' measures should continue to keep the flu away. With a ridiculousness that disturbs your breathing (it's 'Covid-19') the said Lovett wrote: 'With widespread social distancing and mask-wearing measures in place throughout the UK, the usual routes of transmission for influenza have been blocked.' He had absolutely no evidence to support that statement, but look at the consequences of him acknowledging the obvious. With flu not disappearing at all and only being relabelled 'Covid-19' he would have to contemplate that 'Covid' was a hoax on a scale that is hard to imagine. You need guts and commitment to truth to even go there and that's clearly something Samuel Lovett does not have in abundance. He would never have got it through the editors anyway.

Tens of thousands die in the United States alone every winter from flu including many with pneumonia complications. CDC figures record *45 million* Americans diagnosed with flu in 2017-2018 of which 61,000 died and some reports claim 80,000. Where was the same hysteria then that we have seen with 'Covid-19'? Some 250,000 Americans are admitted to hospital with pneumonia every year with about 50,000 cases proving fatal. About 65 million suffer respiratory disease every year and three million deaths makes this the third biggest cause of death worldwide. You only have to redesignate a portion of all these people 'Covid-19' and you have an instant global pandemic or the *appearance* of one. Why would doctors do this? They are told to do this and all but a few dare not refuse those who must be obeyed. Doctors in general are not researching their own

knowledge and instead take it direct and unquestioned from the authorities that own them and their careers. The authorities say they must now diagnose these symptoms 'Covid-19' and not flu, or whatever, and they do it. Dark suits say put 'Covid-19' on death certificates no matter what the cause of death and the doctors do it. Renegade Minds don't fall for the illusion that doctors and medical staff are all highly-intelligent, highly-principled, seekers of medical truth. *Some are*, but not the majority. They are repeaters, gofers, and yes sir, no sir, purveyors of what the system demands they purvey. The 'Covid' con is not merely confined to diseases of the lungs. Instructions to doctors to put 'Covid-19' on death certificates for anyone dying of *anything* within 28 days (or much more) of a positive test not testing for the 'virus' opened the floodgates. The term dying *with* 'Covid' and not *of* 'Covid' was coined to cover the truth. Whether it was a *with* or an *of* they were all added to the death numbers attributed to the 'deadly virus' compiled by national governments and globally by the Gates-funded Johns Hopkins operation in the United States that was so involved in those 'pandemic' simulations. Fraudulent deaths were added to the ever-growing list of fraudulent 'cases' from false positives from a false test. No wonder Professor Walter Ricciardi, scientific advisor to the Italian minister of health, said after the Lombardy hysteria had done its job that 'Covid' death rates were due to Italy having the second oldest population in the world and to *how hospitals record deaths*:

The way in which we code deaths in our country is very generous in the sense that all the people who die in hospitals with the coronavirus are deemed to be dying of the coronavirus. On re-evaluation by the National Institute of Health, only 12 per cent of death certificates have shown a direct causality from coronavirus, while 88 per cent of patients who have died have at least one pre-morbidity – many had two or three.

This is extraordinary enough when you consider the propaganda campaign to use Italy to terrify the world, but how can they even say twelve percent were genuine when the 'virus' has not been shown to exist, its 'code' is a computer program, and diagnosis comes from a test not testing for it? As in China, and soon the world, 'Covid-19' in

Italy was a redesignation of diagnosis. Lies and corruption were to become the real 'pandemic' fuelled by a pathetically-compliant medical system taking its orders from the tiny few at the top of their national hierarchy who answered to the World Health Organization which answers to Gates and the Cult. Doctors were told – ordered – to diagnose a particular set of symptoms 'Covid-19' and put that on the death certificate for any cause of death if the patient had tested positive with a test not testing for the virus or had 'Covid' symptoms like the flu. The United States even introduced big financial incentives to manipulate the figures with hospitals receiving £4,600 from the Medicare system for diagnosing someone with regular pneumonia, $13,000 if they made the diagnosis from the same symptoms 'Covid-19' pneumonia, and $39, 000 if they put a 'Covid' diagnosed patient on a ventilator that would almost certainly kill them. A few – painfully and pathetically few – medical whistleblowers revealed (before Cult-owned YouTube deleted their videos) that they had been instructed to 'let the patient crash' and put them straight on a ventilator instead of going through a series of far less intrusive and dangerous methods as they would have done before the pandemic hoax began and the financial incentives kicked in. We are talking cold-blooded murder given that ventilators are so damaging to respiratory systems they are usually the last step before heaven awaits. Renegade Minds never fall for the belief that people in white coats are all angels of mercy and cannot be full-on psychopaths. I have explained in detail in *The Answer* how what I am describing here played out across the world coordinated by the World Health Organization through the medical hierarchies in almost every country.

Medical scientist calls it

Information about the non-existence of the 'virus' began to emerge for me in late March, 2020, and mushroomed after that. I was sent an email by Sir Julian Rose, a writer, researcher, and organic farming promotor, from a medical scientist friend of his in the United States. Even at that early stage in March the scientist was able to explain

how the 'Covid' hoax was being manipulated. He said there were no reliable tests for a specific 'Covid-19 virus' and nor were there any reliable agencies or media outlets for reporting numbers of actual 'Covid-19' cases. We have seen in the long period since then that he was absolutely right. 'Every action and reaction to Covid-19 is based on totally flawed data and we simply cannot make accurate assessments,' he said. Most people diagnosed with 'Covid-19' were showing nothing more than cold and flu-like symptoms 'because most coronavirus strains *are* nothing more than cold/flu-like symptoms'. We had farcical situations like an 84-year-old German man testing positive for 'Covid-19' and his nursing home ordered to quarantine only for him to be found to have a common cold. The scientist described back then why PCR tests and what he called the 'Mickey Mouse test kits' were useless for what they were claimed to be identifying. 'The idea these kits can isolate a specific virus like Covid-19 is nonsense,' he said. Significantly, he pointed out that 'if you want to create a totally false panic about a totally false pandemic – pick a coronavirus'. This is exactly what the Cult-owned Gates, World Economic Forum and Johns Hopkins University did with their Event 201 'simulation' followed by their real-life simulation called the 'pandemic'. The scientist said that all you had to do was select the sickest of people with respiratory-type diseases in a single location – 'say Wuhan' – and administer PCR tests to them. You can then claim that anyone showing 'viral sequences' similar to a coronavirus 'which will inevitably be quite a few' is suffering from a 'new' disease:

> Since you already selected the sickest flu cases a fairly high proportion of your sample will go on to die. You can then say this 'new' virus has a CFR [case fatality rate] higher than the flu and use this to infuse more concern and do more tests which will of course produce more 'cases', which expands the testing, which produces yet more 'cases' and so on and so on. Before long you have your 'pandemic', and all you have done is use a simple test kit trick to convert the worst flu and pneumonia cases into something new that doesn't ACTUALLY EXIST [my emphasis].

He said that you then 'just run the same scam in other countries' and make sure to keep the fear message running high 'so that people

will feel panicky and less able to think critically'. The only problem to overcome was the fact *there is no* actual new deadly pathogen and only regular sick people. This meant that deaths from the 'new deadly pathogen' were going to be way too low for a real new deadly virus pandemic, but he said this could be overcome in the following ways – all of which would go on to happen:

1. You can claim this is just the beginning and more deaths are imminent [you underpin this with fantasy 'computer projections']. Use this as an excuse to quarantine everyone and then claim the quarantine prevented the expected millions of dead.

2. You can [say that people] 'minimizing' the dangers are irresponsible and bully them into not talking about numbers.

3. You can talk crap about made up numbers hoping to blind people with pseudoscience.

4. You can start testing well people (who, of course, will also likely have shreds of coronavirus [RNA] in them) and thus inflate your 'case figures' with 'asymptomatic carriers' (you will of course have to spin that to sound deadly even though any virologist knows the more symptom-less cases you have the less deadly is your pathogen).

The scientist said that if you take these simple steps 'you can have your own entirely manufactured pandemic up and running in weeks'. His analysis made so early in the hoax was brilliantly prophetic of what would actually unfold. Pulling all the information together in these recent chapters we have this is simple 1, 2, 3, of how you can delude virtually the entire human population into believing in a 'virus' that doesn't exist:

- A 'Covid case' is someone who tests positive with a test not testing for the 'virus'.

- A 'Covid death' is someone who dies of *any cause* within 28 days (or much longer) of testing positive with a test not testing for the 'virus.

- Asymptomatic means there is nothing wrong with you, but they claim you can pass on what you don't have to justify locking

down (quarantining) healthy people in totality.

The foundations of the hoax are that simple. A study involving ten million people in Wuhan, published in November, 2020, demolished the whole lie about those without symptoms passing on the 'virus'. They found '300 asymptomatic cases' and traced their contacts to find that not one of them was detected with the 'virus'. 'Asymptomatic' patients and their contacts were isolated for no less than two weeks and nothing changed. I know it's all crap, but if you are going to claim that those without symptoms can transmit 'the virus' then you must produce evidence for that and they never have. Even World Health Organization official Dr Maria Van Kerkhove, head of the emerging diseases and zoonosis unit, said as early as June, 2020, that she doubted the validity of asymptomatic transmission. She said that 'from the data we have, it still seems to be rare that an asymptomatic person actually transmits onward to a secondary individual' and by 'rare' she meant that she couldn't cite any case of asymptomatic transmission.

The Ferguson factor

The problem for the Cult as it headed into March, 2020, when the script had lockdown due to start, was that despite all the manipulation of the case and death figures they still did not have enough people alleged to have died from 'Covid' to justify mass house arrest. This was overcome in the way the scientist described: 'You can claim this is just the beginning and more deaths are imminent … Use this as an excuse to quarantine everyone and then claim the quarantine prevented the expected millions of dead.' Enter one Professor Neil Ferguson, the Gates-funded 'epidemiologist' at the Gates-funded Imperial College in London. Ferguson is Britain's Christian Drosten in that he has a dire record of predicting health outcomes, but is still called upon to advise government on the next health outcome when another 'crisis' comes along. This may seem to be a strange and ridiculous thing to do. Why would you keep turning for policy guidance to people who have a history of being

monumentally wrong? Ah, but it makes sense from the Cult point of view. These 'experts' keep on producing predictions that suit the Cult agenda for societal transformation and so it was with Neil Ferguson as he revealed his horrific (and clearly insane) computer model predictions that allowed lockdowns to be imposed in Britain, the United States and many other countries. Ferguson does not have even an A-level in biology and would appear to have no formal training in computer modelling, medicine or epidemiology, according to Derek Winton, an MSc in Computational Intelligence. He wrote an article somewhat aghast at what Ferguson did which included taking no account of respiratory disease 'seasonality' which means it is far worse in the winter months. Who would have thought that respiratory disease could be worse in the winter? Well, certainly not Ferguson.

The massively China-connected Imperial College and its bizarre professor provided the excuse for the long-incubated Chinese model of human control to travel westward at lightning speed. Imperial College confirms on its website that it collaborates with the Chinese Research Institute; publishes more than 600 research papers every year with Chinese research institutions; has 225 Chinese staff; 2,600 Chinese students – the biggest international group; 7,000 former students living in China which is the largest group outside the UK; and was selected for a tour by China's President Xi Jinping during his state visit to the UK in 2015. The college takes major donations from China and describes itself as the UK's number one university collaborator with Chinese research institutions. The China communist/fascist government did not appear phased by the woeful predictions of Ferguson and Imperial when during the lockdown that Ferguson induced the college signed a five-year collaboration deal with China tech giant Huawei that will have Huawei's indoor 5G network equipment installed at the college's West London tech campus along with an 'AI cloud platform'. The deal includes Chinese sponsorship of Imperial's Venture Catalyst entrepreneurship competition. Imperial is an example of the enormous influence the Chinese government has within British and North American

universities and research centres – and further afield. Up to 200 academics from more than a dozen UK universities are being investigated on suspicion of 'unintentionally' helping the Chinese government build weapons of mass destruction by 'transferring world-leading research in advanced military technology such as aircraft, missile designs and cyberweapons'. Similar scandals have broken in the United States, but it's all a coincidence. Imperial College serves the agenda in many other ways including the promotion of every aspect of the United Nations Agenda 21/2030 (the Great Reset) and produced computer models to show that human-caused 'climate change' is happening when in the real world it isn't. Imperial College is driving the climate agenda as it drives the 'Covid' agenda (both Cult hoaxes) while Patrick Vallance, the UK government's Chief Scientific Adviser on 'Covid', was named Chief Scientific Adviser to the UN 'climate change' conference known as COP26 hosted by the government in Glasgow, Scotland. 'Covid' and 'climate' are fundamentally connected.

Professor Woeful

From Imperial's bosom came Neil Ferguson still advising government despite his previous disasters and it was announced early on that he and other key people like UK Chief Medical Adviser Chris Whitty had caught the 'virus' as the propaganda story was being sold. Somehow they managed to survive and we had Prime Minister Boris Johnson admitted to hospital with what was said to be a severe version of the 'virus' in this same period. His whole policy and demeanour changed when he returned to Downing Street. It's a small world with these government advisors – especially in their communal connections to Gates – and Ferguson had partnered with Whitty to write a paper called 'Infectious disease: Tough choices to reduce Ebola transmission' which involved another scare-story that didn't happen. Ferguson's 'models' predicted that up to150, 000 could die from 'mad cow disease', or BSE, and its version in sheep if it was transmitted to humans. BSE was not transmitted and instead triggered by an organophosphate pesticide used to treat a pest on

cows. Fewer than 200 deaths followed from the human form. Models by Ferguson and his fellow incompetents led to the unnecessary culling of millions of pigs, cattle and sheep in the foot and mouth outbreak in 2001 which destroyed the lives and livelihoods of farmers and their families who had often spent decades building their herds and flocks. Vast numbers of these animals did not have foot and mouth and had no contact with the infection. Another 'expert' behind the cull was Professor Roy Anderson, a computer modeller at Imperial College specialising in the epidemiology of *human*, not animal, disease. Anderson has served on the Bill and Melinda Gates Grand Challenges in Global Health advisory board and chairs another Gates-funded organisation. Gates is everywhere.

In a precursor to the 'Covid' script Ferguson backed closing schools 'for prolonged periods' over the swine flu 'pandemic' in 2009 and said it would affect a third of the world population if it continued to spread at the speed he claimed to be happening. His mates at Imperial College said much the same and a news report said: 'One of the authors, the epidemiologist and disease modeller Neil Ferguson, who sits on the World Health Organisation's emergency committee for the outbreak, said the virus had "full pandemic potential".' Professor Liam Donaldson, the Chris Whitty of his day as Chief Medical Officer, said the worst case could see 30 percent of the British people infected by swine flu with 65,000 dying. Ferguson and Donaldson were indeed proved correct when at the end of the year the number of deaths attributed to swine flu was 392. The term 'expert' is rather liberally applied unfortunately, not least to complete idiots. Swine flu 'projections' were great for GlaxoSmithKline (GSK) as millions rolled in for its Pandemrix influenza vaccine which led to brain damage with children most affected. The British government (taxpayers) paid out more than £60 million in compensation after GSK was given immunity from prosecution. Yet another 'Covid' déjà vu. Swine flu was supposed to have broken out in Mexico, but Dr Wolfgang Wodarg, a German doctor, former member of parliament and critic of the 'Covid' hoax, observed 'the spread of swine flu' in Mexico City at the time. He

said: 'What we experienced in Mexico City was a very mild flu which did not kill more than usual – which killed even fewer people than usual.' Hyping the fear against all the facts is not unique to 'Covid' and has happened many times before. Ferguson is reported to have over-estimated the projected death toll of bird flu (H5N1) by some three million-fold, but bird flu vaccine makers again made a killing from the scare. This is some of the background to the Neil Ferguson who produced the perfectly-timed computer models in early 2020 predicting that half a million people would die in Britain without draconian lockdown and 2.2 million in the United States. Politicians panicked, people panicked, and lockdowns of alleged short duration were instigated to 'flatten the curve' of cases gleaned from a test not testing for the 'virus'. I said at the time that the public could forget the 'short duration' bit. This was an agenda to destroy the livelihoods of the population and force them into mass control through dependency and there was going to be nothing 'short' about it. American researcher Daniel Horowitz described the consequences of the 'models' spewed out by Gates-funded Ferguson and Imperial College:

> What led our government and the governments of many other countries into panic was a single Imperial College of UK study, funded by global warming activists, that predicted 2.2 million deaths if we didn't lock down the country. In addition, the reported 8-9% death rate in Italy scared us into thinking there was some other mutation of this virus that they got, which might have come here.
>
> Together with the fact that we were finally testing and had the ability to actually report new cases, we thought we were headed for a death spiral. But again … we can't flatten a curve if we don't know when the curve started.

How about it *never* started?

Giving them what they want

An investigation by German news outlet *Welt Am Sonntag (World on Sunday)* revealed how in March, 2020, the German government gathered together 'leading scientists from several research institutes and universities' and 'together, they were to produce a [modelling]

paper that would serve as legitimization for further tough political measures'. The Cult agenda was justified by computer modelling not based on evidence or reality; it was specifically constructed to justify the Cult demand for lockdowns all over the world to destroy the independent livelihoods of the global population. All these modellers and everyone responsible for the 'Covid' hoax have a date with a trial like those in Nuremberg after World War Two when Nazis faced the consequences of their war crimes. These corrupt-beyond-belief 'modellers' wrote the paper according to government instructions and it said that that if lockdown measures were lifted then up to one million Germans would die from 'Covid-19' adding that some would die 'agonizingly at home, gasping for breath' unable to be treated by hospitals that couldn't cope. All lies. No matter – it gave the Cult all that it wanted. What did long-time government 'modeller' Neil Ferguson say? If the UK and the United States didn't lockdown half a million would die in Britain and 2.2 million Americans. Anyone see a theme here? 'Modellers' are such a crucial part of the lockdown strategy that we should look into their background and follow the money. Researcher Rosemary Frei produced an excellent article headlined 'The Modelling-paper Mafiosi'. She highlights a guy called John Edmunds, a British epidemiologist, and professor in the Faculty of Epidemiology and Population Health at the London School of Hygiene & Tropical Medicine. He studied at Imperial College. Edmunds is a member of government 'Covid' advisory bodies which have been dictating policy, the New and Emerging Respiratory Virus Threats Advisory Group (NERVTAG) and the Scientific Advisory Group for Emergencies (SAGE).

Ferguson, another member of NERVTAG and SAGE, led the way with the original 'virus' and Edmunds has followed in the 'variant' stage and especially the so-called UK or Kent variant known as the 'Variant of Concern' (VOC) B.1.1.7. He said in a co-written report for the Centre for Mathematical modelling of Infectious Diseases at the London School of Hygiene and Tropical Medicine, with input from the Centre's 'Covid-19' Working Group, that there was 'a realistic

possibility that VOC B.1.1.7 is associated with an increased risk of death compared to non-VOC viruses'. Fear, fear, fear, get the vaccine, fear, fear, fear, get the vaccine. Rosemary Frei reveals that almost all the paper's authors and members of the modelling centre's 'Covid-19' Working Group receive funding from the Bill and Melinda Gates Foundation and/or the associated Gates-funded Wellcome Trust. The paper was published by e-journal *Medr χiv* which only publishes papers not peer-reviewed and the journal was established by an organisation headed by Facebook's Mark Zuckerberg and his missus. What a small world it is. Frei discovered that Edmunds is on the Scientific Advisory Board of the Coalition for Epidemic Preparedness Innovations (CEPI) which was established by the Bill and Melinda Gates Foundation, Klaus Schwab's Davos World Economic Forum and Big Pharma giant Wellcome. CEPI was 'launched in Davos [in 2017] to develop vaccines to stop future epidemics', according to its website. 'Our mission is to accelerate the development of vaccines against emerging infectious diseases and enable equitable access to these vaccines for people during outbreaks.' What kind people they are. Rosemary Frei reveals that Public Health England (PHE) director Susan Hopkins is an author of her organisation's non-peer-reviewed reports on 'new variants'. Hopkins is a professor of infectious diseases at London's Imperial College which is gifted tens of millions of dollars a year by the Bill and Melinda Gates Foundation. Gates-funded modelling disaster Neil Ferguson also co-authors Public Health England reports and he spoke in December, 2020, about the potential danger of the B.1.1.7. 'UK variant' promoted by Gates-funded modeller John Edmunds. When I come to the 'Covid vaccines' the 'new variants' will be shown for what they are – bollocks.

Connections, connections

All these people and modellers are lockdown-obsessed or, put another way, they demand what the Cult demands. Edmunds said in January, 2021, that to ease lockdowns too soon would be a disaster and they had to 'vaccinate much, much, much more widely than the

elderly'. Rosemary Frei highlights that Edmunds is married to Jeanne Pimenta who is described in a LinkedIn profile as director of epidemiology at GlaxoSmithKline (GSK) and she held shares in the company. Patrick Vallance, co-chair of SAGE and the government's Chief Scientific Adviser, is a former executive of GSK and has a deferred bonus of shares in the company worth £600,000. GSK has serious business connections with Bill Gates and is collaborating with mRNA-'vaccine' company CureVac to make 'vaccines' for the new variants that Edmunds is talking about. GSK is planning a 'Covid vaccine' with drug giant Sanofi. Puppet Prime Minister Boris Johnson announced in the spring of 2021 that up to 60 million vaccine doses were to be made at the GSK facility at Barnard Castle in the English North East. Barnard Castle, with a population of just 6,000, was famously visited in breach of lockdown rules in April, 2020, by Johnson aide Dominic Cummings who said that he drove there 'to test his eyesight' before driving back to London. Cummings would be better advised to test his integrity – not that it would take long. The GSK facility had nothing to do with his visit then although I'm sure Patrick Vallance would have been happy to arrange an introduction and some tea and biscuits. Ruthless psychopath Gates has made yet another fortune from vaccines in collaboration with Big Pharma companies and gushes at the phenomenal profits to be made from vaccines – more than a 20-to-1 return as he told one interviewer. Gates also tweeted in December, 2019, with the foreknowledge of what was coming: 'What's next for our foundation? I'm particularly excited about what the next year could mean for one of the best buys in global health: vaccines.'

Modeller John Edmunds is a big promotor of vaccines as all these people appear to be. He's the dean of the London School of Hygiene & Tropical Medicine's Faculty of Epidemiology and Population Health which is primarily funded by the Bill and Melinda Gates Foundation and the Gates-established and funded GAVI vaccine alliance which is the Gates vehicle to vaccinate the world. The organisation Doctors Without Borders has described GAVI as being 'aimed more at supporting drug-industry desires to promote new

products than at finding the most efficient and sustainable means for fighting the diseases of poverty'. But then that's why the psychopath Gates created it. John Edmunds said in a video that the London School of Hygiene & Tropical Medicine is involved in every aspect of vaccine development including large-scale clinical trials. He contends that mathematical modelling can show that vaccines protect individuals and society. That's on the basis of shit in and shit out, I take it. Edmunds serves on the UK Vaccine Network as does Ferguson and the government's foremost 'Covid' adviser, the grim-faced, dark-eyed Chris Whitty. The Vaccine Network says it works 'to support the government to identify and shortlist targeted investment opportunities for the most promising vaccines and vaccine technologies that will help combat infectious diseases with epidemic potential, and to address structural issues related to the UK's broader vaccine infrastructure'. Ferguson is acting Director of the Imperial College Vaccine Impact Modelling Consortium which has funding from the Bill and Melina Gates Foundation and the Gates-created GAVI 'vaccine alliance'. Anyone wonder why these characters see vaccines as the answer to every problem? Ferguson is wildly enthusiastic in his support for GAVI's campaign to vaccine children en masse in poor countries. You would expect someone like Gates who has constantly talked about the need to reduce the population to want to fund vaccines to keep more people alive. I'm sure that's why he does it. The John Edmunds London School of Hygiene & Tropical Medicine (LSHTM) has a Vaccines Manufacturing Innovation Centre which develops, tests and commercialises vaccines. Rosemary Frei writes:

> The vaccines centre also performs affiliated activities like combating 'vaccine hesitancy'. The latter includes the Vaccine Confidence Project. The project's stated purpose is, among other things, 'to provide analysis and guidance for early response and engagement with the public to ensure sustained confidence in vaccines and immunisation'. The Vaccine Confidence Project's director is LSHTM professor Heidi Larson. For more than a decade she's been researching how to combat vaccine hesitancy.

How the bloody hell can blokes like John Edmunds and Neil Ferguson with those connections and financial ties model 'virus' case

and death projections for the government and especially in a way that gives their paymasters like Gates exactly what they want? It's insane, but this is what you find throughout the world.

'Covid' is not dangerous, oops, wait, yes it is

Only days before Ferguson's nightmare scenario made Jackboot Johnson take Britain into a China-style lockdown to save us from a deadly 'virus' the UK government website gov.uk was reporting something very different to Ferguson on a page of official government guidance for 'high consequence infectious diseases (HCID)'. It said this about 'Covid-19':

As of 19 March 2020, COVID-19 *is no longer considered to be a high consequence infectious diseases (HCID) in the UK* [my emphasis]. The 4 nations public health HCID group made an interim recommendation in January 2020 to classify COVID-19 as an HCID. This was based on consideration of the UK HCID criteria about the virus and the disease with information available during the early stages of the outbreak.

Now that more is known about COVID-19, the public health bodies in the UK have reviewed the most up to date information about COVID-19 against the UK HCID criteria. They have determined that several features have now changed; in particular, more information is available about mortality rates (low overall), and there is now greater clinical awareness and a specific and sensitive laboratory test, the availability of which continues to increase. The Advisory Committee on Dangerous Pathogens (ACDP) is also of the opinion that COVID-19 should no longer be classified as an HCID.

Soon after the government had been exposed for downgrading the risk they upgraded it again and everyone was back to singing from the same Cult hymn book. Ferguson and his fellow Gates clones indicated that lockdowns and restrictions would have to continue until a Gates-funded vaccine was developed. Gates said the same because Ferguson and his like were repeating the Gates script which is the Cult script. 'Flatten the curve' became an ongoing nightmare of continuing lockdowns with periods in between of severe restrictions in pursuit of destroying independent incomes and had nothing to do with protecting health about which the Cult gives not a shit. Why wouldn't Ferguson be pushing a vaccine 'solution' when he's owned by vaccine-obsessive Gates who makes a fortune from them and

when Ferguson heads the Vaccine Impact Modelling Consortium at Imperial College funded by the Gates Foundation and GAVI, the 'vaccine alliance', created by Gates as his personal vaccine promotion operation? To compound the human catastrophe that Ferguson's 'models' did so much to create he was later exposed for breaking his own lockdown rules by having sexual liaisons with his married girlfriend Antonia Staats at his home while she was living at another location with her husband and children. Staats was a 'climate' activist and senior campaigner at the Soros-funded Avaaz which I wouldn't trust to tell me that grass is green. Ferguson had to resign as a government advisor over this hypocrisy in May, 2020, but after a period of quiet he was back being quoted by the ridiculous media on the need for more lockdowns and a vaccine rollout. Other government-advising 'scientists' from Imperial College' held the fort in his absence and said lockdown could be indefinite until a vaccine was found. The Cult script was being sung by the payrolled choir. I said there was no intention of going back to 'normal' when the 'vaccine' came because the 'vaccine' is part of a very different agenda that I will discuss in Human 2.0. Why would the Cult want to let the world go back to normal when destroying that normal forever was the whole point of what was happening? House arrest, closing businesses and schools through lockdown, (un)social distancing and masks all followed the Ferguson fantasy models. Again as I predicted (these people are so predictable) when the 'vaccine' arrived we were told that house arrest, lockdown, (un)social distancing and masks would still have to continue. I will deal with the masks in the next chapter because they are of fundamental importance.

Where's the 'pandemic'?

Any mildly in-depth assessment of the figures revealed what was really going on. Cult-funded and controlled organisations still have genuine people working within them such is the number involved. So it is with Genevieve Briand, assistant program director of the Applied Economics master's degree program at Johns Hopkins

University. She analysed the impact that 'Covid-19' had on deaths from *all* causes in the United States using official data from the CDC for the period from early February to early September, 2020. She found that allegedly 'Covid' *related*-deaths exceeded those from heart disease which she found strange with heart disease always the biggest cause of fatalities. Her research became even more significant when she noted the sudden decline in 2020 of *all* non-'Covid' deaths: 'This trend is completely contrary to the pattern observed in all previous years … the total decrease in deaths by other causes almost exactly equals the increase in deaths by Covid-19.' This was such a game, set and match in terms of what was happening that Johns Hopkins University deleted the article on the grounds that it 'was being used to support false and dangerous inaccuracies about the impact of the pandemic'. No – because it exposed the scam from official CDC figures and this was confirmed when those figures were published in January, 2021. Here we can see the effect of people dying from heart attacks, cancer, road accidents and gunshot wounds – *anything* – having 'Covid-19' on the death certificate along with those diagnosed from 'symptoms' who had even not tested positive with a test not testing for the 'virus'. I am not kidding with the gunshot wounds, by the way. Brenda Bock, coroner in Grand County, Colorado, revealed that two gunshot victims tested positive for the 'virus' within the previous 30 days and were therefore classified as 'Covid deaths'. Bock said: 'These two people had tested positive for Covid, but that's not what killed them. A gunshot wound is what killed them.' She said she had not even finished her investigation when the state listed the gunshot victims as deaths due to the 'virus'. The death and case figures for 'Covid-19' are an absolute joke and yet they are repeated like parrots by the media, politicians and alleged medical 'experts'. The official Cult narrative is the only show in town.

Genevieve Briand found that deaths from all causes were not exceptional in 2020 compared with previous years and a Spanish magazine published figures that said the same about Spain which was a 'Covid' propaganda hotspot at one point. *Discovery Salud*, a

health and medicine magazine, quoted government figures which showed how 17,000 *fewer* people died in Spain in 2020 than in 2019 and more than 26,000 fewer than in 2018. The age-standardised mortality rate for England and Wales when age distribution is taken into account was significantly lower in 2020 than the 1970s, 80s and 90s, and was only the ninth highest since 2000. Where is the 'pandemic'?

Post mortems and autopsies virtually disappeared for 'Covid' deaths amid claims that 'virus-infected' bodily fluids posed a risk to those carrying out the autopsy. This was rejected by renowned German pathologist and forensic doctor Klaus Püschel who said that he and his staff had by then done 150 autopsies on 'Covid' patients with no problems at all. He said they were needed to know why some 'Covid' patients suffered blood clots and not severe respiratory infections. The 'virus' is, after all, called SARS or 'severe acute respiratory syndrome'. I highlighted in the spring of 2020 this phenomenon and quoted New York intensive care doctor Cameron Kyle-Sidell who posted a soon deleted YouTube video to say that they had been told to prepare to treat an infectious disease called 'Covid-19', but that was not what they were dealing with. Instead he likened the lung condition of the most severely ill patients to what you would expect with cabin depressurisation in a plane at 30,000 feet or someone dropped on the top of Everest without oxygen or acclimatisation. I have never said this is not happening to a small minority of alleged 'Covid' patients – I am saying this is not caused by a phantom 'contagious virus'. Indeed Kyle-Sidell said that 'Covid-19' was not the disease they were told was coming their way. 'We are operating under a medical paradigm that is untrue,' he said, and he believed they were treating the wrong disease: 'These people are being slowly starved of oxygen.' Patients would take off their oxygen masks in a state of fear and stress and while they were blue in the face on the brink of death. They did not look like patients dying of pneumonia. You can see why they don't want autopsies when their virus doesn't exist and there is another condition in some people that they don't wish to be uncovered. I should add here that

the 5G system of millimetre waves was being rapidly introduced around the world in 2020 and even more so now as they fire 5G at the Earth from satellites. At 60 gigahertz within the 5G range that frequency interacts with the oxygen molecule and stops people breathing in sufficient oxygen to be absorbed into the bloodstream. They are installing 5G in schools and hospitals. The world is not mad or anything. 5G can cause major changes to the lungs and blood as I detail in *The Answer* and these consequences are labelled 'Covid-19', the alleged symptoms of which can be caused by 5G and other electromagnetic frequencies as cells respond to radiation poisoning.

The 'Covid death' scam

Dr Scott Jensen, a Minnesota state senator and medical doctor, exposed 'Covid' Medicare payment incentives to hospitals and death certificate manipulation. He said he was sent a seven-page document by the US Department of Health 'coaching' him on how to fill out death certificates which had never happened before. The document said that he didn't need to have a laboratory test for 'Covid-19' to put that on the death certificate and that shocked him when death certificates are supposed to be about facts. Jensen described how doctors had been 'encouraged, if not pressured' to make a diagnosis of 'Covid-19' if they thought it was probable or *'presumed*'. No positive test was necessary – not that this would have mattered anyway. He said doctors were told to diagnose 'Covid' by symptoms when these were the same as colds, allergies, other respiratory problems, and certainly with influenza which 'disappeared' in the 'Covid' era. A common sniffle was enough to get the dreaded verdict. Ontario authorities decreed that a single care home resident with *one* symptom from a long list must lead to the isolation of the entire home. Other courageous doctors like Jensen made the same point about death figure manipulation and how deaths by other causes were falling while 'Covid-19 deaths' were rising at the same rate due to re-diagnosis. Their videos rarely survive long on YouTube with its Cult-supporting algorithms courtesy of CEO Susan Wojcicki and her bosses at Google. Figure-tampering was so glaring

and ubiquitous that even officials were letting it slip or outright saying it. UK chief scientific adviser Patrick Vallance said on one occasion that 'Covid' on the death certificate doesn't mean 'Covid' was the cause of death (so why the hell is it there?) and we had the rare sight of a BBC reporter telling the truth when she said: 'Someone could be successfully treated for Covid, in say April, discharged, and then in June, get run over by a bus and die … That person would still be counted as a Covid death in England.' Yet the BBC and the rest of the world media went on repeating the case and death figures as if they were real. Illinois Public Health Director Dr Ngozi Ezike revealed the deceit while her bosses must have been clenching their buttocks:

> If you were in a hospice and given a few weeks to live and you were then found to have Covid that would be counted as a Covid death. [There might be] a clear alternate cause, but it is still listed as a Covid death. So everyone listed as a Covid death doesn't mean that was the cause of the death, but that they had Covid at the time of death.

Yes, a 'Covid virus' never shown to exist and tested for with a test not testing for the 'virus'. In the first period of the pandemic hoax through the spring of 2020 the process began of designating almost everything a 'Covid' death and this has continued ever since. I sat in a restaurant one night listening to a loud conversation on the next table where a family was discussing in bewilderment how a relative who had no symptoms of 'Covid', and had died of a long-term problem, could have been diagnosed a death by the 'virus'. I could understand their bewilderment. If they read this book they will know why this medical fraud has been perpetrated the world over.

Some media truth shock

The media ignored the evidence of death certificate fraud until eventually one columnist did speak out when she saw it first-hand. Bel Mooney is a long-time national newspaper journalist in Britain currently working for the *Daily Mail*. Her article on February 19th, 2021, carried this headline: 'My dad Ted passed three Covid tests

and died of a chronic illness yet he's officially one of Britain's 120,000 victims of the virus and is far from alone ... so how many more are there?' She told how her 99-year-old father was in a care home with a long-standing chronic obstructive pulmonary disease and vascular dementia. Maybe, but he was still aware enough to tell her from the start that there was no 'virus' and he refused the 'vaccine' for that reason. His death was not unexpected given his chronic health problems and Mooney said she was shocked to find that 'Covid-19' was declared the cause of death on his death certificate. She said this was a 'bizarre and unacceptable untruth' for a man with long-time health problems who had tested negative twice at the home for the 'virus'. I was also shocked by this story although not by what she said. I had been highlighting the death certificate manipulation for ten months. It was the confirmation that a professional full-time journalist only realised this was going on when it affected her directly and neither did she know that whether her dad tested positive or negative was irrelevant with the test not testing for the 'virus'. Where had she been? She said she did not believe in 'conspiracy theories' without knowing I'm sure that this and 'conspiracy theorists' were terms put into widespread circulation by the CIA in the 1960s to discredit those who did not accept the ridiculous official story of the Kennedy assassination. A blanket statement of 'I don't believe in conspiracy theories' is always bizarre. The dictionary definition of the term alone means the world is drowning in conspiracies. What she said was even more daft when her dad had just been affected by the 'Covid' conspiracy. Why else does she think that 'Covid-19' was going on the death certificates of people who died of something else?

To be fair once she saw from personal experience what was happening she didn't mince words. Mooney was called by the care home on the morning of February 9th to be told her father had died in his sleep. When she asked for the official cause of death what came back was 'Covid-19'. Mooney challenged this and was told there had been deaths from Covid on the dementia floor (confirmed by a test not testing for the 'virus') so they considered it 'reasonable

to assume'. 'But doctor,' Mooney rightly protested, 'an assumption isn't a diagnosis.' She said she didn't blame the perfectly decent and sympathetic doctor – 'he was just doing his job'. Sorry, but that's *bullshit*. He wasn't doing his job at all. He was putting a false cause of death on the death certificate and that is a criminal offence for which he should be brought to account and the same with the millions of doctors worldwide who have done the same. They were not doing their job they were following orders and that must not wash at new Nuremberg trials any more than it did at the first ones. Mooney's doctor was 'assuming' (presuming) as he was told to, but 'just following orders' makes no difference to his actions. A doctor's job is to serve the patient and the truth, not follow orders, but that's what they have done all over the world and played a central part in making the 'Covid' hoax possible with all its catastrophic consequences for humanity. Shame on them and they must answer for their actions. Mooney said her disquiet worsened when she registered her father's death by telephone and was told by the registrar there had been very many other cases like hers where 'the deceased' had not tested positive for 'Covid' yet it was recorded as the cause of death. The test may not matter, but those involved at their level *think* it matters and it shows a callous disregard for accurate diagnosis. The pressure to do this is coming from the top of the national 'health' pyramids which in turn obey the World Health Organization which obeys Gates and the Cult. Mooney said the registrar agreed that this must distort the national figures adding that 'the strangest thing is that every winter we record countless deaths from flu, and this winter there have been none. Not one!' She asked if the registrar thought deaths from flu were being misdiagnosed and lumped together with 'Covid' deaths. The answer was a 'puzzled yes'. Mooney said that the funeral director said the same about 'Covid' deaths which had nothing to do with 'Covid'. They had lost count of the number of families upset by this and other funeral companies in different countries have had the same experience. Mooney wrote:

The nightly shroud-waving and shocking close-ups of pain imposed on us by the TV news bewildered and terrified the population into eager compliance with lockdowns. We were invited to 'save the NHS' and to grieve for strangers – the real-life loved ones behind those shocking death counts. Why would the public imagine what I now fear, namely that the way Covid-19 death statistics are compiled might make the numbers seem greater than they are?

Oh, just a little bit – like 100 percent.

Do the maths

Mooney asked why a country would wish to skew its mortality figures by wrongly certifying deaths? What had been going on? Well, if you don't believe in conspiracies you will never find the answer which is that *it's a conspiracy*. She did, however, describe what she had discovered as a 'national scandal'. In reality it's a global scandal and happening everywhere. Pillars of this conspiracy were all put into place before the button was pressed with the Drosten PCR protocol and high amplifications to produce the cases and death certificate changes to secure illusory 'Covid' deaths. Mooney notes that normally two doctors were needed to certify a death, with one having to know the patient, and how the rules were changed in the spring of 2020 to allow one doctor to do this. In the same period 'Covid deaths' were decreed to be all cases where Covid-19 was put on the death certificate even without a positive test or any symptoms. Mooney asked: 'How many of the 30,851 (as of January 15) care home resident deaths with Covid-19 on the certificate (32.4 per cent of all deaths so far) were based on an assumption, like that of my father? And what has that done to our national psyche?'All of them is the answer to the first question and it has devastated and dismantled the national psyche, actually the global psyche, on a colossal scale. In the UK case and death data is compiled by organisations like Public Health England (PHE) and the Office for National Statistics (ONS). Mooney highlights the insane policy of counting a death from any cause as 'Covid-19' if this happens within 28 days of a positive test (with a test not testing for the 'virus') and she points out that ONS statistics reflect deaths 'involving Covid' 'or due to Covid' which meant in practice any

death where 'Covid-19' was mentioned on the death certificate. She described the consequences of this fraud:

Most people will accept the narrative they are fed, so panicky governments here and in Europe witnessed the harsh measures enacted in totalitarian China and jumped into lockdown. Headlines about Covid deaths tolled like the knell that would bring doomsday to us all. Fear stalked our empty streets. Politicians parroted the frankly ridiculous aim of 'zero Covid' and shut down the economy, while most British people agreed that lockdown was essential and (astonishingly to me, as a patriotic Brit) even wanted more restrictions.

For what? Lies on death certificates? Never mind the grim toll of lives ruined, suicides, schools closed, rising inequality, depression, cancelled hospital treatments, cancer patients in a torture of waiting, poverty, economic devastation, loneliness, families kept apart, and so on. How many lives have been lost as a direct result of lockdown?

She said that we could join in a national chorus of shock and horror at reaching the 120,000 death toll which was surely certain to have been totally skewed all along, but what about the human cost of lockdown justified by these 'death figures'? *The British Medical Journal* had reported a 1,493 percent increase in cases of children taken to Great Ormond Street Hospital with abusive head injuries alone and then there was the effect on families:

Perhaps the most shocking thing about all this is that families have been kept apart – and obeyed the most irrational, changing rules at the whim of government – because they believed in the statistics. They succumbed to fear, which his generation rejected in that war fought for freedom. Dad (God rest his soul) would be angry. And so am I.

Another theme to watch is that in the winter months when there are more deaths from all causes they focus on 'Covid' deaths and in the summer when the British Lung Foundation says respiratory disease plummets by 80 percent they rage on about 'cases'. Either way fascism on population is always the answer.

Nazi eugenics in the 21st century

Elderly people in care homes have been isolated from their families month after lonely month with no contact with relatives and grandchildren who were banned from seeing them. We were told

that lockdown fascism was to 'protect the vulnerable' like elderly people. At the same time Do Not Resuscitate (DNR) orders were placed on their medical files so that if they needed resuscitation it wasn't done and 'Covid-19' went on their death certificates. Old people were not being 'protected' they were being culled – murdered in truth. DNR orders were being decreed for disabled and young people with learning difficulties or psychological problems. The UK Care Quality Commission, a non-departmental body of the Department of Health and Social Care, found that 34 percent of those working in health and social care were pressured into placing 'do not attempt cardiopulmonary resuscitation' orders on 'Covid' patients who suffered from disabilities and learning difficulties without involving the patient or their families in the decision. UK judges ruled that an elderly woman with dementia should have the DNA-manipulating 'Covid vaccine' against her son's wishes and that a man with severe learning difficulties should have the jab despite his family's objections. Never mind that many had already died. The judiciary always supports doctors and government in fascist dictatorships. They wouldn't dare do otherwise. A horrific video was posted showing fascist officers from Los Angeles police forcibly giving the 'Covid' shot to women with special needs who were screaming that they didn't want it. The same fascists are seen giving the jab to a sleeping elderly woman in a care home. This is straight out of the Nazi playbook. Hitler's Nazis committed mass murder of the mentally ill and physically disabled throughout Germany and occupied territories in the programme that became known as Aktion T4, or just T4. Sabbatian-controlled Hitler and his grotesque crazies set out to kill those they considered useless and unnecessary. The Reich Committee for the Scientific Registering of Hereditary and Congenital Illnesses registered the births of babies identified by physicians to have 'defects'. By 1941 alone more than 5,000 children were murdered by the state and it is estimated that in total the number of innocent people killed in Aktion T4 was between 275,000 and 300,000. Parents were told their children had been sent away for 'special treatment' never to return. It is rather pathetic to see claims about plans for new extermination camps being dismissed today

when the same force behind current events did precisely that 80 years ago. Margaret Sanger was a Cult operative who used 'birth control' to sanitise her programme of eugenics. Organisations she founded became what is now Planned Parenthood. Sanger proposed that 'the whole dysgenic population would have its choice of segregation or sterilization'. These included epileptics, 'feeble-minded', and prostitutes. Sanger opposed charity because it perpetuated 'human waste'. She reveals the Cult mentality and if anyone thinks that extermination camps are a 'conspiracy theory' their naivety is touching if breathtakingly stupid.

If you don't believe that doctors can act with callous disregard for their patients it is worth considering that doctors and medical staff agreed to put government-decreed DNR orders on medical files and do nothing when resuscitation is called for. I don't know what you call such people in your house. In mine they are Nazis from the Josef Mengele School of Medicine. Phenomenal numbers of old people have died worldwide from the effects of lockdown, depression, lack of treatment, the 'vaccine' (more later) and losing the will to live. A common response at the start of the manufactured pandemic was to remove old people from hospital beds and transfer them to nursing homes. The decision would result in a mass cull of elderly people in those homes through lack of treatment – *not* 'Covid'. Care home whistleblowers have told how once the 'Covid' era began doctors would not come to their homes to treat patients and they were begging for drugs like antibiotics that often never came. The most infamous example was ordered by New York governor Andrew Cuomo, brother of a moronic CNN host, who amazingly was given an Emmy Award for his handling of the 'Covid crisis' by the ridiculous Wokers that hand them out. Just how ridiculous could be seen in February, 2021, when a Department of Justice and FBI investigation began into how thousands of old people in New York died in nursing homes after being discharged from hospital to make way for 'Covid' patients on Cuomo's say-so – and how he and his staff covered up these facts. This couldn't have happened to a nicer psychopath. Even then there was a 'Covid' spin. Reports said that

thousands of old people who tested positive for 'Covid' in hospital were transferred to nursing homes to both die of 'Covid' and transmit it to others. No – they were in hospital because they were ill and the fact that they tested positive with a test not testing for the 'virus' is irrelevant. They were ill often with respiratory diseases ubiquitous in old people near the end of their lives. Their transfer out of hospital meant that their treatment stopped and many would go on to die.

They're old. Who gives a damn?

I have exposed in the books for decades the Cult plan to cull the world's old people and even to introduce at some point what they call a 'demise pill' which at a certain age everyone would take and be out of here by law. In March, 2021, Spain legalised euthanasia and assisted suicide following the Netherlands, Belgium, Luxembourg and Canada on the Tiptoe to the demise pill. Treatment of old people by many 'care' homes has been a disgrace in the 'Covid' era. There are many, many, caring staff – I know some. There have, however, been legions of stories about callous treatment of old people and their families. Police were called when families came to take their loved ones home in the light of isolation that was killing them. They became prisoners of the state. Care home residents in insane, fascist Ontario, Canada, were not allowed to leave their *room* once the 'Covid' hoax began. UK staff have even wheeled elderly people away from windows where family members were talking with them. Oriana Criscuolo from Stockport in the English North West dropped off some things for her 80-year-old father who has Parkinson's disease and dementia and she wanted to wave to him through a ground-floor window. She was told that was 'illegal'. When she went anyway they closed the curtains in the middle of the day. Oriana said:

> It's just unbelievable. I cannot understand how care home staff – people who are being paid to care – have become so uncaring. Their behaviour is inhumane and cruel. It's beyond belief.

She was right and this was not a one-off. What a way to end your life in such loveless circumstances. UK registered nurse Nicky Millen, a proper old school nurse for 40 years, said that when she started her career care was based on dignity, choice, compassion and empathy. Now she said 'the things that are important to me have gone out of the window.' She was appalled that people were dying without their loved ones and saying goodbye on iPads. Nicky described how a distressed 89-year-old lady stroked her face and asked her 'how many paracetamol would it take to finish me off'. Life was no longer worth living while not seeing her family. Nicky said she was humiliated in front of the ward staff and patients for letting the lady stroke her face and giving her a cuddle. Such is the dehumanisation that the 'Covid' hoax has brought to the surface. Nicky worked in care homes where patients told her they were being held prisoner. 'I want to live until I die', one said to her. 'I had a lady in tears because she hadn't seen her great-grandson.' Nicky was compassionate old school meeting psychopathic New Normal. She also said she had worked on a 'Covid' ward with no 'Covid' patients. Jewish writer Shai Held wrote an article in March, 2020, which was headlined 'The Staggering, Heartless Cruelty Toward the Elderly'. What he described was happening from the earliest days of lockdown. He said 'the elderly' were considered a group and not unique individuals (the way of the Woke). Shai Held said:

Notice how the all-too-familiar rhetoric of dehumanization works: 'The elderly' are bunched together as a faceless mass, all of them considered culprits and thus effectively deserving of the suffering the pandemic will inflict upon them. Lost entirely is the fact that the elderly are individual human beings, each with a distinctive face and voice, each with hopes and dreams, memories and regrets, friendships and marriages, loves lost and loves sustained.

'The elderly' have become another dehumanised group for which anything goes and for many that has resulted in cold disregard for their rights and their life. The distinctive face that Held talks about is designed to be deleted by masks until everyone is part of a faceless mass.

‘War-zone’ hospitals myth

Again and again medical professionals have told me what was really going on and how hospitals ‘overrun like war zones’ according to the media were virtually empty. The mantra from medical whistleblowers was please don’t use my name or my career is over. Citizen journalists around the world sneaked into hospitals to film evidence exposing the ‘war-zone’ lie. They really *were* largely empty with closed wards and operating theatres. I met a hospital worker in my town on the Isle of Wight during the first lockdown in 2020 who said the only island hospital had never been so quiet. Lockdown was justified by the psychopaths to stop hospitals being overrun. At the same time that the island hospital was near-empty the military arrived here to provide *extra beds*. It was all propaganda to ramp up the fear to ensure compliance with fascism as were never-used temporary hospitals with thousands of beds known as Nightingales and never-used make-shift mortuaries opened by the criminal UK government. A man who helped to install those extra island beds attributed to the army said they were never used and the hospital was empty. Doctors and nurses ‘stood around talking or on their phones, wandering down to us to see what we were doing’. There were no masks or social distancing. He accused the useless local island paper, the *County Press*, of ‘pumping the fear as if our hospital was overrun and we only have one so it should have been’. He described ambulances parked up with crews outside in deck chairs. When his brother called an ambulance he was told there was a two-hour backlog which he called ‘bullshit’. An old lady on the island fell ‘and was in a bad way’, but a caller who rang for an ambulance was told the situation wasn’t urgent enough. Ambulance stations were working under capacity while people would hear ambulances with sirens blaring driving through the streets. When those living near the stations realised what was going on they would follow them as they left, circulated around an urban area with the sirens going, and then came back without stopping. All this was to increase levels of fear and the same goes for the ‘ventilator shortage crisis’ that cost tens of millions for hastily produced ventilators never to be used.

Ambulance crews that agreed to be exploited in this way for fear propaganda might find themselves a mirror. I wish them well with that. Empty hospitals were the obvious consequence of treatment and diagnoses of non-'Covid' conditions cancelled and those involved handed a death sentence. People have been dying at home from undiagnosed and untreated cancer, heart disease and other life-threatening conditions to allow empty hospitals to deal with a 'pandemic' that wasn't happening.

Death of the innocent

'War-zones' have been laying off nursing staff, even doctors where they can. There was no work for them. Lockdown was justified by saving lives and protecting the vulnerable they were actually killing with DNR orders and preventing empty hospitals being 'overrun'. In Britain the mantra of stay at home to 'save the NHS' was everywhere and across the world the same story was being sold when it was all lies. Two California doctors, Dan Erickson and Artin Massihi at Accelerated Urgent Care in Bakersfield, held a news conference in April, 2020, to say that intensive care units in California were 'empty, essentially', with hospitals shutting floors, not treating patients and laying off doctors. The California health system was working at minimum capacity 'getting rid of doctors because we just don't have the volume'. They said that people with conditions such as heart disease and cancer were not coming to hospital out of fear of 'Covid-19'. Their video was deleted by Susan Wojcicki's Cult-owned YouTube after reaching five million views. Florida governor Ron Desantis, who rejected the severe lockdowns of other states and is being targeted for doing so, said that in March, 2020, every US governor was given models claiming they would run out of hospital beds in days. That was never going to happen and the 'modellers' knew it. Deceit can be found at every level of the system. Urgent children's operations were cancelled including fracture repairs and biopsies to spot cancer. Eric Nicholls, a consultant paediatrician, said 'this is obviously concerning and we need to return to normal operating and to increase capacity as soon as possible'. Psychopaths

in power were rather less concerned *because* they are psychopaths. Deletion of urgent care and diagnosis has been happening all over the world and how many kids and others have died as a result of the actions of these cold and heartless lunatics dictating 'health' policy? The number must be stratospheric. Richard Sullivan, professor of cancer and global health at King's College London, said people feared 'Covid' more than cancer such was the campaign of fear. 'Years of lost life will be quite dramatic', Sullivan said, with 'a huge amount of avoidable mortality'. Sarah Woolnough, executive director for policy at Cancer Research UK, said there had been a 75 percent drop in urgent referrals to hospitals by family doctors of people with suspected cancer. Sullivan said that 'a lot of services have had to scale back – we've seen a dramatic decrease in the amount of elective cancer surgery'. Lockdown deaths worldwide has been absolutely fantastic with the *New York Post* reporting how data confirmed that 'lockdowns end more lives than they save':

> There was a sharp decline in visits to emergency rooms and an increase in fatal heart attacks because patients didn't receive prompt treatment. Many fewer people were screened for cancer. Social isolation contributed to excess deaths from dementia and Alzheimer's.
>
> Researchers predicted that the social and economic upheaval would lead to tens of thousands of "deaths of despair" from drug overdoses, alcoholism and suicide. As unemployment surged and mental-health and substance-abuse treatment programs were interrupted, the reported levels of anxiety, depression and suicidal thoughts increased dramatically, as did alcohol sales and fatal drug overdoses.

This has been happening while nurses and other staff had so much time on their hands in the 'war-zones' that Tic-Tok dancing videos began appearing across the Internet with medical staff dancing around in empty wards and corridors as people died at home from causes that would normally have been treated in hospital.

Mentions in dispatches

One brave and truth-committed whistleblower was Louise Hampton, a call handler with the UK NHS who made a viral Internet video saying she had done 'fuck all' during the 'pandemic'

which was 'a load of bollocks'. She said that 'Covid-19' was rebranded flu and of course she lost her job. This is what happens in the medical and endless other professions now when you tell the truth. Louise filmed inside 'war-zone' accident and emergency departments to show they were empty and I mean *empty* as in no one there. The mainstream media could have done the same and blown the gaff on the whole conspiracy. They haven't to their eternal shame. Not that most 'journalists' seem capable of manifesting shame as with the psychopaths they slavishly repeat without question. The relative few who were admitted with serious health problems were left to die alone with no loved ones allowed to see them because of 'Covid' rules and they included kids dying without the comfort of mum and dad at their bedside while the evil behind this couldn't give a damn. It was all good fun to them. A Scottish NHS staff nurse publicly quit in the spring of 2021 saying: 'I can no longer be part of the lies and the corruption by the government.' She said hospitals 'aren't full, the beds aren't full, beds have been shut, wards have been shut'. Hospitals were never busy throughout 'Covid'. The staff nurse said that Nicola Sturgeon, tragically the leader of the Scottish government, was on television saying save the hospitals and the NHS – 'but the beds are empty' and 'we've not seen flu, we always see flu every year'. She wrote to government and spoke with her union Unison (the unions are Cult-compromised and *useless*, but nothing changed. Many of her colleagues were scared of losing their jobs if they spoke out as they wanted to. She said nursing staff were being affected by wearing masks all day and 'my head is splitting every shift from wearing a mask'. The NHS is part of the fascist tyranny and must be dismantled so we can start again with human beings in charge. (Ironically, hospitals were reported to be busier again when official 'Covid' cases *fell* in spring/summer of 2021 and many other conditions required treatment at the same time as *the fake vaccine rollout*.)

I will cover the 'Covid vaccine' scam in detail later, but it is another indicator of the sickening disregard for human life that I am highlighting here. The DNA-manipulating concoctions do not fulfil

the definition of a 'vaccine', have never been used on humans before and were given only emergency approval because trials were not completed and they continued using the unknowing public. The result was what a NHS senior nurse with responsibility for 'vaccine' procedure said was 'genocide'. She said the 'vaccines' were not 'vaccines'. They had not been shown to be safe and claims about their effectiveness by drug companies were 'poetic licence'. She described what was happening as a 'horrid act of human annihilation'. The nurse said that management had instigated a policy of not providing a Patient Information Leaflet (PIL) before people were 'vaccinated' even though health care professionals are supposed to do this according to protocol. Patients should also be told that they are taking part in an ongoing clinical trial. Her challenges to what is happening had seen her excluded from meetings and ridiculed in others. She said she was told to 'watch my step … or I would find myself surplus to requirements'. The nurse, who spoke anonymously in fear of her career, said she asked her NHS manager why he/she was content with taking part in genocide against those having the 'vaccines'. The reply was that everyone had to play their part and to 'put up, shut up, and get it done'. Government was 'leaning heavily' on NHS management which was clearly leaning heavily on staff. This is how the global 'medical' hierarchy operates and it starts with the Cult and its World Health Organization.

She told the story of a doctor who had the Pfizer jab and when questioned had no idea what was in it. The doctor had never read the literature. We have to stop treating doctors as intellectual giants when so many are moral and medical pygmies. The doctor did not even know that the 'vaccines' were not fully approved or that their trials were ongoing. They were, however, asking their patients if they minded taking part in follow-ups for research purposes – yes, the *ongoing clinical trial*. The nurse said the doctor's ignorance was not rare and she had spoken to a hospital consultant who had the jab without any idea of the background or that the 'trials' had not been completed. Nurses and pharmacists had shown the same ignorance.

'My NHS colleagues have forsaken their duty of care, broken their code of conduct – Hippocratic Oath – and have been brainwashed just the same as the majority of the UK public through propaganda …' She said she had not been able to recruit a single NHS colleague, doctor, nurse or pharmacist to stand with her and speak out. Her union had refused to help. She said that if the genocide came to light she would not hesitate to give evidence at a Nuremberg-type trial against those in power who could have affected the outcomes but didn't.

And all for what?

To put the nonsense into perspective let's say the 'virus' does exist and let's go completely crazy and accept that the official manipulated figures for cases and deaths are accurate. *Even then* a study by Stanford University epidemiologist Dr John Ioannidis published on the World Health Organization website produced an average infection to fatality rate of … *0.23 percent!* Ioannidis said: 'If one could sample equally from all locations globally, the median infection fatality rate might even be substantially lower than the 0.23% observed in my analysis.' For healthy people under 70 it was … *0.05 percent*! This compares with the 3.4 percent claimed by the Cult-owned World Health Organization when the hoax was first played and maximum fear needed to be generated. An updated Stanford study in April, 2021, put the 'infection' to 'fatality' rate at just 0.15 percent. Another team of scientists led by Megan O'Driscoll and Henrik Salje studied data from 45 countries and published their findings on the Nature website. For children and young people the figure is so small it virtually does not register although authorities will be hyping dangers to the young when they introduce DNA-manipulating 'vaccines' for children. The O'Driscoll study produced an average infection-fatality figure of 0.003 for children from birth to four; 0.001 for 5 to 14; 0.003 for 15 to 19; and it was still only 0.456 up to 64. To claim that children must be 'vaccinated' to protect them from 'Covid' is an obvious lie and so there must be another reason and there is. What's more the average age of a 'Covid' death is akin

to the average age that people die in general. The average age of death in England is about 80 for men and 83 for women. The average age of death from alleged 'Covid' is between 82 and 83. California doctors, Dan Erickson and Artin Massihi, said at their April media conference that projection models of millions of deaths had been 'woefully inaccurate'. They produced detailed figures showing that Californians had a 0.03 chance of dying from 'Covid' based on the number of people who tested positive (with a test not testing for the 'virus'). Erickson said there was a 0.1 percent chance of dying from 'Covid' in the *state* of New York, not just the city, and a 0.05 percent chance in Spain, a centre of 'Covid-19' hysteria at one stage. The Stanford studies supported the doctors' data with fatality rate estimates of 0.23 and 0.15 percent. How close are these figures to my estimate of *zero*? Death-rate figures claimed by the World Health Organization at the start of the hoax were some 15 times higher. The California doctors said there was no justification for lockdowns and the economic devastation they caused. Everything they had ever learned about quarantine was that you quarantine the *sick* and not the healthy. They had never seen this before and it made no medical sense.

Why in the in the light of all this would governments and medical systems the world over say that billions must go under house arrest; lose their livelihood; in many cases lose their mind, their health and their life; force people to wear masks dangerous to health and psychology; make human interaction and even family interaction a criminal offence; ban travel; close restaurants, bars, watching live sport, concerts, theatre, and any activity involving human togetherness and discourse; and closing schools to isolate children from their friends and cause many to commit suicide in acts of hopelessness and despair? The California doctors said lockdown consequences included increased child abuse, partner abuse, alcoholism, depression, and other impacts they were seeing every day. Who would do that to the entire human race if not mentally-ill psychopaths of almost unimaginable extremes like Bill Gates? We must face the reality of what we are dealing with and come out of

denial. Fascism and tyranny are made possible only by the target population submitting and acquiescing to fascism and tyranny. The whole of human history shows that to be true. Most people naively and unquestioning believed what they were told about a 'deadly virus' and meekly and weakly submitted to house arrest. Those who didn't believe it – at least in total – still submitted in fear of the consequences of not doing so. For the rest who wouldn't submit draconian fines have been imposed, brutal policing by psychopaths *for* psychopaths, and condemnation from the meek and weak who condemn the Pushbackers on behalf of the very force that has them, too, in its gunsights. 'Pathetic' does not even begin to suffice. Britain's brainless 'Health' Secretary Matt Hancock warned anyone lying to border officials about returning from a list of 'hotspot' countries could face a jail sentence of up to ten years which is more than for racially-aggravated assault, incest and attempting to have sex with a child under 13. Hancock is a lunatic, but he has the state apparatus behind him in a Cult-led chain reaction and the same with UK 'Vaccine Minister' Nadhim Zahawi, a prominent member of the mega-Cult secret society, Le Cercle, which featured in my earlier books. The Cult enforces its will on governments and medical systems; government and medical systems enforce their will on business and police; business enforces its will on staff who enforce it on customers; police enforce the will of the Cult on the population and play their essential part in creating a world of fascist control that their own children and grandchildren will have to live in their entire lives. It is a hierarchical pyramid of imposition and acquiescence and, yes indeedy, of clinical insanity.

Does anyone bright enough to read this book have to ask what the answer is? I think not, but I will reveal it anyway in the fewest of syllables: Tell the psychos and their moronic lackeys to fuck off and let's get on with our lives. We are many – They are few.

CHAPTER SEVEN

War on your mind

One believes things because one has been conditioned to believe them
Aldous Huxley, *Brave New World*

I have described the 'Covid' hoax as a 'Psyop' and that is true in every sense and on every level in accordance with the definition of that term which is psychological warfare. Break down the 'Covid pandemic' to the foundation themes and it is psychological warfare on the human individual and collective mind.

The same can be said for the entire human belief system involving every subject you can imagine. Huxley was right in his contention that people believe what they are conditioned to believe and this comes from the repetition throughout their lives of the same falsehoods. They spew from government, corporations, media and endless streams of 'experts' telling you what the Cult wants you to believe and often believing it themselves (although *far* from always). 'Experts' are rewarded with 'prestigious' jobs and titles and as agents of perceptual programming with regular access to the media. The Cult has to control the narrative – control *information* – or they lose control of the vital, crucial, without-which-they-cannot-prevail public perception of reality. The foundation of that control today is the Internet made possible by the Defense Advanced Research Projects Agency (DARPA), the incredibly sinister technological arm of the Pentagon. The Internet is the result of military technology.

DARPA openly brags about establishing the Internet which has been a long-term project to lasso the minds of the global population. I have said for decades the plan is to control information to such an extreme that eventually no one would see or hear anything that the Cult does not approve. We are closing in on that end with ferocious censorship since the 'Covid' hoax began and in my case it started back in the 1990s in terms of books and speaking venues. I had to create my own publishing company in 1995 precisely because no one else would publish my books even then. I think they're all still running.

Cult Internet

To secure total control of information they needed the Internet in which pre-programmed algorithms can seek out 'unclean' content for deletion and even stop it being posted in the first place. The Cult had to dismantle print and non-Internet broadcast media to ensure the transfer of information to the appropriate-named 'Web' – a critical expression of the *Cult* web. We've seen the ever-quickening demise of traditional media and control of what is left by a tiny number of corporations operating worldwide. Independent journalism in the mainstream is already dead and never was that more obvious than since the turn of 2020. The Cult wants all information communicated via the Internet to globally censor and allow the plug to be pulled any time. Lockdowns and forced isolation has meant that communication between people has been through electronic means and no longer through face-to-face discourse and discussion. Cult psychopaths have targeted the bars, restaurants, sport, venues and meeting places in general for this reason. None of this is by chance and it's to stop people gathering in any kind of privacy or number while being able to track and monitor all Internet communications and block them as necessary. Even private messages between individuals have been censored by these fascists that control Cult fronts like Facebook, Twitter, Google and YouTube which are all officially run by Sabbatian place-people and from the background by higher-level Sabbatian place people.

Facebook, Google, Amazon and their like were seed-funded and supported into existence with money-no-object infusions of funds either directly or indirectly from DARPA and CIA technology arm In-Q-Tel. The Cult plays the long game and prepares very carefully for big plays like 'Covid'. Amazon is another front in the psychological war and pretty much controls the global market in book sales and increasingly publishing. Amazon's limitless funds have deleted fantastic numbers of independent publishers to seize global domination on the way to deciding which books can be sold and circulated and which cannot. Moves in that direction are already happening. Amazon's leading light Jeff Bezos is the grandson of Lawrence Preston Gise who worked with DARPA predecessor ARPA. Amazon has big connections to the CIA and the Pentagon. The plan I have long described went like this:

1. Employ military technology to establish the Internet.

2. Sell the Internet as a place where people can freely communicate without censorship and allow that to happen until the Net becomes the central and irreversible pillar of human society. If the Internet had been highly censored from the start many would have rejected it.

3. Fund and manipulate major corporations into being to control the circulation of information on your Internet using cover stories about geeks in garages to explain how they came about. Give them unlimited funds to expand rapidly with no need to make a profit for years while non-Cult companies who need to balance the books cannot compete. You know that in these circumstances your Googles, YouTubes, Facebooks and Amazons are going to secure near monopolies by either crushing or buying up the opposition.

4. Allow freedom of expression on both the Internet and communication platforms to draw people in until the Internet is the central and irreversible pillar of human society and your communication corporations have reached a stage of near monopoly domination.

5. Then unleash your always-planned frenzy of censorship on the basis of 'where else are you going to go?' and continue to expand that until nothing remains that the Cult does not want its human targets to see.

The process was timed to hit the 'Covid' hoax to ensure the best chance possible of controlling the narrative which they knew they had to do at all costs. They were, after all, about to unleash a 'deadly virus' that didn't really exist. If you do that in an environment of free-flowing information and opinion you would be dead in the

water before you could say Gates is a psychopath. The network was in place through which the Cult-created-and-owned World Health Organization could dictate the 'Covid' narrative and response policy slavishly supported by Cult-owned Internet communication giants and mainstream media while those telling a different story were censored. Google, YouTube, Facebook and Twitter openly announced that they would do this. What else would we expect from Cult-owned operations like Facebook which former executives have confirmed set out to make the platform more addictive than cigarettes and coldly manipulates emotions of its users to sow division between people and groups and scramble the minds of the young? If Zuckerberg lives out the rest of his life without going to jail for crimes against humanity, and most emphatically against the young, it will be a travesty of justice. Still, no matter, cause and effect will catch up with him eventually and the same with Sergey Brin and Larry Page at Google with its CEO Sundar Pichai who fix the Google search results to promote Cult narratives and hide the opposition. Put the same key words into Google and other search engines like DuckDuckGo and you will see how different results can be. Wikipedia is another intensely biased 'encyclopaedia' which skews its content to the Cult agenda. YouTube links to Wikipedia's version of 'Covid' and 'climate change' on video pages in which experts in their field offer a different opinion (even that is increasingly rare with Wojcicki censorship). Into this 'Covid' silence-them network must be added government media censors, sorry 'regulators', such as Ofcom in the UK which imposed tyrannical restrictions on British broadcasters that had the effect of banning me from ever appearing. Just to debate with me about my evidence and views on 'Covid' would mean breaking the fascistic impositions of Ofcom and its CEO career government bureaucrat Melanie Dawes. Gutless British broadcasters tremble at the very thought of fascist Ofcom.

Psychos behind 'Covid'

The reason for the 'Covid' catastrophe in all its facets and forms can be seen by whom and what is driving the policies worldwide in such a coordinated way. Decisions are not being made to protect health, but to target psychology. The dominant group guiding and 'advising' government policy are not medical professionals. They are psychologists and behavioural scientists. Every major country has its own version of this phenomenon and I'll use the British example to show how it works. In many ways the British version has been affecting the wider world in the form of the huge behaviour manipulation network in the UK which operates in other countries. The network involves private companies, government, intelligence and military. The Cabinet Office is at the centre of the government 'Covid' Psyop and part-owns, with 'innovation charity' Nesta, the Behavioural Insights Team (BIT) which claims to be independent of government but patently isn't. The BIT was established in 2010 and its job is to manipulate the psyche of the population to acquiesce to government demands and so much more. It is also known as the 'Nudge Unit', a name inspired by the 2009 book by two ultra-Zionists, Cass Sunstein and Richard Thaler, called *Nudge: Improving Decisions About Health, Wealth, and Happiness*. The book, as with the Behavioural Insights Team, seeks to 'nudge' behaviour (manipulate it) to make the public follow patterns of action and perception that suit those in authority (the Cult). Sunstein is so skilled at this that he advises the World Health Organization and the UK Behavioural Insights Team and was Administrator of the White House Office of Information and Regulatory Affairs in the Obama administration. Biden appointed him to the Department of Homeland Security – another ultra-Zionist in the fold to oversee new immigration laws which is another policy the Cult wants to control. Sunstein is desperate to silence anyone exposing conspiracies and co-authored a 2008 report on the subject in which suggestions were offered to ban 'conspiracy theorizing' or impose 'some kind of tax, financial or otherwise, on those who disseminate such theories'. I guess a psychiatrist's chair is out of the question?

Sunstein's mate Richard Thaler, an 'academic affiliate' of the UK Behavioural Insights Team, is a proponent of 'behavioural economics' which is defined as the study of 'the effects of psychological, cognitive, emotional, cultural and social factors on the decisions of individuals and institutions'. Study the effects so they can be manipulated to be what you want them to be. Other leading names in the development of behavioural economics are ultra-Zionists Daniel Kahneman and Robert J. Shiller and they, with Thaler, won the Nobel Memorial Prize in Economic Sciences for their work in this field. The Behavioural Insights Team is operating at the heart of the UK government and has expanded globally through partnerships with several universities including Harvard, Oxford, Cambridge, University College London (UCL) and Pennsylvania. They claim to have 'trained' (reframed) 20,000 civil servants and run more than 750 projects involving 400 randomised controlled trials in dozens of countries' as another version of mind reframers Common Purpose. BIT works from its office in New York with cities and their agencies, as well as other partners, across the United States and Canada – this is a company part-owned by the British government Cabinet Office. An executive order by President Cult-servant Obama established a US Social and Behavioral Sciences Team in 2015. They all have the same reason for being and that's to brainwash the population directly and by brainwashing those in positions of authority.

'Covid' mind game

Another prime aspect of the UK mind-control network is the 'independent' [joke] Scientific Pandemic Insights Group on Behaviours (SPI-B) which 'provides behavioural science advice aimed at anticipating and helping people adhere to interventions that are recommended by medical or epidemiological experts'. That means manipulating public perception and behaviour to do whatever government tells them to do. It's disgusting and if they really want the public to be 'safe' this lot should all be under lock and key. According to the government website SPI-B consists of

'behavioural scientists, health and social psychologists, anthropologists and historians' and advises the Whitty-Vallance-led Scientific Advisory Group for Emergencies (SAGE) which in turn advises the government on 'the science' (it doesn't) and 'Covid' policy. When politicians say they are being guided by 'the science' this is the rabble in each country they are talking about and that 'science' is dominated by behaviour manipulators to enforce government fascism through public compliance. The Behaviour Insight Team is headed by psychologist David Solomon Halpern, a visiting professor at King's College London, and connects with a national and global web of other civilian and military organisations as the Cult moves towards its goal of fusing them into one fascistic whole in every country through its 'Fusion Doctrine'. The behaviour manipulation network involves, but is not confined to, the Foreign Office; National Security Council; government communications headquarters (GCHQ); MI5; MI6; the Cabinet Office-based Media Monitoring Unit; and the Rapid Response Unit which 'monitors digital trends to spot emerging issues; including misinformation and disinformation; and identifies the best way to respond'.

There is also the 77th Brigade of the UK military which operates like the notorious Israeli military's Unit 8200 in manipulating information and discussion on the Internet by posing as members of the public to promote the narrative and discredit those who challenge it. Here we have the military seeking to manipulate *domestic* public opinion while the Nazis in government are fine with that. Conservative Member of Parliament Tobias Ellwood, an advocate of lockdown and control through 'vaccine passports', is a Lieutenant Colonel reservist in the 77th Brigade which connects with the military operation jHub, the 'innovation centre' for the Ministry of Defence and Strategic Command. jHub has also been involved with the civilian National Health Service (NHS) in 'symptom tracing' the population. The NHS is a key part of this mind control network and produced a document in December, 2020, explaining to staff how to use psychological manipulation with different groups and ages to get them to have the DNA-manipulating 'Covid vaccine'

that's designed to cumulatively rewrite human genetics. The document, called 'Optimising Vaccination Roll Out – Do's and Dont's for all messaging, documents and "communications" in the widest sense', was published by NHS England and the NHS Improvement *Behaviour Change Unit* in partnership with Public Health England and Warwick Business School. I hear the mantra about 'save the NHS' and 'protect the NHS' when we need to scrap the NHS and start again. The current version is far too corrupt, far too anti-human and totally compromised by Cult operatives and their assets. UK government broadcast media censor Ofcom will connect into this web – as will the BBC with its tremendous Ofcom influence – to control what the public see and hear and dictate mass perception. Nuremberg trials must include personnel from all these organisations.

The fear factor

The 'Covid' hoax has led to the creation of the UK Cabinet Office-connected Joint Biosecurity Centre (JBC) which is officially described as providing 'expert advice on pandemics' using its independent [all Cult operations are 'independent'] analytical function to provide real-time analysis about infection outbreaks to identify and respond to outbreaks of Covid-19'. Another role is to advise the government on a response to spikes in infections – 'for example by closing schools or workplaces in local areas where infection levels have risen'. Put another way, promoting the Cult agenda. The Joint Biosecurity Centre is modelled on the Joint Terrorism Analysis Centre which analyses intelligence to set 'terrorism threat levels' and here again you see the fusion of civilian and military operations and intelligence that has led to military intelligence producing documents about 'vaccine hesitancy' and how it can be combated. Domestic civilian matters and opinions should not be the business of the military. The Joint Biosecurity Centre is headed by Tom Hurd, director general of the Office for Security and Counter-Terrorism from the establishment-to-its-fingertips Hurd family. His father is former Foreign Secretary Douglas Hurd. How coincidental that Tom

Hurd went to the elite Eton College and Oxford University with Boris Johnson. Imperial College with its ridiculous computer modeller Neil Ferguson will connect with this gigantic web that will itself interconnect with similar set-ups in other major and not so major countries. Compared with this Cult network the politicians, be they Boris Johnson, Donald Trump or Joe Biden, are bit-part players 'following the science'. The network of psychologists was on the 'Covid' case from the start with the aim of generating maximum fear of the 'virus' to ensure compliance by the population. A government behavioural science group known as SPI-B produced a paper in March, 2020, for discussion by the main government science advisory group known as SAGE. It was headed 'Options for increasing adherence to social distancing measures' and it said the following in a section headed 'Persuasion':

- A substantial number of people still do not feel sufficiently personally threatened; it could be that they are reassured by the low death rate in their demographic group, although levels of concern may be rising. Having a good understanding of the risk has been found to be positively associated with adoption of COVID-19 social distancing measures in Hong Kong.

- The perceived level of personal threat needs to be increased among those who are complacent, using hard-hitting evaluation of options for increasing social distancing emotional messaging. To be effective this must also empower people by making clear the actions they can take to reduce the threat.

- Responsibility to others: There seems to be insufficient understanding of, or feelings of responsibility about, people's role in transmitting the infection to others … Messaging about actions need to be framed positively in terms of protecting oneself and the community, and increase confidence that they will be effective.

- Some people will be more persuaded by appeals to play by the rules, some by duty to the community, and some to personal risk.

> All these different approaches are needed. The messaging also needs to take account of the realities of different people's lives. Messaging needs to take account of the different motivational levers and circumstances of different people.

All this could be achieved the SPI-B psychologists said by *using the media to increase the sense of personal threat* which translates as terrify the shit out of the population, including children, so they all do what we want. That's not happened has it? Those excuses for 'journalists' who wouldn't know journalism if it bit them on the arse (the great majority) have played their crucial part in serving this Cult-government Psyop to enslave their own kids and grandkids. How they live with themselves I have no idea. The psychological war has been underpinned by constant government 'Covid' propaganda in almost every television and radio ad break, plus the Internet and print media, which has pounded out the fear with taxpayers footing the bill for their own programming. The result has been people terrified of a 'virus' that doesn't exist or one with a tiny fatality rate even if you believe it does. People walk down the street and around the shops wearing face-nappies damaging their health and psychology while others report those who refuse to be that naïve to the police who turn up in their own face-nappies. I had a cameraman come to my flat and he was so frightened of 'Covid' he came in wearing a mask and refused to shake my hand in case he caught something. He had – naïveitis – and the thought that he worked in the mainstream media was both depressing and made his behaviour perfectly explainable. The fear which has gripped the minds of so many and frozen them into compliance has been carefully cultivated by these psychologists who are really psychopaths. If lives get destroyed and a lot of young people commit suicide it shows our plan is working. SPI-B then turned to compulsion on the public to comply. 'With adequate preparation, rapid change can be achieved', it said. Some countries had introduced mandatory self-isolation on a wide scale without evidence of major public unrest and a large majority of the UK's population appeared to be supportive of more coercive measures with 64 percent of adults saying they would

support putting London under a lockdown (watch the 'polls' which are designed to make people believe that public opinion is in favour or against whatever the subject in hand).

For 'aggressive protective measures' to be effective, the SPI-B paper said, special attention should be devoted to those population groups that are more at risk. Translated from the Orwellian this means making the rest of population feel guilty for not protecting the 'vulnerable' such as old people which the Cult and its agencies were about to kill on an industrial scale with lockdown, lack of treatment and the Gates 'vaccine'. Psychopath psychologists sold their guilt-trip so comprehensively that Los Angeles County Supervisor Hilda Solis reported that children were apologising (from a distance) to their parents and grandparents for bringing 'Covid' into their homes and getting them sick. '… These apologies are just some of the last words that loved ones will ever hear as they die alone,' she said. Gut-wrenchingly Solis then used this childhood tragedy to tell children to stay at home and 'keep your loved ones alive'. Imagine heaping such potentially life-long guilt on a kid when it has absolutely nothing to do with them. These people are deeply disturbed and the psychologists behind this even more so.

Uncivil war – divide and rule

Professional mind-controllers at SPI-B wanted the media to increase a sense of responsibility to others (do as you're told) and promote 'positive messaging' for those actions while in contrast to invoke 'social disapproval' by the unquestioning, obedient, community of anyone with a mind of their own. Again the compliant Goebbels-like media obliged. This is an old, old, trick employed by tyrannies the world over throughout human history. You get the target population to keep the target population in line – *your* line. SPI-B said this could 'play an important role in preventing anti-social behaviour or discouraging failure to enact pro-social behaviour'. For 'anti-social' in the Orwellian parlance of SPI-B see any behaviour that government doesn't approve. SPI-B recommendations said that 'social disapproval' should be accompanied by clear messaging and

promotion of strong collective identity – hence the government and celebrity mantra of 'we're all in this together'. Sure we are. The mind doctors have such contempt for their targets that they think some clueless comedian, actor or singer telling them to do what the government wants will be enough to win them over. We have had UK comedian Lenny Henry, actor Michael Caine and singer Elton John wheeled out to serve the propagandists by urging people to have the DNA-manipulating 'Covid' non-'vaccine'. The role of Henry and fellow black celebrities in seeking to coax a 'vaccine' reluctant black community into doing the government's will was especially stomach-turning. An emotion-manipulating script and carefully edited video featuring these black 'celebs' was such an insult to the intelligence of black people and where's the self-respect of those involved selling their souls to a fascist government agenda? Henry said he heard black people's 'legitimate worries and concerns', but people must 'trust the facts' when they were doing exactly that by not having the 'vaccine'. They had to include the obligatory reference to Black Lives Matter with the line … 'Don't let coronavirus cost even more black lives – because we matter'. My god, it was pathetic. 'I know the vaccine is safe and what it does.' How? 'I'm a comedian and it says so in my script.'

SPI-B said social disapproval needed to be carefully managed to avoid victimisation, scapegoating and misdirected criticism, but they knew that their 'recommendations' would lead to exactly that and the media were specifically used to stir-up the divide-and-conquer hostility. Those who conform like good little baa, baas, are praised while those who have seen through the tidal wave of lies are 'Covidiots'. The awake have been abused by the fast asleep for not conforming to fascism and impositions that the awake know are designed to endanger their health, dehumanise them, and tear asunder the very fabric of human society. We have had the curtain-twitchers and morons reporting neighbours and others to the face-nappied police for breaking 'Covid rules' with fascist police delighting in posting links and phone numbers where this could be done. The Cult cannot impose its will without a compliant police

and military or a compliant population willing to play their part in enslaving themselves and their kids. The words of a pastor in Nazi Germany are so appropriate today:

First they came for the socialists and I did not speak out because I was not a socialist.

Then they came for the trade unionists and I did not speak out because I was not a trade unionist.

Then they came for the Jews and I did not speak out because I was not a Jew.

Then they came for me and there was no one left to speak for me.

Those who don't learn from history are destined to repeat it and so many are.

'Covid' rules: Rewiring the mind

With the background laid out to this gigantic national and global web of psychological manipulation we can put 'Covid' rules into a clear and sinister perspective. Forget the claims about protecting health. 'Covid' rules are about dismantling the human mind, breaking the human spirit, destroying self-respect, and then putting Humpty Dumpty together again as a servile, submissive slave. Social isolation through lockdown and distancing have devastating effects on the human psyche as the psychological psychopaths well know and that's the real reason for them. Humans need contact with each other, discourse, closeness and touch, or they eventually, and literarily, go crazy. Masks, which I will address at some length, fundamentally add to the effects of isolation and the Cult agenda to dehumanise and de-individualise the population. To do this while knowing – in fact *seeking* – this outcome is the very epitome of evil and psychologists involved in this *are* the epitome of evil. They must like all the rest of the Cult demons and their assets stand trial for crimes against humanity on a scale that defies the imagination. Psychopaths in uniform use isolation to break enemy troops and agents and make them subservient and submissive to tell what they know. The technique is rightly considered a form of torture and

torture is most certainly what has been imposed on the human population.

Clinically-insane American psychologist Harry Harlow became famous for his isolation experiments in the 1950s in which he separated baby monkeys from their mothers and imprisoned them for months on end in a metal container or 'pit of despair'. They soon began to show mental distress and depression as any idiot could have predicted. Harlow put other monkeys in steel chambers for three, six or twelve months while denying them any contact with animals or humans. He said that the effects of total social isolation for six months were 'so devastating and debilitating that we had assumed initially that twelve months of isolation would not produce any additional decrement'; but twelve months of isolation 'almost obliterated the animals socially'. This is what the Cult and its psychopaths are doing to you and your children. Even monkeys in partial isolation in which they were not allowed to form relationships with other monkeys became 'aggressive and hostile, not only to others, but also towards their own bodies'. We have seen this in the young as a consequence of lockdown. UK government psychopaths launched a public relations campaign telling people not to hug each other even after they received the 'Covid-19 vaccine' which we were told with more lies would allow a return to 'normal life'. A government source told *The Telegraph*: 'It will be along the lines that it is great that you have been vaccinated, but if you are going to visit your family and hug your grandchildren there is a chance you are going to infect people you love.' The source was apparently speaking from a secure psychiatric facility. Janet Lord, director of Birmingham University's Institute of Inflammation and Ageing, said that parents and grandparents should avoid hugging their children. Well, how can I put it, Ms Lord? Fuck off. Yep, that'll do.

Destroying the kids – where are the parents?

Observe what has happened to people enslaved and isolated by lockdown as suicide and self-harm has soared worldwide,

particularly among the young denied the freedom to associate with their friends. A study of 49,000 people in English-speaking countries concluded that almost half of young adults are at clinical risk of mental health disorders. A national survey in America of 1,000 currently enrolled high school and college students found that 5 percent reported attempting suicide during the pandemic. Data from the US CDC's National Syndromic Surveillance Program from January 1st to October 17th, 2020, revealed a *31 percent* increase in mental health issues among adolescents aged 12 to 17 compared with 2019. The CDC reported that America in general suffered the biggest drop in life expectancy since World War Two as it fell by a year in the first half of 2020 as a result of 'deaths of despair' – overdoses and suicides. Deaths of despair have leapt by more than 20 percent during lockdown and include the highest number of fatal overdoses ever recorded in a single year – 81,000. Internet addiction is another consequence of being isolated at home which lowers interest in physical activities as kids fall into inertia and what's the point? Children and young people are losing hope and giving up on life, sometimes literally. A 14-year-old boy killed himself in Maryland because he had 'given up' when his school district didn't reopen; an 11-year-old boy shot himself during a zoom class; a teenager in Maine succumbed to the isolation of the 'pandemic' when he ended his life after experiencing a disrupted senior year at school. Children as young as nine have taken their life and all these stories can be repeated around the world. Careers are being destroyed before they start and that includes those in sport in which promising youngsters have not been able to take part. The plan of the psycho-psychologists is working all right. Researchers at Cambridge University found that lockdowns cause significant harm to children's mental health. Their study was published in the *Archives of Disease in Childhood*, and followed 168 children aged between 7 and 11. The researchers concluded:

> During the UK lockdown, children's depression symptoms have increased substantially, relative to before lockdown. The scale of this effect has direct relevance for the continuation of different elements of lockdown policy, such as complete or partial school closures …

… Specifically, we observed a statistically significant increase in ratings of depression, with a medium-to-large effect size. Our findings emphasise the need to incorporate the potential impact of lockdown on child mental health in planning the ongoing response to the global pandemic and the recovery from it.

Not a chance when the Cult's psycho-psychologists were getting exactly what they wanted. The UK's Royal College of Paediatrics and Child Health has urged parents to look for signs of eating disorders in children and young people after a three to four fold increase. Specialists say the 'pandemic' is a major reason behind the rise. You don't say. The College said isolation from friends during school closures, exam cancellations, loss of extra-curricular activities like sport, and an increased use of social media were all contributory factors along with fears about the virus (psycho-psychologists again), family finances, and students being forced to quarantine. Doctors said young people were becoming severely ill by the time they were seen with 'Covid' regulations reducing face-to-face consultations. Nor is it only the young that have been devastated by the psychopaths. Like all bullies and cowards the Cult is targeting the young, elderly, weak and infirm. A typical story was told by a British lady called Lynn Parker who was not allowed to visit her husband in 2020 for the last ten and half months of his life 'when he needed me most' between March 20th and when he died on December 19th. This vacates the criminal and enters the territory of evil. The emotional impact on the immune system alone is immense as are the number of people of all ages worldwide who have died as a result of Cult-demanded, Gates-demanded, lockdowns.

Isolation is torture

The experience of imposing solitary confinement on millions of prisoners around the world has shown how a large percentage become 'actively psychotic and/or acutely suicidal'. Social isolation has been found to trigger 'a specific psychiatric syndrome, characterized by hallucinations; panic attacks; overt paranoia; diminished impulse control; hypersensitivity to external stimuli; and difficulties with thinking, concentration and memory'. Juan Mendez,

a United Nations rapporteur (investigator), said that isolation is a form of torture. Research has shown that even after isolation prisoners find it far more difficult to make social connections and I remember chatting to a shop assistant after one lockdown who told me that when her young son met another child again he had no idea how to act or what to do. Hannah Flanagan, Director of Emergency Services at Journey Mental Health Center in Dane County, Wisconsin, said: 'The specificity about Covid social distancing and isolation that we've come across as contributing factors to the suicides are really new to us this year.' But they are not new to those that devised them. They are getting the effect they want as the population is psychologically dismantled to be rebuilt in a totally different way. Children and the young are particularly targeted. They will be the adults when the full-on fascist AI-controlled technocracy is planned to be imposed and they are being prepared to meekly submit. At the same time older people who still have a memory of what life was like before – and how fascist the new normal really is – are being deleted. You are going to see efforts to turn the young against the old to support this geriatric genocide. Hannah Flanagan said the big increase in suicide in her county proved that social isolation is not only harmful, but deadly. Studies have shown that isolation from others is one of the main risk factors in suicide and even more so with women. Warnings that lockdown could create a 'perfect storm' for suicide were ignored. After all this was one of the *reasons* for lockdown. Suicide, however, is only the most extreme of isolation consequences. There are many others. Dr Dhruv Khullar, assistant professor of healthcare policy at Weill Cornell Medical College, said in a *New York Times* article in 2016 long before the fake 'pandemic':

> A wave of new research suggests social separation is bad for us. Individuals with less social connection have disrupted sleep patterns, altered immune systems, more inflammation and higher levels of stress hormones. One recent study found that isolation increases the risk of heart disease by 29 percent and stroke by 32 percent. Another analysis that pooled data from 70 studies and 3.4 million people found that socially isolated individuals had a 30 percent higher risk of dying in the next seven years, and that this effect was largest in middle age.

Loneliness can accelerate cognitive decline in older adults, and isolated individuals are twice as likely to die prematurely as those with more robust social interactions. These effects start early: Socially isolated children have significantly poorer health 20 years later, even after controlling for other factors. All told, loneliness is as important a risk factor for early death as obesity and smoking.

There you have proof from that one article alone four years before 2020 that those who have enforced lockdown, social distancing and isolation knew what the effect would be and that is even more so with professional psychologists that have been driving the policy across the globe. We can go back even further to the years 2000 and 2003 and the start of a major study on the effects of isolation on health by Dr Janine Gronewold and Professor Dirk M. Hermann at the University Hospital in Essen, Germany, who analysed data on 4,316 people with an average age of 59 who were recruited for the long-term research project. They found that socially isolated people are more than 40 percent more likely to have a heart attack, stroke, or other major cardiovascular event and nearly 50 percent more likely to die from any cause. Given the financial Armageddon unleashed by lockdown we should note that the study found a relationship between increased cardiovascular risk and lack of financial support. After excluding other factors social isolation was still connected to a 44 percent increased risk of cardiovascular problems and a 47 percent increased risk of death by any cause. Lack of financial support was associated with a 30 percent increase in the risk of cardiovascular health events. Dr Gronewold said it had been known for some time that feeling lonely or lacking contact with close friends and family can have an impact on physical health and the study had shown that having strong social relationships is of high importance for heart health. Gronewold said they didn't understand yet why people who are socially isolated have such poor health outcomes, but this was obviously a worrying finding, particularly during these times of prolonged social distancing. Well, it can be explained on many levels. You only have to identify the point in the body where people feel loneliness and missing people they are parted from – it's in the centre of the chest where they feel the ache of loneliness and the ache of missing people. 'My heart aches for

you' … 'My heart aches for some company.' I will explain this more in the chapter Escaping Wetiko, but when you realise that the body is the mind – they are expressions of each other – the reason why state of the mind dictates state of the body becomes clear.

American psychologist Ranjit Powar was highlighting the effects of lockdown isolation as early as April, 2020. She said humans have evolved to be social creatures and are wired to live in interactive groups. Being isolated from family, friends and colleagues could be unbalancing and traumatic for most people and could result in short or even long-term psychological and physical health problems. An increase in levels of anxiety, aggression, depression, forgetfulness and hallucinations were possible psychological effects of isolation. 'Mental conditions may be precipitated for those with underlying pre-existing susceptibilities and show up in many others without any pre-condition.' Powar said personal relationships helped us cope with stress and if we lost this outlet for letting off steam the result can be a big emotional void which, for an average person, was difficult to deal with. 'Just a few days of isolation can cause increased levels of anxiety and depression' – so what the hell has been the effect on the global population of *18 months* of this at the time of writing? Powar said: 'Add to it the looming threat of a dreadful disease being repeatedly hammered in through the media and you have a recipe for many shades of mental and physical distress.' For those with a house and a garden it is easy to forget that billions have had to endure lockdown isolation in tiny overcrowded flats and apartments with nowhere to go outside. The psychological and physical consequences of this are unimaginable and with lunatic and abusive partners and parents the consequences have led to tremendous increases in domestic and child abuse and alcoholism as people seek to shut out the horror. Ranjit Powar said:

Staying in a confined space with family is not all a rosy picture for everyone. It can be extremely oppressive and claustrophobic for large low-income families huddled together in small single-room houses. Children here are not lucky enough to have many board/electronic games or books to keep them occupied.

Add to it the deep insecurity of running out of funds for food and basic necessities. On the other hand, there are people with dysfunctional family dynamics, such as domineering, abusive or alcoholic partners, siblings or parents which makes staying home a period of trial. Incidence of suicide and physical abuse against women has shown a worldwide increase. Heightened anxiety and depression also affect a person's immune system, making them more susceptible to illness.

To think that Powar's article was published on April 11th, 2020.

Six-feet fantasy

Social (unsocial) distancing demanded that people stay six feet or two metres apart. UK government advisor Robert Dingwall from the New and Emerging Respiratory Virus Threats Advisory Group said in a radio interview that the two-metre rule was 'conjured up out of nowhere' and was not based on science. No, it was not based on *medical* science, but it didn't come out of nowhere. The distance related to *psychological* science. Six feet/two metres was adopted in many countries and we were told by people like the criminal Anthony Fauci and his ilk that it was founded on science. Many schools could not reopen because they did not have the space for six-feet distancing. Then in March, 2021, after a year of six-feet 'science', a study published in the *Journal of Infectious Diseases* involving more than 500,000 students and almost 100,000 staff over 16 weeks revealed no significant difference in 'Covid' cases between six feet and three feet and Fauci changed his tune. Now three feet was okay. There is no difference between six feet and three *inches* when there is no 'virus' and they got away with six feet for psychological reasons for as long as they could. I hear journalists and others talk about 'unintended consequences' of lockdown. They are not *unintended* at all; they have been coldly-calculated for a specific outcome of human control and that's why super-psychopaths like Gates have called for them so vehemently. Super-psychopath psychologists have demanded them and psychopathic or clueless, spineless, politicians have gone along with them by 'following the science'. But it's not science at all. 'Science' is not what is; it's only what people can be manipulated to believe it is. The whole 'Covid' catastrophe is

founded on mind control. Three word or three statement mantras issued by the UK government are a well-known mind control technique and so we've had 'Stay home/protect the NHS/save lives', 'Stay alert/control the virus/save lives' and 'hands/face/space'. One of the most vocal proponents of extreme 'Covid' rules in the UK has been Professor Susan Michie, a member of the British Communist Party, who is not a medical professional. Michie is the director of the Centre for Behaviour Change at University College London. She is a *behavioural psychologist* and another filthy rich 'Marxist' who praised China's draconian lockdown. She was known by fellow students at Oxford University as 'Stalin's nanny' for her extreme Marxism. Michie is an influential member of the UK government's Scientific Advisory Group for Emergencies (SAGE) and behavioural manipulation groups which have dominated 'Covid' policy. She is a consultant adviser to the World Health Organization on 'Covid-19' and behaviour. Why the hell are lockdowns anything to do with her when they are claimed to be about health? Why does a behavioural psychologist from a group charged with changing the behaviour of the public want lockdown, human isolation and mandatory masks? Does that question really need an answer? Michie *absolutely* has to explain herself before a Nuremberg court when humanity takes back its world again and even more so when you see the consequences of masks that she demands are compulsory. This is a Michie classic:

> The benefits of getting primary school children to wear masks is that regardless of what little degree of transmission is occurring in those age groups it could help normalise the practice. Young children wearing masks may be more likely to get their families to accept masks.

Those words alone should carry a prison sentence when you ponder on the callous disregard for children involved and what a statement it makes about the mind and motivations of Susan Michie. What a lovely lady and what she said there encapsulates the mentality of the psychopaths behind the 'Covid' horror. Let us compare what Michie said with a countrywide study in Germany published at researchsquare.com involving 25,000 school children and 17,854 health complaints submitted by parents. Researchers

found that masks are harming children physically, psychologically, and behaviourally with 24 health issues associated with mask wearing. They include: shortness of breath (29.7%); dizziness (26.4%); increased headaches (53%); difficulty concentrating (50%); drowsiness or fatigue (37%); and malaise (42%). Nearly a third of children experienced more sleep issues than before and a quarter developed new fears. Researchers found health issues and other impairments in 68 percent of masked children covering their faces for an average of 4.5 hours a day. Hundreds of those taking part experienced accelerated respiration, tightness in the chest, weakness, and short-term impairment of consciousness. A reminder of what Michie said again:

The benefits of getting primary school children to wear masks is that regardless of what little degree of transmission is occurring in those age groups it could help normalise the practice. Young children wearing masks may be more likely to get their families to accept masks.

Psychopaths in government and psychology now have children and young people – plus all the adults – wearing masks for hours on end while clueless teachers impose the will of the psychopaths on the young they should be protecting. What the hell are parents doing?

Cult lab rats

We have some schools already imposing on students microchipped buzzers that activate when they get 'too close' to their pals in the way they do with lab rats. How apt. To the Cult and its brain-dead servants our children *are* lab rats being conditioned to be unquestioning, dehumanised slaves for the rest of their lives. Children and young people are being weaned and frightened away from the most natural human instincts including closeness and touch. I have tracked in the books over the years how schools were banning pupils from greeting each other with a hug and the whole Cult-induced Me Too movement has terrified men and boys from a relaxed and natural interaction with female friends and work colleagues to the point where many men try never to be in a room

alone with a woman that's not their partner. Airhead celebrities have as always played their virtue-signalling part in making this happen with their gross exaggeration. For every monster like Harvey Weinstein there are at least tens of thousands of men that don't treat women like that; but everyone must be branded the same and policy changed for them as well as the monster. I am going to be using the word 'dehumanise' many times in this chapter because that is what the Cult is seeking to do and it goes very deep as we shall see. Don't let them kid you that social distancing is planned to end one day. That's not the idea. We are seeing more governments and companies funding and producing wearable gadgets to keep people apart and they would not be doing that if this was meant to be short-term. A tech start-up company backed by GCHQ, the British Intelligence and military surveillance headquarters, has created a social distancing wrist sensor that alerts people when they get too close to others. The CIA has also supported tech companies developing similar devices. The wearable sensor was developed by Tended, one of a number of start-up companies supported by GCHQ (see the CIA and DARPA). The device can be worn on the wrist or as a tag on the waistband and will vibrate whenever someone wearing the device breaches social distancing and gets anywhere near natural human contact. The company had a lucky break in that it was developing a distancing sensor when the 'Covid' hoax arrived which immediately provided a potentially enormous market. How fortunate. The government in big-time Cult-controlled Ontario in Canada is investing $2.5 million in wearable contact tracing technology that 'will alert users if they may have been exposed to the Covid-19 in the workplace and will beep or vibrate if they are within six feet of another person'. Facedrive Inc., the technology company behind this, was founded in 2016 with funding from the Ontario Together Fund and obviously they, too, had a prophet on the board of directors. The human surveillance and control technology is called TraceSCAN and would be worn by the human cyborgs in places such as airports, workplaces, construction sites, care homes and … *schools*.

I emphasise schools with children and young people the prime targets. You know what is planned for society as a whole if you keep your eyes on the schools. They have always been places where the state program the next generation of slaves to be its compliant worker-ants – or Woker-ants these days; but in the mist of the 'Covid' madness they have been transformed into mind laboratories on a scale never seen before. Teachers and head teachers are just as programmed as the kids – often more so. Children are kept apart from human interaction by walk lanes, classroom distancing, staggered meal times, masks, and the rolling-out of buzzer systems. Schools are now physically laid out as a laboratory maze for lab-rats. Lunatics at a school in Anchorage, Alaska, who should be prosecuted for child abuse, took away desks and forced children to kneel (know your place) on a mat for five hours a day while wearing a mask and using their chairs as a desk. How this was supposed to impact on a 'virus' only these clinically insane people can tell you and even then it would be clap-trap. The school banned recess (interaction), art classes (creativity), and physical exercise (getting body and mind moving out of inertia). Everyone behind this outrage should be in jail or better still a mental institution. The behavioural manipulators are all for this dystopian approach to schools. Professor Susan Michie, the mind-doctor and British Communist Party member, said it was wrong to say that schools were safe. They had to be made so by 'distancing', masks and ventilation (sitting all day in the cold). I must ask this lady round for dinner on a night I know I am going to be out and not back for weeks. She probably wouldn't be able to make it, anyway, with all the visits to her own psychologist she must have block-booked.

Masking identity

I know how shocking it must be for you that a behaviour manipulator like Michie wants everyone to wear masks which have long been a feature of mind-control programs like the infamous MKUltra in the United States, but, there we are. We live and learn. I spent many years from 1996 to right across the millennium

researching mind control in detail on both sides of the Atlantic and elsewhere. I met a large number of mind-control survivors and many had been held captive in body and mind by MKUltra. MK stands for mind-control, but employs the German spelling in deference to the Nazis spirited out of Germany at the end of World War Two by Operation Paperclip in which the US authorities, with help from the Vatican, transported Nazi mind-controllers and engineers to America to continue their work. Many of them were behind the creation of NASA and they included Nazi scientist and SS officer Wernher von Braun who swapped designing V-2 rockets to bombard London with designing the Saturn V rockets that powered the NASA moon programme's Apollo craft. I think I may have mentioned that the Cult has no borders. Among Paperclip escapees was Josef Mengele, the Angel of Death in the Nazi concentration camps where he conducted mind and genetic experiments on children often using twins to provide a control twin to measure the impact of his 'work' on the other. If you want to observe the Cult mentality in all its extremes of evil then look into the life of Mengele. I have met many people who suffered mercilessly under Mengele in the United States where he operated under the name Dr Greene and became a stalwart of MKUltra programming and torture. Among his locations was the underground facility in the Mojave Desert in California called the China Lake Naval Weapons Station which is almost entirely below the surface. My books *The Biggest Secret*, *Children of the Matrix* and *The Perception Deception* have the detailed background to MKUltra.

The best-known MKUltra survivor is American Cathy O'Brien. I first met her and her late partner Mark Phillips at a conference in Colorado in 1996. Mark helped her escape and deprogram from decades of captivity in an offshoot of MKUltra known as Project Monarch in which 'sex slaves' were provided for the rich and famous including Father George Bush, Dick Cheney and the Clintons. Read Cathy and Mark's book *Trance-Formation of America* and if you are new to this you will be shocked to the core. I read it in 1996 shortly before, with the usual synchronicity of my life, I found

myself given a book table at the conference right next to hers. MKUltra never ended despite being very publicly exposed (only a small part of it) in the 1970s and continues in other guises. I am still in touch with Cathy. She contacted me during 2020 after masks became compulsory in many countries to tell me how they were used as part of MKUltra programming. I had been observing 'Covid regulations' and the relationship between authority and public for months. I saw techniques that I knew were employed on individuals in MKUltra being used on the global population. I had read many books and manuals on mind control including one called *Silent Weapons for Quiet Wars* which came to light in the 1980s and was a guide on how to perceptually program on a mass scale. 'Silent Weapons' refers to mind-control. I remembered a line from the manual as governments, medical authorities and law enforcement agencies have so obviously talked to – or rather at – the adult population since the 'Covid' hoax began as if they are children. The document said:

> If a person is spoken to by a T.V. advertiser as if he were a twelve-year-old, then, due to suggestibility, he will, with a certain probability, respond or react to that suggestion with the uncritical response of a twelve-year-old and will reach in to his economic reservoir and deliver its energy to buy that product on impulse when he passes it in the store.

That's why authority has spoken to adults like children since all this began.

Why did Michael Jackson wear masks?

Every aspect of the 'Covid' narrative has mind-control as its central theme. Cathy O'Brien wrote an article for davidicke.com about the connection between masks and mind control. Her daughter Kelly who I first met in the 1990s was born while Cathy was still held captive in MKUltra. Kelly was forced to wear a mask as part of her programming from the age of *two* to dehumanise her, target her sense of individuality and reduce the amount of oxygen her brain and body received. *Bingo*. This is the real reason for compulsory

masks, why they have been enforced en masse, and why they seek to increase the number they demand you wear. First one, then two, with one disgraceful alleged 'doctor' recommending four which is nothing less than a death sentence. Where and how often they must be worn is being expanded for the purpose of mass mind control and damaging respiratory health which they can call 'Covid-19'. Canada's government headed by the man-child Justin Trudeau, says it's fine for children of two and older to wear masks. An insane 'study' in Italy involving just 47 children concluded there was no problem for babies as young as *four months* wearing them. Even after people were 'vaccinated' they were still told to wear masks by the criminal that is Anthony Fauci. Cathy wrote that mandating masks is allowing the authorities literally to control the air we breathe which is what was done in MKUltra. You might recall how the singer Michael Jackson wore masks and there is a reason for that. He was subjected to MKUltra mind control through Project Monarch and his psyche was scrambled by these simpletons. Cathy wrote:

In MKUltra Project Monarch mind control, Michael Jackson had to wear a mask to silence his voice so he could not reach out for help. Remember how he developed that whisper voice when he wasn't singing? Masks control the mind from the outside in, like the redefining of words is doing. By controlling what we can and cannot say for fear of being labeled racist or beaten, for example, it ultimately controls thought that drives our words and ultimately actions (or lack thereof).

Likewise, a mask muffles our speech so that we are not heard, which controls voice … words … mind. This is Mind Control. Masks are an obvious mind control device, and I am disturbed so many people are complying on a global scale. Masks depersonalize while making a person feel as though they have no voice. It is a barrier to others. People who would never choose to comply but are forced to wear a mask in order to keep their job, and ultimately their family fed, are compromised. They often feel shame and are subdued. People have stopped talking with each other while media controls the narrative.

The 'no voice' theme has often become literal with train passengers told not to speak to each other in case they pass on the 'virus', singing banned for the same reason and bonkers California officials telling people riding roller coasters that they cannot shout and scream. Cathy said she heard every day from healed MKUltra survivors who cannot wear a mask without flashing back on ways

their breathing was controlled – 'from ball gags and penises to water boarding'. She said that through the years when she saw images of people in China wearing masks 'due to pollution' that it was really to control their oxygen levels. 'I knew it was as much of a population control mechanism of depersonalisation as are burkas', she said. Masks are another Chinese communist/fascist method of control that has been swept across the West as the West becomes China at lightning speed since we entered 2020.

Mask-19

There are other reasons for mandatory masks and these include destroying respiratory health to call it 'Covid-19' and stunting brain development of children and the young. Dr Margarite Griesz-Brisson MD, PhD, is a Consultant Neurologist and Neurophysiologist and the Founder and Medical Director of the London Neurology and Pain Clinic. Her CV goes down the street and round the corner. She is clearly someone who cares about people and won't parrot the propaganda. Griesz-Brisson has a PhD in pharmacology, with special interest in neurotoxicology, environmental medicine, neuroregeneration and neuroplasticity (the way the brain can change in the light of information received). She went public in October, 2020, with a passionate warning about the effects of mask-wearing laws:

> The reinhalation of our exhaled air will without a doubt create oxygen deficiency and a flooding of carbon dioxide. We know that the human brain is very sensitive to oxygen deprivation. There are nerve cells for example in the hippocampus that can't be longer than 3 minutes without oxygen – they cannot survive. The acute warning symptoms are headaches, drowsiness, dizziness, issues in concentration, slowing down of reaction time – reactions of the cognitive system.

Oh, I know, let's tell bus, truck and taxi drivers to wear them and people working machinery. How about pilots, doctors and police? Griesz-Brisson makes the important point that while the symptoms she mentions may fade as the body readjusts this does not alter the fact that people continue to operate in oxygen deficit with long list of

potential consequences. She said it was well known that neurodegenerative diseases take years or decades to develop. 'If today you forget your phone number, the breakdown in your brain would have already started 20 or 30 years ago.' She said degenerative processes in your brain are getting amplified as your oxygen deprivation continues through wearing a mask. Nerve cells in the brain are unable to divide themselves normally in these circumstances and lost nerve cells will no longer be regenerated. 'What is gone is gone.' Now consider that people like shop workers and *schoolchildren* are wearing masks for hours every day. What in the name of sanity is going to be happening to them? 'I do not wear a mask, I need my brain to think', Griesz-Brisson said, 'I want to have a clear head when I deal with my patients and not be in a carbon dioxide-induced anaesthesia'. If you are told to wear a mask anywhere ask the organisation, police, store, whatever, for their risk assessment on the dangers and negative effects on mind and body of enforcing mask-wearing. They won't have one because it has never been done not even by government. All of them must be subject to class-action lawsuits as the consequences come to light. They don't do mask risk assessments for an obvious reason. They know what the conclusions would be and independent scientific studies that *have* been done tell a horror story of consequences.

'Masks are criminal'

Dr Griesz-Brisson said that for children and adolescents, masks are an absolute no-no. They had an extremely active and adaptive immune system and their brain was incredibly active with so much to learn. 'The child's brain, or the youth's brain, is thirsting for oxygen.' The more metabolically active an organ was, the more oxygen it required; and in children and adolescents every organ was metabolically active. Griesz-Brisson said that to deprive a child's or adolescent's brain of oxygen, or to restrict it in any way, was not only dangerous to their health, it was absolutely criminal. 'Oxygen deficiency inhibits the development of the brain, and the damage that has taken place as a result CANNOT be reversed.' Mind

manipulators of MKUltra put masks on two-year-olds they wanted to neurologically rewire and you can see why. Griesz-Brisson said a child needs the brain to learn and the brain needs oxygen to function. 'We don't need a clinical study for that. This is simple, indisputable physiology.' Consciously and purposely induced oxygen deficiency was an absolutely deliberate health hazard, and an absolute medical contraindication which means that 'this drug, this therapy, this method or measure should not be used, and is not allowed to be used'. To coerce an entire population to use an absolute medical contraindication by force, she said, there had to be definite and serious reasons and the reasons must be presented to competent interdisciplinary and independent bodies to be verified and authorised. She had this warning of the consequences that were coming if mask wearing continued:

When, in ten years, dementia is going to increase exponentially, and the younger generations couldn't reach their god-given potential, it won't help to say 'we didn't need the masks'. I know how damaging oxygen deprivation is for the brain, cardiologists know how damaging it is for the heart, pulmonologists know how damaging it is for the lungs. Oxygen deprivation damages every single organ. Where are our health departments, our health insurance, our medical associations? It would have been their duty to be vehemently against the lockdown and to stop it and stop it from the very beginning.

Why do the medical boards issue punishments to doctors who give people exemptions? Does the person or the doctor seriously have to prove that oxygen deprivation harms people? What kind of medicine are our doctors and medical associations representing? Who is responsible for this crime? The ones who want to enforce it? The ones who let it happen and play along, or the ones who don't prevent it?

All of the organisations and people she mentions there either answer directly to the Cult or do whatever hierarchical levels above them tell them to do. The outcome of both is the same. 'It's not about masks, it's not about viruses, it's certainly not about your health', Griesz-Brisson said. 'It is about much, much more. I am not participating. I am not afraid.' They were taking our air to breathe and there was no unfounded medical exemption from face masks. Oxygen deprivation was dangerous for every single brain. It had to be the free decision of every human being whether they want to

wear a mask that was absolutely ineffective to protect themselves from a virus. She ended by rightly identifying where the responsibility lies for all this:

> The imperative of the hour is personal responsibility. We are responsible for what we think, not the media. We are responsible for what we do, not our superiors. We are responsible for our health, not the World Health Organization. And we are responsible for what happens in our country, not the government.

Halle-bloody-lujah.

But surgeons wear masks, right?

Independent studies of mask-wearing have produced a long list of reports detailing mental, emotional and physical dangers. What a definition of insanity to see police officers imposing mask-wearing on the public which will cumulatively damage their health while the police themselves wear masks that will cumulatively damage *their* health. It's utter madness and both public and police do this because 'the government says so' – yes a government of brain-donor idiots like UK Health Secretary Matt Hancock reading the 'follow the science' scripts of psychopathic, lunatic psychologists. The response you get from Stockholm syndrome sufferers defending the very authorities that are destroying them and their families is that 'surgeons wear masks'. This is considered the game, set and match that they must work and don't cause oxygen deficit. Well, actually, scientific studies have shown that they *do* and oxygen levels are monitored in operating theatres to compensate. Surgeons wear masks to stop spittle and such like dropping into open wounds – not to stop 'viral particles' which are so miniscule they can only be seen through an electron microscope. Holes in the masks are significantly bigger than 'viral particles' and if you sneeze or cough they will breach the mask. I watched an incredibly disingenuous 'experiment' that claimed to prove that masks work in catching 'virus' material from the mouth and nose. They did this with a slow motion camera and the mask did block big stuff which stayed inside the mask and

against the face to be breathed in or cause infections on the face as we have seen with many children. 'Viral particles', however, would never have been picked up by the camera as they came through the mask when they are far too small to be seen. The 'experiment' was therefore disingenuous *and* useless.

Studies have concluded that wearing masks in operating theatres (and thus elsewhere) make no difference to preventing infection while the opposite is true with toxic shite building up in the mask and this had led to an explosion in tooth decay and gum disease dubbed by dentists 'mask mouth'. You might have seen the Internet video of a furious American doctor urging people to take off their masks after a four-year-old patient had been rushed to hospital the night before and nearly died with a lung infection that doctors sourced to mask wearing. A study in the journal *Cancer Discovery* found that inhalation of harmful microbes can contribute to advanced stage lung cancer in adults and long-term use of masks can help breed dangerous pathogens. Microbiologists have said frequent mask wearing creates a moist environment in which microbes can grow and proliferate before entering the lungs. The Canadian Agency for Drugs and Technologies in Health, or CADTH, a Canadian national organisation that provides research and analysis to healthcare decision-makers, said this as long ago as 2013 in a report entitled 'Use of Surgical Masks in the Operating Room: A Review of the Clinical Effectiveness and Guidelines'. It said:

- No evidence was found to support the use of surgical face masks to reduce the frequency of surgical site infections
- No evidence was found on the effectiveness of wearing surgical face masks to protect staff from infectious material in the operating room.
- Guidelines recommend the use of surgical face masks by staff in the operating room to protect both operating room staff and patients (despite the lack of evidence).

We were told that the world could go back to 'normal' with the arrival of the 'vaccines'. When they came, fraudulent as they are, the story changed as I knew that it would. We are in the midst of transforming 'normal', not going back to it. Mary Ramsay, head of immunisation at Public Health England, echoed the words of US criminal Anthony Fauci who said masks and other regulations must stay no matter if people are vaccinated. The Fauci idiot continued to wear two masks – different colours so both could be clearly seen – after he *claimed* to have been vaccinated. Senator Rand Paul told Fauci in one exchange that his double-masks were 'theatre' and he was right. It's all theatre. Mary Ramsay back-tracked on the vaccine-return-to-normal theme when she said the public may need to wear masks and social-distance for years despite the jabs. 'People have got used to those lower-level restrictions now, and [they] can live with them', she said telling us what the idea has been all along. 'The vaccine does not give you a pass, even if you have had it, you must continue to follow all the guidelines' said a Public Health England statement which reneged on what we had been told before and made having the 'vaccine' irrelevant to 'normality' even by the official story. Spain's fascist government trumped everyone by passing a law mandating the wearing of masks on the beach and even when swimming in the sea. The move would have devastated what's left of the Spanish tourist industry, posed potential breathing dangers to swimmers and had Northern European sunbathers walking around with their forehead brown and the rest of their face white as a sheet. The ruling was so crazy that it had to be retracted after pressure from public and tourist industry, but it confirmed where the Cult wants to go with masks and how clinically insane authority has become. The determination to make masks permanent and hide the serious dangers to body and mind can be seen in the censorship of scientist Professor Denis Rancourt by Bill Gates-funded academic publishing website ResearchGate over his papers exposing the dangers and uselessness of masks. Rancourt said:

ResearchGate today has permanently locked my account, which I have had since 2015. Their reasons graphically show the nature of their attack against democracy, and their corruption of

science … By their obscene non-logic, a scientific review of science articles reporting on harms caused by face masks has a 'potential to cause harm'. No criticism of the psychological device (face masks) is tolerated, if the said criticism shows potential to influence public policy.

This is what happens in a fascist world.

Where are the 'greens' (again)?

Other dangers of wearing masks especially regularly relate to the inhalation of minute plastic fibres into the lungs and the deluge of discarded masks in the environment and oceans. Estimates predicted that more than 1.5 billion disposable masks will end up in the world's oceans every year polluting the water with tons of plastic and endangering marine wildlife. Studies project that humans are using 129 billion face masks each month worldwide – about three million a minute. Most are disposable and made from plastic, non-biodegradable microfibers that break down into smaller plastic particles that become widespread in ecosystems. They are littering cities, clogging sewage channels and turning up in bodies of water. I have written in other books about the immense amounts of microplastics from endless sources now being absorbed into the body. Rolf Halden, director of the Arizona State University (ASU) Biodesign Center for Environmental Health Engineering, was the senior researcher in a 2020 study that analysed 47 human tissue samples and found microplastics in all of them. 'We have detected these chemicals of plastics in every single organ that we have investigated', he said. I wrote in *The Answer* about the world being deluged with microplastics. A study by the Worldwide Fund for Nature (WWF) found that people are consuming on average every week some 2,000 tiny pieces of plastic mostly through water and also through marine life and the air. Every year humans are ingesting enough microplastics to fill a heaped dinner plate and in a life-time of 79 years it is enough to fill two large waste bins. Marco Lambertini, WWF International director general said: 'Not only are plastics polluting our oceans and waterways and killing marine life – it's in all of us and we can't escape consuming plastics,' American

geologists found tiny plastic fibres, beads and shards in rainwater samples collected from the remote slopes of the Rocky Mountain National Park near Denver, Colorado. Their report was headed: 'It is raining plastic.' Rachel Adams, senior lecturer in Biomedical Science at Cardiff Metropolitan University, said that among health consequences are internal inflammation and immune responses to a 'foreign body'. She further pointed out that microplastics become carriers of toxins including mercury, pesticides and dioxins (a known cause of cancer and reproductive and developmental problems). These toxins accumulate in the fatty tissues once they enter the body through microplastics. Now this is being compounded massively by people putting plastic on their face and throwing it away.

Workers exposed to polypropylene plastic fibres known as 'flock' have developed 'flock worker's lung' from inhaling small pieces of the flock fibres which can damage lung tissue, reduce breathing capacity and exacerbate other respiratory problems. *Now* … commonly used surgical masks have three layers of melt-blown textiles made of … polypropylene. We have billions of people putting these microplastics against their mouth, nose and face for hours at a time day after day in the form of masks. How does anyone think that will work out? I mean – what could possibly go wrong? We posted a number of scientific studies on this at davidicke.com, but when I went back to them as I was writing this book the links to the science research website where they were hosted were dead. Anything that challenges the official narrative in any way is either censored or vilified. The official narrative is so unsupportable by the evidence that only deleting the truth can protect it. A study by Chinese scientists still survived – with the usual twist which it why it was still active, I guess. Yes, they found that virtually all the masks they tested increased the daily intake of microplastic fibres, but people should still wear them because the danger from the 'virus' was worse said the crazy 'team' from the Institute of Hydrobiology in Wuhan. Scientists first discovered microplastics in lung tissue of some patients who died of lung cancer

in the 1990s. Subsequent studies have confirmed the potential health damage with the plastic degrading slowly and remaining in the lungs to accumulate in volume. Wuhan researchers used a machine simulating human breathing to establish that masks shed up to nearly 4,000 microplastic fibres in a month with reused masks producing more. Scientists said some masks are laced with toxic chemicals and a variety of compounds seriously restricted for both health and environmental reasons. They include cobalt (used in blue dye) and formaldehyde known to cause watery eyes, burning sensations in the eyes, nose, and throat, plus coughing, wheezing and nausea. No – that must be 'Covid-19'.

Mask 'worms'

There is another and potentially even more sinister content of masks. Mostly new masks of different makes filmed under a microscope around the world have been found to contain strange black fibres or 'worms' that appear to move or 'crawl' by themselves and react to heat and water. The nearest I have seen to them are the self-replicating fibres that are pulled out through the skin of those suffering from Morgellons disease which has been connected to the phenomena of 'chemtrails' which I will bring into the story later on. Morgellons fibres continue to grow outside the body and have a form of artificial intelligence. Black 'worm' fibres in masks have that kind of feel to them and there is a nanotechnology technique called 'worm micelles' which carry and release drugs or anything else you want to deliver to the body. For sure the suppression of humanity by mind altering drugs is the Cult agenda big time and the more excuses they can find to gain access to the body the more opportunities there are to make that happen whether through 'vaccines' or masks pushed against the mouth and nose for hours on end.

So let us summarise the pros and cons of masks:

Against masks: Breathing in your own carbon dioxide; depriving the body and brain of sufficient oxygen; build-up of toxins in the mask that can be breathed into the lungs and cause rashes on the face and 'mask-mouth'; breathing microplastic fibres and toxic chemicals into the lungs; dehumanisation and deleting individualisation by literally making people faceless; destroying human emotional interaction through facial expression and deleting parental connection with their babies which look for guidance to their facial expression.

For masks: They don't protect you from a 'virus' that doesn't exist and even if it did 'viral' particles are so minute they are smaller than the holes in the mask.

Governments, police, supermarkets, businesses, transport companies, and all the rest who seek to impose masks have done no risk assessment on their consequences for health and psychology and are now open to group lawsuits when the impact becomes clear with a cumulative epidemic of respiratory and other disease. Authorities will try to exploit these effects and hide the real cause by dubbing them 'Covid-19'. Can you imagine setting out to force the population to wear health-destroying masks without doing any assessment of the risks? It is criminal and it is evil, but then how many people targeted in this way, who see their children told to wear them all day at school, have asked for a risk assessment? Billions can't be imposed upon by the few unless the billions allow it. Oh, yes, with just a tinge of irony, 85 percent of all masks made worldwide come from *China*.

Wash your hands in toxic shite

'Covid' rules include the use of toxic sanitisers and again the health consequences of constantly applying toxins to be absorbed through the skin is obvious to any level of Renegade Mind. America's Food and Drug Administration (FDA) said that sanitisers are drugs and issued a warning about 75 dangerous brands which contain

methanol used in antifreeze and can cause death, kidney damage and blindness. The FDA circulated the following warning even for those brands that it claims to be safe:

Store hand sanitizer out of the reach of pets and children, and children should use it only with adult supervision. Do not drink hand sanitizer. This is particularly important for young children, especially toddlers, who may be attracted by the pleasant smell or brightly colored bottles of hand sanitizer.

Drinking even a small amount of hand sanitizer can cause alcohol poisoning in children. (However, there is no need to be concerned if your children eat with or lick their hands after using hand sanitizer.) During this coronavirus pandemic, poison control centers have had an increase in calls about accidental ingestion of hand sanitizer, so it is important that adults monitor young children's use.

Do not allow pets to swallow hand sanitizer. If you think your pet has eaten something potentially dangerous, call your veterinarian or a pet poison control center right away. Hand sanitizer is flammable and should be stored away from heat and flames. When using hand sanitizer, rub your hands until they feel completely dry before performing activities that may involve heat, sparks, static electricity, or open flames.

There you go, perfectly safe, then, and that's without even a mention of the toxins absorbed through the skin. Come on kids – sanitise your hands everywhere you go. It will save you from the 'virus'. Put all these elements together of the 'Covid' normal and see how much health and psychology is being cumulatively damaged, even devastated, to 'protect your health'. Makes sense, right? They are only imposing these things because they care, right? *Right?*

Submitting to insanity

Psychological reframing of the population goes very deep and is done in many less obvious ways. I hear people say how contradictory and crazy 'Covid' rules are and how they are ever changing. This is explained away by dismissing those involved as idiots. It is a big mistake. The Cult is delighted if its cold calculation is perceived as incompetence and idiocy when it is anything but. Oh, yes, there are idiots within the system – lots of them – but they are *administering* the Cult agenda, mostly unknowingly. They are not deciding and dictating it. The bulwark against tyranny is self-

respect, always has been, always will be. It is self-respect that has broken every tyranny in history. By its very nature self-respect will not bow to oppression and its perpetrators. There is so little self-respect that it's always the few that overturn dictators. Many may eventually follow, but the few with the iron spines (self-respect) kick it off and generate the momentum. The Cult targets self-respect in the knowledge that once this has gone only submission remains. Crazy, contradictory, ever-changing 'Covid' rules are systematically applied by psychologists to delete self-respect. They *want* you to see that the rules make no sense. It is one thing to decide to do something when *you* have made the choice based on evidence and logic. You still retain your self-respect. It is quite another when you can see what you are being told to do is insane, ridiculous and makes no sense, and *yet you still do it*. Your self-respect is extinguished and this has been happening as ever more obviously stupid and nonsensical things have been demanded and the great majority have complied even when they can see they are stupid and nonsensical.

People walk around in face-nappies knowing they are damaging their health and make no difference to a 'virus'. They do it in fear of not doing it. I know it's daft, but I'll do it anyway. When that happens something dies inside of you and submissive reframing has begun. Next there's a need to hide from yourself that you have conceded your self-respect and you convince yourself that you have not really submitted to fear and intimidation. You begin to believe that you are complying with craziness because it's the right thing to do. When first you concede your self-respect of 2+2 = 4 to 2+2 = 5 you *know* you are compromising your self-respect. Gradually to avoid facing that fact you begin to *believe* that 2+2=5. You have been reframed and I have been watching this process happening in the human psyche on an industrial scale. The Cult is working to break your spirit and one of its major tools in that war is humiliation. I read how former American soldier Bradley Manning (later Chelsea Manning after a sex-change) was treated after being jailed for supplying WikiLeaks with documents exposing the enormity of

government and elite mendacity. Manning was isolated in solitary confinement for eight months, put under 24-hour surveillance, forced to hand over clothing before going to bed, and stand naked for every roll call. This is systematic humiliation. The introduction of anal swab 'Covid' tests in China has been done for the same reason to delete self-respect and induce compliant submission. Anal swabs are mandatory for incoming passengers in parts of China and American diplomats have said they were forced to undergo the indignity which would have been calculated humiliation by the Cult-owned Chinese government that has America in its sights.

Government-people: An abusive relationship

Spirit-breaking psychological techniques include giving people hope and apparent respite from tyranny only to take it away again. This happened in the UK during Christmas, 2020, when the psycho-psychologists and their political lackeys announced an easing of restrictions over the holiday only to reimpose them almost immediately on the basis of yet another lie. There is a big psychological difference between getting used to oppression and being given hope of relief only to have that dashed. Psychologists know this and we have seen the technique used repeatedly. Then there is traumatising people before you introduce more extreme regulations that require compliance. A perfect case was the announcement by the dark and sinister Whitty and Vallance in the UK that 'new data' predicted that 4,000 could die every day over the winter of 2020/2021 if we did not lockdown again. I think they call it lying and after traumatising people with that claim out came Jackboot Johnson the next day with new curbs on human freedom. Psychologists know that a frightened and traumatised mind becomes suggestable to submission and behaviour reframing. Underpinning all this has been to make people fearful and suspicious of each other and see themselves as a potential danger to others. In league with deleted self-respect you have the perfect psychological recipe for self-loathing. The relationship between authority and public is now demonstrably the same as that of

subservience to an abusive partner. These are signs of an abusive relationship explained by psychologist Leslie Becker-Phelps:

Psychological and emotional abuse: Undermining a partner's self-worth with verbal attacks, name-calling, and belittling. Humiliating the partner in public, unjustly accusing them of having an affair, or interrogating them about their every behavior. Keeping partner confused or off balance by saying they were just kidding or blaming the partner for 'making' them act this way … Feigning in public that they care while turning against them in private. This leads to victims frequently feeling confused, incompetent, unworthy, hopeless, and chronically self-doubting. [Apply these techniques to how governments have treated the population since New Year, 2020, and the parallels are obvious.]

Physical abuse: The abuser might physically harm their partner in a range of ways, such as grabbing, hitting, punching, or shoving them. They might throw objects at them or harm them with a weapon. [Observe the physical harm imposed by masks, lockdown, and so on.]

Threats and intimidation: One way abusers keep their partners in line is by instilling fear. They might be verbally threatening, or give threatening looks or gestures. Abusers often make it known that they are tracking their partner's every move. They might destroy their partner's possessions, threaten to harm them, or threaten to harm their family members. Not surprisingly, victims of this abuse often feel anxiety, fear, and panic. [No words necessary.]

Isolation: Abusers often limit their partner's activities, forbidding them to talk or interact with friends or family. They might limit access to a car or even turn off their phone. All of this might be done by physically holding them against their will, but is often accomplished through psychological abuse and intimidation. The more isolated a person feels, the fewer resources they have to help gain perspective on their situation and to escape from it. [No words necessary.]

Economic abuse: Abusers often make their partners beholden to them for money by controlling access to funds of any kind. They might prevent their partner from getting a job or withhold access to money they earn from a job. This creates financial dependency that makes leaving the relationship very difficult. [See destruction of livelihoods and the proposed meagre 'guaranteed income' so long as you do whatever you are told.]

Using children: An abuser might disparage their partner's parenting skills, tell their children lies about their partner, threaten to take custody of their children, or threaten to harm their children. These tactics instil fear and often elicit compliance. [See reframed social service mafia and how children are being mercilessly abused by the state over 'Covid' while their parents look on too frightened to do anything.]

A further recurring trait in an abusive relationship is the abused blaming themselves for their abuse and making excuses for the abuser. We have the public blaming each other for lockdown abuse by government and many making excuses for the government while attacking those who challenge the government. How often we have heard authorities say that rules are being imposed or reimposed only because people have refused to 'behave' and follow the rules. We don't want to do it – it's *you*.

Renegade Minds are an antidote to all of these things. They will never concede their self-respect no matter what the circumstances. Even when apparent humiliation is heaped upon them they laugh in its face and reflect back the humiliation on the abuser where it belongs. Renegade Minds will never wear masks they know are only imposed to humiliate, suppress and damage both physically and psychologically. Consequences will take care of themselves and they will never break their spirit or cause them to concede to tyranny. UK newspaper columnist Peter Hitchens was one of the few in the mainstream media to speak out against lockdowns and forced vaccinations. He then announced he had taken the jab. He wanted to see family members abroad and he believed vaccine passports were inevitable even though they had not yet been introduced. Hitchens

has a questioning and critical mind, but not a Renegade one. If he had no amount of pressure would have made him concede. Hitchens excused his action by saying that the battle has been lost. Renegade Minds never accept defeat when freedom is at stake and even if they are the last one standing the self-respect of not submitting to tyranny is more important than any outcome or any consequence.

That's why Renegade Minds are the only minds that ever changed anything worth changing.

CHAPTER EIGHT

'Reframing' insanity

Insanity is relative. It depends on who has who locked in what cage
Ray Bradbury

'Reframing' a mind means simply to change its perception and behaviour. This can be done subconsciously to such an extent that subjects have no idea they have been 'reframed' while to any observer changes in behaviour and attitudes are obvious.

Human society is being reframed on a ginormous scale since the start of 2020 and here we have the reason why psychologists rather than doctors have been calling the shots. Ask most people who have succumbed to 'Covid' reframing if they have changed and most will say 'no'; but they *have* and fundamentally. The Cult's long-game has been preparing for these times since way back and crucial to that has been to prepare both population and officialdom mentally and emotionally. To use the mind-control parlance they had to reframe the population with a mentality that would submit to fascism and reframe those in government and law enforcement to impose fascism or at least go along with it. The result has been the fact-deleted mindlessness of 'Wokeness' and officialdom that has either enthusiastically or unquestioningly imposed global tyranny demanded by reframed politicians on behalf of psychopathic and deeply evil cultists. 'Cognitive reframing' identifies and challenges the way someone sees the world in the form of situations, experiences and emotions and then restructures those perceptions to view the same set of circumstances in a different way. This can have

benefits if the attitudes are personally destructive while on the other side it has the potential for individual and collective mind control which the subject has no idea has even happened.

Cognitive therapy was developed in the 1960s by Aaron T. Beck who was born in Rhode Island in 1921 as the son of Jewish immigrants from the Ukraine. He became interested in the techniques as a treatment for depression. Beck's daughter Judith S. Beck is prominent in the same field and they founded the Beck Institute for Cognitive Behavior Therapy in Philadelphia in 1994. Cognitive reframing, however, began to be used worldwide by those with a very dark agenda. The Cult reframes politicians to change their attitudes and actions until they are completely at odds with what they once appeared to stand for. The same has been happening to government administrators at all levels, law enforcement, military and the human population. Cultists love mind control for two main reasons: It allows them to control what people think, do and say to secure agenda advancement and, by definition, it calms their legendary insecurity and fear of the unexpected. I have studied mind control since the time I travelled America in 1996. I may have been talking to next to no one in terms of an audience in those years, but my goodness did I gather a phenomenal amount of information and knowledge about so many things including the techniques of mind control. I have described this in detail in other books going back to *The Biggest Secret* in 1998. I met a very large number of people recovering from MKUltra and its offshoots and successors and I began to see how these same techniques were being used on the population in general. This was never more obvious than since the 'Covid' hoax began.

Reframing the enforcers

I have observed over the last two decades and more the very clear transformation in the dynamic between the police, officialdom and the public. I tracked this in the books as the relationship mutated from one of serving the public to seeing them as almost the enemy and certainly a lower caste. There has always been a class divide

based on income and always been some psychopathic, corrupt, and big-I-am police officers. This was different. Wholesale change was unfolding in the collective dynamic; it was less about money and far more about position and perceived power. An us-and-them was emerging. Noses were lifted skyward by government administration and law enforcement and their attitude to the public they were *supposed* to be serving changed to one of increasing contempt, superiority and control. The transformation was so clear and widespread that it had to be planned. Collective attitudes and dynamics do not change naturally and organically that quickly on that scale. I then came across an organisation in Britain called Common Purpose created in the late 1980s by Julia Middleton who would work in the office of Deputy Prime Minister John Prescott during the long and disastrous premiership of war criminal Tony Blair. When Blair speaks the Cult is speaking and the man should have been in jail a long time ago. Common Purpose proclaims itself to be one of the biggest 'leadership development' organisations in the world while functioning as a *charity* with all the financial benefits which come from that. It hosts 'leadership development' courses and programmes all over the world and claims to have 'brought together' what it calls 'leaders' from more than 100 countries on six continents. The modus operandi of Common Purpose can be compared with the work of the UK government's reframing network that includes the Behavioural Insights Team 'nudge unit' and 'Covid' reframing specialists at SPI-B. WikiLeaks described Common Purpose long ago as 'a hidden virus in our government and schools' which is unknown to the general public: 'It recruits and trains "leaders" to be loyal to the directives of Common Purpose and the EU, instead of to their own departments, which they then undermine or subvert, the NHS [National Health Service] being an example.' This is a vital point to understand the 'Covid' hoax. The NHS, and its equivalent around the world, has been utterly reframed in terms of administrators and much of the medical personnel with the transformation underpinned by recruitment policies. The outcome has been the criminal and psychopathic behaviour of the

NHS over 'Covid' and we have seen the same in every other major country. WikiLeaks said Common Purpose trainees are 'learning to rule without regard to democracy' and to usher in a police state (current events explained). Common Purpose operated like a 'glue' and had members in the NHS, BBC, police, legal profession, church, many of Britain's 7,000 quangos, local councils, the Civil Service, government ministries and Parliament, and controlled many RDA's (Regional Development Agencies). Here we have one answer for how and why British institutions and their like in other countries have changed so negatively in relation to the public. This further explains how and why the beyond-disgraceful reframed BBC has become a propaganda arm of 'Covid' fascism. They are all part of a network pursuing the same goal.

By 2019 Common Purpose was quoting a figure of 85,000 'leaders' that had attended its programmes. These 'students' of all ages are known as Common Purpose 'graduates' and they consist of government, state and local government officials and administrators, police chiefs and officers, and a whole range of others operating within the national, local and global establishment. Cressida Dick, Commissioner of the London Metropolitan Police, is the Common Purpose graduate who was the 'Gold Commander' that oversaw what can only be described as the murder of Brazilian electrician Jean Charles de Menezes in 2005. He was held down by psychopathic police and shot seven times in the head by a psychopathic lunatic after being mistaken for a terrorist when he was just a bloke going about his day. Dick authorised officers to pursue and keep surveillance on de Menezes and ordered that he be stopped from entering the underground train system. Police psychopaths took her at her word clearly. She was 'disciplined' for this outrage by being *promoted* – eventually to the top of the 'Met' police where she has been a disaster. Many Chief Constables controlling the police in different parts of the UK are and have been Common Purpose graduates. I have heard the 'graduate' network described as a sort of Mafia or secret society operating within the fabric of government at all levels pursuing a collective policy

ingrained at Common Purpose training events. Founder Julia Middleton herself has said:

> Locally and internationally, Common Purpose graduates will be 'lighting small fires' to create change in their organisations and communities … The Common Purpose effect is best illustrated by the many stories of small changes brought about by leaders, who themselves have changed.

A Common Purpose mission statement declared:

> Common Purpose aims to improve the way society works by expanding the vision, decision-making ability and influence of all kinds of leaders. The organisation runs a variety of educational programmes for leaders of all ages, backgrounds and sectors, in order to provide them with the inspirational, information and opportunities they need to change the world.

Yes, but into what? Since 2020 the answer has become clear.

NLP and the Delphi technique

Common Purpose would seem to be a perfect name or would common programming be better? One of the foundation methods of reaching 'consensus' (group think) is by setting the agenda theme and then encouraging, cajoling or pressuring everyone to agree a 'consensus' in line with the core theme promoted by Common Purpose. The methodology involves the 'Delphi technique', or an adaption of it, in which opinions are expressed that are summarised by a 'facilitator or change agent' at each stage. Participants are 'encouraged' to modify their views in the light of what others have said. Stage by stage the former individual opinions are merged into group consensus which just happens to be what Common Purpose wants them to believe. A key part of this is to marginalise anyone refusing to concede to group think and turn the group against them to apply pressure to conform. We are seeing this very technique used on the general population to make 'Covid' group-thinkers hostile to those who have seen through the bullshit. People can be reframed by using perception manipulation methods such as Neuro-Linguistic Programming (NLP) in which you change perception with the use of

carefully constructed language. An NLP website described the technique this way:

… A method of influencing brain behaviour (the 'neuro' part of the phrase) through the use of language (the 'linguistic' part) and other types of communication to enable a person to 'recode' the way the brain responds to stimuli (that's the 'programming') and manifest new and better behaviours. Neuro-Linguistic Programming often incorporates hypnosis and self-hypnosis to help achieve the change (or 'programming') that is wanted.

British alternative media operation UKColumn has done very detailed research into Common Purpose over a long period. I quoted co-founder and former naval officer Brian Gerrish in my book *Remember Who You Are*, published in 2011, as saying the following years before current times:

It is interesting that many of the mothers who have had children taken by the State speak of the Social Services people being icily cool, emotionless and, as two ladies said in slightly different words, '… like little robots'. We know that NLP is cumulative, so people can be given small imperceptible doses of NLP in a course here, another in a few months, next year etc. In this way, major changes are accrued in their personality, but the day by day change is almost unnoticeable.

In these and other ways 'graduates' have had their perceptions uniformly reframed and they return to their roles in the institutions of government, law enforcement, legal profession, military, 'education', the UK National Health Service and the whole swathe of the establishment structure to pursue a common agenda preparing for the 'post-industrial', 'post-democratic' society. I say 'preparing' but we are now there. 'Post-industrial' is code for the Great Reset and 'post-democratic' is 'Covid' fascism. UKColumn has spoken to partners of those who have attended Common Purpose 'training'. They have described how personalities and attitudes of 'graduates' changed very noticeably for the worse by the time they had completed the course. They had been 'reframed' and told they are the 'leaders' – the special ones – who know better than the population. There has also been the very demonstrable recruitment of psychopaths and narcissists into government administration at all

levels and law enforcement. If you want psychopathy hire psychopaths and you get a simple cause and effect. If you want administrators, police officers and 'leaders' to perceive the public as lesser beings who don't matter then employ narcissists. These personalities are identified using 'psychometrics' that identifies knowledge, abilities, attitudes and personality traits, mostly through carefully-designed questionnaires and tests. As this policy has passed through the decades we have had power-crazy, power-trippers appointed into law enforcement, security and government administration in preparation for current times and the dynamic between public and law enforcement/officialdom has been transformed. UKColumn's Brian Gerrish said of the narcissistic personality:

> Their love of themselves and power automatically means that they will crush others who get in their way. I received a major piece of the puzzle when a friend pointed out that when they made public officials re-apply for their own jobs several years ago they were also required to do psychometric tests. This was undoubtedly the start of the screening process to get 'their' sort of people in post.

How obvious that has been since 2020 although it was clear what was happening long before if people paid attention to the changing public-establishment dynamic.

Change agents

At the centre of events in 'Covid' Britain is the National Health Service (NHS) which has behaved disgracefully in slavishly following the Cult agenda. The NHS management structure is awash with Common Purpose graduates or 'change agents' working to a common cause. Helen Bevan, a Chief of Service Transformation at the NHS Institute for Innovation and Improvement, co-authored a document called 'Towards a million change agents, a review of the social movements literature: implications for large scale change in the NHS'. The document compared a project management approach to that of change and social movements where 'people change

themselves and each other – peer to peer'. Two definitions given for a 'social movement' were:

A group of people who consciously attempt to build a radically new social order; involves people of a broad range of social backgrounds; and deploys politically confrontational and socially disruptive tactics – Cyrus Zirakzadeh 1997

Collective challenges, based on common purposes and social solidarities, in sustained interaction with elites, opponents, and authorities – Sidney Tarrow 1994

Helen Bevan wrote another NHS document in which she defined 'framing' as 'the process by which leaders construct, articulate and put across their message in a powerful and compelling way in order to win people to their cause and call them to action'. I think I could come up with another definition that would be rather more accurate. The National Health Service and institutions of Britain and the wider world have been taken over by reframed 'change agents' and that includes everything from the United Nations to national governments, local councils and social services which have been kidnapping children from loving parents on an extraordinary and gathering scale on the road to the end of parenthood altogether. Children from loving homes are stolen and kidnapped by the state and put into the 'care' (inversion) of the local authority through council homes, foster parents and forced adoption. At the same time children are allowed to be abused without response while many are under council 'care'. UKColumn highlighted the Common Purpose connection between South Yorkshire Police and Rotherham council officers in the case of the scandal in that area of the sexual exploitation of children to which the authorities turned not one blind eye, but both:

We were alarmed to discover that the Chief Executive, the Strategic Director of Children and Young People's Services, the Manager for the Local Strategic Partnership, the Community Cohesion Manager, the Cabinet Member for Cohesion, the Chief Constable and his predecessor had all attended Leadership training courses provided by the pseudo-charity Common Purpose.

Once 'change agents' have secured positions of hire and fire within any organisation things start to move very quickly. Personnel are then hired and fired on the basis of whether they will work towards the agenda the change agent represents. If they do they are rapidly promoted even though they may be incompetent. Those more qualified and skilled who are pre-Common Purpose 'old school' see their careers stall and even disappear. This has been happening for decades in every institution of state, police, 'health' and social services and all of them have been transformed as a result in their attitudes to their jobs and the public. Medical professions, including nursing, which were once vocations for the caring now employ many cold, callous and couldn't give a shit personality types. The UKColumn investigation concluded:

By blurring the boundaries between people, professions, public and private sectors, responsibility and accountability, Common Purpose encourages 'graduates' to believe that as new selected leaders, they can work together, outside of the established political and social structures, to achieve a paradigm shift or CHANGE – so called 'Leading Beyond Authority'. In doing so, the allegiance of the individual becomes 'reframed' on CP colleagues and their NETWORK.

Reframing the Face-Nappies

Nowhere has this process been more obvious than in the police where recruitment of psychopaths and development of unquestioning mind-controlled group-thinkers have transformed law enforcement into a politically-correct 'Woke' joke and a travesty of what should be public service. Today they wear their face-nappies like good little gofers and enforce 'Covid' rules which are fascism under another name. Alongside the specifically-recruited psychopaths we have software minds incapable of free thought. Brian Gerrish again:

An example is the policeman who would not get on a bike for a press photo because he had not done the cycling proficiency course. Normal people say this is political correctness gone mad. Nothing could be further from the truth. The policeman has been reframed, and in his reality it is perfect common sense not to get on the bike 'because he hasn't done the cycling course'.

Another example of this is where the police would not rescue a boy from a pond until they had taken advice from above on the 'risk assessment'. A normal person would have arrived, perhaps thought of the risk for a moment, and dived in. To the police now 'reframed', they followed 'normal' procedure.

There are shocking cases of reframed ambulance crews doing the same. Sheer unthinking stupidity of London Face-Nappies headed by Common Purpose graduate Cressida Dick can be seen in their behaviour at a vigil in March, 2021, for a murdered woman, Sarah Everard. A police officer had been charged with the crime. Anyone with a brain would have left the vigil alone in the circumstances. Instead they 'manhandled' women to stop them breaking 'Covid rules' to betray classic reframing. Minds in the thrall of perception control have no capacity for seeing a situation on its merits and acting accordingly. 'Rules is rules' is their only mind-set. My father used to say that rules and regulations are for the guidance of the intelligent and the blind obedience of the idiot. Most of the intelligent, decent, coppers have gone leaving only the other kind and a few old school for whom the job must be a daily nightmare. The combination of psychopaths and rule-book software minds has been clearly on public display in the 'Covid' era with automaton robots in uniform imposing fascistic 'Covid' regulations on the population without any personal initiative or judging situations on their merits. There are thousands of examples around the world, but I'll make my point with the infamous Derbyshire police in the English East Midlands – the ones who think pouring dye into beauty spots and using drones to track people walking in the countryside away from anyone is called 'policing'. To them there are rules decreed by the government which they have to enforce and in their bewildered state a group gathering in a closed space and someone walking alone in the countryside are the same thing. It is beyond idiocy and enters the realm of clinical insanity.

Police officers in Derbyshire said they were 'horrified' – *horrified* – to find 15 to 20 'irresponsible' kids playing a football match at a closed leisure centre 'in breach of coronavirus restrictions'. When they saw the police the kids ran away leaving their belongings behind and the reframed men and women of Derbyshire police were seeking to establish their identities with a view to fining their parents. The most natural thing for youngsters to do – kicking a ball about – is turned into a criminal activity and enforced by the moronic software programs of Derbyshire police. You find the same mentality in every country. These barely conscious 'horrified' officers said they had to take action because 'we need to ensure these rules are being followed' and 'it is of the utmost importance that you ensure your children are following the rules and regulations for Covid-19'. Had any of them done ten seconds of research to see if this parroting of their masters' script could be supported by any evidence? Nope. Reframed people don't think – others think for them and that's the whole idea of reframing. I have seen police officers one after the other repeating without question word for word what officialdom tells them just as I have seen great swathes of the public doing the same. Ask either for 'their' opinion and out spews what they have been told to think by the official narrative. Police and public may seem to be in different groups, but their mentality is the same. Most people do whatever they are told in fear not doing so or because they believe what officialdom tells them; almost the entirety of the police do what they are told for the same reason. Ultimately it's the tiny inner core of the global Cult that's telling both what to do.

So Derbyshire police were 'horrified'. Oh, really? Why did they think those kids were playing football? It was to relieve the psychological consequences of lockdown and being denied human contact with their friends and interaction, touch and discourse vital to human psychological health. Being denied this month after month has dismantled the psyche of many children and young people as depression and suicide have exploded. Were Derbyshire police *horrified by that*? Are you kidding? Reframed people don't have those

mental and emotional processes that can see how the impact on the psychological health of youngsters is far more dangerous than any 'virus' even if you take the mendacious official figures to be true. The reframed are told (programmed) how to act and so they do. The Derbyshire Chief Constable in the first period of lockdown when the black dye and drones nonsense was going on was Peter Goodman. He was the man who severed the connection between his force and the Derbyshire Constabulary *Male Voice* Choir when he decided that it was not inclusive enough to allow women to join. The fact it was a male voice choir making a particular sound produced by male voices seemed to elude a guy who terrifyingly ran policing in Derbyshire. He retired weeks after his force was condemned as disgraceful by former Supreme Court Justice Jonathan Sumption for their behaviour over extreme lockdown impositions. Goodman was replaced by his deputy Rachel Swann who was in charge when her officers were 'horrified'. The police statement over the boys committing the hanging-offence of playing football included the line about the youngsters being 'irresponsible in the times we are all living through' missing the point that the real relevance of the 'times we are all living through' is the imposition of fascism enforced by psychopaths and reframed minds of police officers playing such a vital part in establishing the fascist tyranny that their own children and grandchildren will have to live in their entire lives. As a definition of insanity that is hard to beat although it might be run close by imposing masks on people that can have a serious effect on their health while wearing a face nappy all day themselves. Once again public and police do it for the same reason – the authorities tell them to and who are they to have the self-respect to say no?

Wokers in uniform

How reframed do you have to be to arrest a *six-year-old* and take him to court for *picking a flower* while waiting for a bus? Brain dead police and officialdom did just that in North Carolina where criminal proceedings happen regularly for children under nine. Attorney Julie Boyer gave the six-year-old crayons and a colouring book

during the 'flower' hearing while the 'adults' decided his fate. County Chief District Court Judge Jay Corpening asked: 'Should a child that believes in Santa Claus, the Easter Bunny and the tooth fairy be making life-altering decisions?' Well, of course not, but common sense has no meaning when you have a common purpose and a reframed mind. Treating children in this way, and police operating in American schools, is all part of the psychological preparation for children to accept a police state as normal all their adult lives. The same goes for all the cameras and biometric tracking technology in schools. Police training is focused on reframing them as snowflake Wokers and this is happening in the military. Pentagon top brass said that 'training sessions on extremism' were needed for troops who asked why they were so focused on the Capitol Building riot when Black Lives Matter riots were ignored. What's the difference between them some apparently and rightly asked. Actually, there is a difference. Five people died in the Capitol riot, only one through violence, and that was a police officer shooting an unarmed protestor. BLM riots killed at least 25 people and cost billions. Asking the question prompted the psychopaths and reframed minds that run the Pentagon to say that more 'education' (programming) was needed. Troop training is all based on psychological programming to make them fodder for the Cult – 'Military men are just dumb, stupid animals to be used as pawns in foreign policy' as Cult-to-his-DNA former Secretary of State Henry Kissinger famously said. Governments see the police in similar terms and it's time for those among them who can see this to defend the people and stop being enforcers of the Cult agenda upon the people.

The US military, like the country itself, is being targeted for destruction through a long list of Woke impositions. Cult-owned gaga 'President' Biden signed an executive order when he took office to allow taxpayer money to pay for transgender surgery for active military personnel and veterans. Are you a man soldier? No, I'm a LGBTQIA+ with a hint of Skoliosexual and Spectrasexual. Oh, good man. Bad choice of words you bigot. The Pentagon announced in March, 2021, the appointment of the first 'diversity and inclusion

officer' for US Special Forces. Richard Torres-Estrada arrived with the publication of a 'D&I Strategic Plan which will guide the enterprise-wide effort to institutionalize and sustain D&I'. If you think a Special Forces 'Strategic Plan' should have something to do with defending America you haven't been paying attention. Defending Woke is now the military's new role. Torres-Estrada has posted images comparing Donald Trump with Adolf Hitler and we can expect no bias from him as a representative of the supposedly non-political Pentagon. Cable news host Tucker Carlson said: 'The Pentagon is now the Yale faculty lounge but with cruise missiles.' Meanwhile Secretary of Defense Lloyd Austin, a board member of weapons-maker Raytheon with stock and compensation interests in October, 2020, worth $1.4 million, said he was purging the military of the 'enemy within' – anyone who isn't Woke and supports Donald Trump. Austin refers to his targets as 'racist extremists' while in true Woke fashion being himself a racist extremist. Pentagon documents pledge to 'eradicate, eliminate and conquer all forms of racism, sexism and homophobia'. The definitions of these are decided by 'diversity and inclusion committees' peopled by those who see racism, sexism and homophobia in every situation and opinion. Woke (the Cult) is dismantling the US military and purging testosterone as China expands its military and gives its troops 'masculinity training'. How do we think that is going to end when this is all Cult coordinated? The US military, like the British military, is controlled by Woke and spineless top brass who just go along with it out of personal career interests.

'Woke' means fast asleep

Mind control and perception manipulation techniques used on individuals to create group-think have been unleashed on the global population in general. As a result many have no capacity to see the obvious fascist agenda being installed all around them or what 'Covid' is really all about. Their brains are firewalled like a computer system not to process certain concepts, thoughts and realisations that are bad for the Cult. The young are most targeted as the adults they

will be when the whole fascist global state is planned to be fully implemented. They need to be prepared for total compliance to eliminate all pushback from entire generations. The Cult has been pouring billions into taking complete control of 'education' from schools to universities via its operatives and corporations and not least Bill Gates as always. The plan has been to transform 'education' institutions into programming centres for the mentality of 'Woke'. James McConnell, professor of psychology at the University of Michigan, wrote in *Psychology Today* in 1970:

> The day has come when we can combine sensory deprivation with drugs, hypnosis, and astute manipulation of reward and punishment, to gain almost absolute control over an individual's behaviour. It should then be possible to achieve a very rapid and highly effective type of brainwashing that would allow us to make dramatic changes in a person's behaviour and personality ...
>
> … We should reshape society so that we all would be trained from birth to want to do what society wants us to do. We have the techniques to do it... no-one owns his own personality you acquired, and there's no reason to believe you should have the right to refuse to acquire a new personality if your old one is anti-social.

This was the potential for mass brainwashing in 1970 and the mentality there displayed captures the arrogant psychopathy that drives it forward. I emphasise that not all young people have succumbed to Woke programming and those that haven't are incredibly impressive people given that today's young are the most perceptually-targeted generations in history with all the technology now involved. Vast swathes of the young generations, however, have fallen into the spell – and that's what it is – of Woke. The Woke mentality and perceptual program is founded on *inversion* and you will appreciate later why that is so significant. Everything with Woke is inverted and the opposite of what it is claimed to be. Woke was a term used in African-American culture from the 1900s and referred to an awareness of social and racial justice. This is not the meaning of the modern version or 'New Woke' as I call it in *The Answer*. Oh, no, Woke today means something very different no matter how much Wokers may seek to hide that and insist Old Woke and New

Woke are the same. See if you find any 'awareness of social justice' here in the modern variety:

- Woke demands 'inclusivity' while excluding anyone with a different opinion and calls for mass censorship to silence other views.

- Woke claims to stand against oppression when imposing oppression is the foundation of all that it does. It is the driver of political correctness which is nothing more than a Cult invention to manipulate the population to silence itself.

- Woke believes itself to be 'liberal' while pursuing a global society that can only be described as fascist (see 'anti-fascist' fascist Antifa).

- Woke calls for 'social justice' while spreading injustice wherever it goes against the common 'enemy' which can be easily identified as a differing view.

- Woke is supposed to be a metaphor for 'awake' when it is solid-gold asleep and deep in a Cult-induced coma that meets the criteria for 'off with the fairies'.

I state these points as obvious facts if people only care to look. I don't do this with a sense of condemnation. We need to appreciate that the onslaught of perceptual programming on the young has been incessant and merciless. I can understand why so many have been reframed, or, given their youth, framed from the start to see the world as the Cult demands. The Cult has had access to their minds day after day in its 'education' system for their entire formative years. Perception is formed from information received and the Cult-created system is a life-long download of information delivered to elicit a particular perception, thus behaviour. The more this has expanded into still new extremes in recent decades and ever-increasing censorship has deleted other opinions and information why wouldn't that lead to a perceptual reframing on a mass scale? I

have described already cradle-to-grave programming and in more recent times the targeting of young minds from birth to adulthood has entered the stratosphere. This has taken the form of skewing what is 'taught' to fit the Cult agenda and the omnipresent techniques of group-think to isolate non-believers and pressure them into line. There has always been a tendency to follow the herd, but we really are in a new world now in relation to that. We have parents who can see the 'Covid' hoax told by their children not to stop them wearing masks at school, being 'Covid' tested or having the 'vaccine' in fear of the peer-pressure consequences of being different. What is 'peer-pressure' if not pressure to conform to group-think? Renegade Minds never group-think and always retain a set of perceptions that are unique to them. Group-think is always underpinned by consequences for not group-thinking. Abuse now aimed at those refusing DNA-manipulating 'Covid vaccines' are a potent example of this. The biggest pressure to conform comes from the very group which is itself being manipulated. 'I am programmed to be part of a hive mind and so you must be.'

Woke control structures in 'education' now apply to every mainstream organisation. Those at the top of the 'education' hierarchy (the Cult) decide the policy. This is imposed on governments through the Cult network; governments impose it on schools, colleges and universities; their leadership impose the policy on teachers and academics and they impose it on children and students. At any level where there is resistance, perhaps from a teacher or university lecturer, they are targeted by the authorities and often fired. Students themselves regularly demand the dismissal of academics (increasingly few) at odds with the narrative that the students have been programmed to believe in. It is quite a thought that students who are being targeted by the Cult become so consumed by programmed group-think that they launch protests and demand the removal of those who are trying to push back against those targeting the students. Such is the scale of perceptual inversion. We see this with 'Covid' programming as the Cult imposes the rules via psycho-psychologists and governments on

shops, transport companies and businesses which impose them on their staff who impose them on their customers who pressure Pushbackers to conform to the will of the Cult which is in the process of destroying them and their families. Scan all aspects of society and you will see the same sequence every time.

Fact free Woke and hijacking the 'left'

There is no more potent example of this than 'Woke', a mentality only made possible by the deletion of factual evidence by an 'education' system seeking to produce an ever more uniform society. Why would you bother with facts when you don't know any? Deletion of credible history both in volume and type is highly relevant. Orwell said: 'Who controls the past controls the future: who controls the present controls the past.' They who control the perception of the past control the perception of the future and they who control the present control the perception of the past through the writing and deleting of history. Why would you oppose the imposition of Marxism in the name of Wokeism when you don't know that Marxism cost at least 100 million lives in the 20th century alone? Watch videos and read reports in which Woker generations are asked basic historical questions – it's mind-blowing. A survey of 2,000 people found that six percent of millennials (born approximately early1980s to early 2000s) believed the Second World War (1939-1945) broke out with the assassination of President Kennedy (in 1963) and one in ten thought Margaret Thatcher was British Prime Minister at the time. She was in office between 1979 and 1990. We are in a post-fact society. Provable facts are no defence against the fascism of political correctness or Silicon Valley censorship. Facts don't matter anymore as we have witnessed with the 'Covid' hoax. Sacrificing uniqueness to the Woke group-think religion is all you are required to do and that means thinking for yourself is the biggest Woke no, no. All religions are an expression of group-think and censorship and Woke is just another religion with an orthodoxy defended by group-think and censorship. Burned at

the stake becomes burned on Twitter which leads back eventually to burned at the stake as Woke humanity regresses to ages past.

The biggest Woke inversion of all is its creators and funders. I grew up in a traditional left of centre political household on a council estate in Leicester in the 1950s and 60s – you know, the left that challenged the power of wealth-hoarding elites and threats to freedom of speech and opinion. In those days students went on marches defending freedom of speech while today's Wokers march for its deletion. What on earth could have happened? Those very elites (collectively the Cult) that we opposed in my youth and early life have funded into existence the antithesis of that former left and hijacked the 'brand' while inverting everything it ever stood for. We have a mentality that calls itself 'liberal' and 'progressive' while acting like fascists. Cult billionaires and their corporations have funded themselves into control of 'education' to ensure that Woke programming is unceasing throughout the formative years of children and young people and that non-Wokers are isolated (that word again) whether they be students, teachers or college professors. The Cult has funded into existence the now colossal global network of Woke organisations that have spawned and promoted all the 'causes' on the Cult wish-list for global transformation and turned Wokers into demanders of them. Does anyone really think it's a coincidence that the Cult agenda for humanity is a carbon (sorry) copy of the societal transformations desired by Woke?? These are only some of them:

Political correctness: The means by which the Cult deletes all public debates that it knows it cannot win if we had the free-flow of information and evidence.

Human-caused 'climate change': The means by which the Cult seeks to transform society into a globally-controlled dictatorship imposing its will over the fine detail of everyone's lives 'to save the planet' which doesn't actually need saving.

Transgender obsession: Preparing collective perception to accept the 'new human' which would not have genders because it would be created technologically and not through procreation. I'll have much more on this in Human 2.0.

Race obsession: The means by which the Cult seeks to divide and rule the population by triggering racial division through the perception that society is more racist than ever when the opposite is the case. Is it perfect in that regard? No. But to compare today with the racism of apartheid and segregation brought to an end by the civil rights movement in the 1960s is to insult the memory of that movement and inspirations like Martin Luther King. Why is the 'anti-racism' industry (which it is) so dominated by privileged white people?

White supremacy: This is a label used by privileged white people to demonise poor and deprived white people pushing back on tyranny to marginalise and destroy them. White people are being especially targeted as the dominant race by number within Western society which the Cult seeks to transform in its image. If you want to change a society you must weaken and undermine its biggest group and once you have done that by using the other groups you next turn on them to do the same … 'Then they came for the Jews and I was not a Jew so I did nothing.'

Mass migration: The mass movement of people from the Middle East, Africa and Asia into Europe, from the south into the United States and from Asia into Australia are another way the Cult seeks to dilute the racial, cultural and political influence of white people on Western society. White people ask why their governments appear to be working against them while being politically and culturally biased towards incoming cultures. Well, here's your answer. In the same way sexually 'straight' people, men and women, ask why the

authorities are biased against them in favour of other sexualities. The answer is the same – that's the way the Cult wants it to be for very sinister motives.

These are all central parts of the Cult agenda and central parts of the Woke agenda and Woke was created and continues to be funded to an immense degree by Cult billionaires and corporations. If anyone begins to say 'coincidence' the syllables should stick in their throat.

Billionaire 'social justice warriors'

Joe Biden is a 100 percent-owned asset of the Cult and the Wokers' man in the White House whenever he can remember his name and for however long he lasts with his rapidly diminishing cognitive function. Even walking up the steps of an aircraft without falling on his arse would appear to be a challenge. He's not an empty-shell puppet or anything. From the minute Biden took office (or the Cult did) he began his executive orders promoting the Woke wish-list. You will see the Woke agenda imposed ever more severely because it's really the *Cult* agenda. Woke organisations and activist networks spawned by the Cult are funded to the extreme so long as they promote what the Cult wants to happen. Woke is funded to promote 'social justice' by billionaires who become billionaires by destroying social justice. The social justice mantra is only a cover for dismantling social justice and funded by billionaires that couldn't give a damn about social justice. Everything makes sense when you see that. One of Woke's premier funders is Cult billionaire financier George Soros who said: 'I am basically there to make money, I cannot and do not look at the social consequences of what I do.' This is the same Soros who has given more than $32 billion to his Open Society Foundations global Woke network and funded Black Lives Matter, mass immigration into Europe and the United States, transgender activism, climate change activism, political correctness and groups targeting 'white supremacy' in the form of privileged white thugs that dominate Antifa. What a scam it all is and when

you are dealing with the unquestioning fact-free zone of Woke scamming them is child's play. All you need to pull it off in all these organisations are a few in-the-know agents of the Cult and an army of naïve, reframed, uninformed, narcissistic, know-nothings convinced of their own self-righteousness, self-purity and virtue.

Soros and fellow billionaires and billionaire corporations have poured hundreds of millions into Black Lives Matter and connected groups and promoted them to a global audience. None of this is motivated by caring about black people. These are the billionaires that have controlled and exploited a system that leaves millions of black people in abject poverty and deprivation which they do absolutely nothing to address. The same Cult networks funding BLM were behind the *slave trade!* Black Lives Matter hijacked a phrase that few would challenge and they have turned this laudable concept into a political weapon to divide society. You know that BLM is a fraud when it claims that *All* Lives Matter, the most inclusive statement of all, is 'racist'. BLM and its Cult masters don't want to end racism. To them it's a means to an end to control all of humanity never mind the colour, creed, culture or background. What has destroying the nuclear family got to do with ending racism? Nothing – but that is one of the goals of BLM and also happens to be a goal of the Cult as I have been exposing in my books for decades. Stealing children from loving parents and giving schools ever more power to override parents is part of that same agenda. BLM is a Marxist organisation and why would that not be the case when the Cult created Marxism *and* BLM? Patrisse Cullors, a BLM co-founder, said in a 2015 video that she and her fellow organisers, including co-founder Alicia Garza, are 'trained Marxists'. The lady known after marriage as Patrisse Khan-Cullors bought a $1.4 million home in 2021 in one of the whitest areas of California with a black population of just 1.6 per cent and has so far bought *four* high-end homes for a total of $3.2 million. How very Marxist. There must be a bit of spare in the BLM coffers, however, when Cult corporations and billionaires have handed over the best part of $100 million. Many black people can see that Black Lives Matter is not

working for them, but against them, and this is still more confirmation. Black journalist Jason Whitlock, who had his account suspended by Twitter for simply linking to the story about the 'Marxist's' home buying spree, said that BLM leaders are 'making millions of dollars off the backs of these dead black men who they wouldn't spit on if they were on fire and alive'.

Black Lies Matter

Cult assets and agencies came together to promote BLM in the wake of the death of career criminal George Floyd who had been jailed a number of times including for forcing his way into the home of a black woman with others in a raid in which a gun was pointed at her stomach. Floyd was filmed being held in a Minneapolis street in 2020 with the knee of a police officer on his neck and he subsequently died. It was an appalling thing for the officer to do, but the same technique has been used by police on peaceful protestors of lockdown without any outcry from the Woke brigade. As unquestioning supporters of the Cult agenda Wokers have supported lockdown and all the 'Covid' claptrap while attacking anyone standing up to the tyranny imposed in its name. Court documents would later include details of an autopsy on Floyd by County Medical Examiner Dr Andrew Baker who concluded that Floyd had taken a fatal level of the drug fentanyl. None of this mattered to fact-free, question-free, Woke. Floyd's death was followed by worldwide protests against police brutality amid calls to defund the police. Throwing babies out with the bathwater is a Woke speciality. In the wake of the murder of British woman Sarah Everard a Green Party member of the House of Lords, Baroness Jones of Moulescoomb (Nincompoopia would have been better), called for a 6pm curfew for all men. This would be in breach of the Geneva Conventions on war crimes which ban collective punishment, but that would never have crossed the black and white Woke mind of Baroness Nincompoopia who would have been far too convinced of her own self-righteousness to compute such details. Many American cities did defund the police in the face of Floyd riots

and after $15 million was deleted from the police budget in Washington DC under useless Woke mayor Muriel Bowser car-jacking alone rose by 300 percent and within six months the US capital recorded its highest murder rate in 15 years. The same happened in Chicago and other cities in line with the Cult/Soros plan to bring fear to streets and neighbourhoods by reducing the police, releasing violent criminals and not prosecuting crime. This is the mob-rule agenda that I have warned in the books was coming for so long. Shootings in the area of Minneapolis where Floyd was arrested increased by 2,500 percent compared with the year before. Defunding the police over George Floyd has led to a big increase in dead people with many of them black. Police protection for politicians making these decisions stayed the same or increased as you would expect from professional hypocrites. The Cult doesn't actually want to abolish the police. It wants to abolish local control over the police and hand it to federal government as the psychopaths advance the Hunger Games Society. Many George Floyd protests turned into violent riots with black stores and businesses destroyed by fire and looting across America fuelled by Black Lives Matter. Woke doesn't do irony. If you want civil rights you must loot the liquor store and the supermarket and make off with a smart TV. It's the only way.

It's not a race war – it's a class war

Black people are patronised by privileged blacks and whites alike and told they are victims of white supremacy. I find it extraordinary to watch privileged blacks supporting the very system and bloodline networks behind the slave trade and parroting the same Cult-serving manipulative crap of their privileged white, often billionaire, associates. It is indeed not a race war but a class war and colour is just a diversion. Black Senator Cory Booker and black Congresswoman Maxine Waters, more residents of Nincompoopia, personify this. Once you tell people they are victims of someone else you devalue both their own responsibility for their plight and the power they have to impact on their reality and experience. Instead

we have: 'You are only in your situation because of whitey – turn on them and everything will change.' It won't change. Nothing changes in our lives unless *we* change it. Crucial to that is never seeing yourself as a victim and always as the creator of your reality. Life is a simple sequence of choice and consequence. Make different choices and you create different consequences. *You* have to make those choices – not Black Lives Matter, the Woke Mafia and anyone else that seeks to dictate your life. Who are they these Wokers, an emotional and psychological road traffic accident, to tell you what to do? Personal empowerment is the last thing the Cult and its Black Lives Matter want black people or anyone else to have. They claim to be defending the underdog while *creating* and perpetuating the underdog. The Cult's worst nightmare is human unity and if they are going to keep blacks, whites and every other race under economic servitude and control then the focus must be diverted from what they have in common to what they can be manipulated to believe divides them. Blacks have to be told that their poverty and plight is the fault of the white bloke living on the street in the same poverty and with the same plight they are experiencing. The difference is that your plight black people is due to him, a white supremacist with 'white privilege' living on the street. Don't unite as one human family against your mutual oppressors and suppressors – fight the oppressor with the white face who is as financially deprived as you are. The Cult knows that as its 'Covid' agenda moves into still new levels of extremism people are going to respond and it has been spreading the seeds of disunity everywhere to stop a united response to the evil that targets *all of us*.

Racist attacks on 'whiteness' are getting ever more outrageous and especially through the American Democratic Party which has an appalling history for anti-black racism. Barack Obama, Joe Biden, Hillary Clinton and Nancy Pelosi all eulogised about Senator Robert Byrd at his funeral in 2010 after a nearly 60-year career in Congress. Byrd was a brutal Ku Klux Klan racist and a violent abuser of Cathy O'Brien in MKUltra. He said he would never fight in the military 'with a negro by my side' and 'rather I should die a thousand times,

and see Old Glory trampled in the dirt never to rise again, than to see this beloved land of ours become degraded by race mongrels, a throwback to the blackest specimen from the wilds'. Biden called Byrd a 'very close friend and mentor'. These 'Woke' hypocrites are not anti-racist they are anti-poor and anti-people not of their perceived class. Here is an illustration of the scale of anti-white racism to which we have now descended. Seriously Woke and moronic *New York Times* contributor Damon Young described whiteness as a 'virus' that 'like other viruses will not die until there are no bodies left for it to infect'. He went on: '… the only way to stop it is to locate it, isolate it, extract it, and kill it.' Young can say that as a black man with no consequences when a white man saying the same in reverse would be facing a jail sentence. *That's* racism. We had super-Woke numbskull senators Tammy Duckworth and Mazie Hirono saying they would object to future Biden Cabinet appointments if he did not nominate more Asian Americans and Pacific Islanders. Never mind the ability of the candidate what do they look like? Duckworth said: 'I will vote for racial minorities and I will vote for LGBTQ, but anyone else I'm not voting for.' Appointing people on the grounds of race is illegal, but that was not a problem for this ludicrous pair. They were on-message and that's a free pass in any situation.

Critical race racism

White children are told at school they are intrinsically racist as they are taught the divisive 'critical race theory'. This claims that the law and legal institutions are inherently racist and that race is a socially constructed concept used by white people to further their economic and political interests at the expense of people of colour. White is a 'virus' as we've seen. Racial inequality results from 'social, economic, and legal differences that white people create between races to maintain white interests which leads to poverty and criminality in minority communities'. I must tell that to the white guy sleeping on the street. The principal of East Side Community School in New York sent white parents a manifesto that called on

them to become 'white traitors' and advocate for full 'white abolition'. These people are teaching your kids when they urgently need a psychiatrist. The 'school' included a chart with 'eight white identities' that ranged from 'white supremacist' to 'white abolition' and defined the behaviour white people must follow to end 'the regime of whiteness'. Woke blacks and their privileged white associates are acting exactly like the slave owners of old and Ku Klux Klan racists like Robert Byrd. They are too full of their own self-purity to see that, but it's true. Racism is not a body type; it's a state of mind that can manifest through any colour, creed or culture.

Another racial fraud is *'equity'*. Not equality of treatment and opportunity – equity. It's a term spun as equality when it means something very different. Equality in its true sense is a raising up while 'equity' is a race to the bottom. Everyone in the same level of poverty is 'equity'. Keep everyone down – that's equity. The Cult doesn't want anyone in the human family to be empowered and BLM leaders, like all these 'anti-racist' organisations, continue their privileged, pampered existence by perpetuating the perception of gathering racism. When is the last time you heard an 'anti-racist' or 'anti-Semitism' organisation say that acts of racism and discrimination have *fallen?* It's not in the interests of their fund-raising and power to influence and the same goes for the professional soccer anti-racism operation, Kick It Out. Two things confirmed that the Black Lives Matter riots in the summer of 2020 were Cult creations. One was that while anti-lockdown protests were condemned in this same period for 'transmitting 'Covid' the authorities supported mass gatherings of Black Lives Matter supporters. I even saw self-deluding people claiming to be doctors say the two types of protest were not the same. No – the non-existent 'Covid' was in favour of lockdowns and attacked those that protested against them while 'Covid' supported Black Lives Matter and kept well away from its protests. The whole thing was a joke and as lockdown protestors were arrested, often brutally, by reframed Face-Nappies we had the grotesque sight of police officers taking the knee to Black Lives Matter, a Cult-funded Marxist

organisation that supports violent riots and wants to destroy the nuclear family and white people.

He's not white? Shucks!

Woke obsession with race was on display again when ten people were shot dead in Boulder, Colorado, in March, 2021. Cult-owned Woke TV channels like CNN said the shooter appeared to be a white man and Wokers were on Twitter condemning 'violent white men' with the usual mantras. Then the shooter's name was released as Ahmad Al Aliwi Alissa, an anti-Trump Arab-American, and the sigh of disappointment could be heard five miles away. Never mind that ten people were dead and what that meant for their families. Race baiting was all that mattered to these sick Cult-serving people like Barack Obama who exploited the deaths to further divide America on racial grounds which is his job for the Cult. This is the man that 'racist' white Americans made the first black president of the United States and then gave him a second term. Not-very-bright Obama has become filthy rich on the back of that and today appears to have a big influence on the Biden administration. Even so he's still a downtrodden black man and a victim of white supremacy. This disingenuous fraud reveals the contempt he has for black people when he puts on a Deep South Alabama accent whenever he talks to them, no, *at* them.

Another BLM red flag was how the now fully-Woke (fully-Cult) and fully-virtue-signalled professional soccer authorities had their teams taking the knee before every match in support of Marxist Black Lives Matter. Soccer authorities and clubs displayed 'Black Lives Matter' on the players' shirts and flashed the name on electronic billboards around the pitch. Any fans that condemned what is a Freemasonic taking-the-knee ritual were widely condemned as you would expect from the Woke virtue-signallers of professional sport and the now fully-Woke media. We have reverse racism in which you are banned from criticising any race or culture except for white people for whom anything goes – say what you like, no problem. What has this got to do with racial harmony and

equality? We've had black supremacists from Black Lives Matter telling white people to fall to their knees in the street and apologise for their white supremacy. Black supremacists acting like white supremacist slave owners of the past couldn't breach their self-obsessed, race-obsessed sense of self-purity. Joe Biden appointed a race-obsessed black supremacist Kristen Clarke to head the Justice Department Civil Rights Division. Clarke claimed that blacks are endowed with 'greater mental, physical and spiritual abilities' than whites. If anyone reversed that statement they would be vilified. Clarke is on-message so no problem. She's never seen a black-white situation in which the black figure is anything but a virtuous victim and she heads the Civil Rights Division which should treat everyone the same or it isn't civil rights. Another perception of the Renegade Mind: If something or someone is part of the Cult agenda they will be supported by Woke governments and media no matter what. If they're not, they will be condemned and censored. It really is that simple and so racist Clarke prospers despite (make that because of) her racism.

The end of culture

Biden's administration is full of such racial, cultural and economic bias as the Cult requires the human family to be divided into warring factions. We are now seeing racially-segregated graduations and everything, but everything, is defined through the lens of perceived 'racism. We have 'racist' mathematics, 'racist' food and even 'racist' *plants*. World famous Kew Gardens in London said it was changing labels on plants and flowers to tell its pre-'Covid' more than two million visitors a year how racist they are. Kew director Richard Deverell said this was part of an effort to 'move quickly to decolonise collections' after they were approached by one Ajay Chhabra 'an actor with an insight into how sugar cane was linked to slavery'. They are *plants* you idiots. 'Decolonisation' in the Woke manual really means colonisation of society with its mentality and by extension colonisation by the Cult. We are witnessing a new Chinese-style 'Cultural Revolution' so essential to the success of all

Marxist takeovers. Our cultural past and traditions have to be swept away to allow a new culture to be built-back-better. Woke targeting of long-standing Western cultural pillars including historical monuments and cancelling of historical figures is what happened in the Mao revolution in China which 'purged remnants of capitalist and traditional elements from Chinese society' and installed Maoism as the dominant ideology'. For China see the Western world today and for 'dominant ideology' see Woke. Better still see Marxism or Maoism. The 'Covid' hoax has specifically sought to destroy the arts and all elements of Western culture from people meeting in a pub or restaurant to closing theatres, music venues, sports stadiums, places of worship and even banning *singing*. Destruction of Western society is also why criticism of any religion is banned except for Christianity which again is the dominant religion as white is the numerically-dominant race. Christianity may be fading rapidly, but its history and traditions are weaved through the fabric of Western society. Delete the pillars and other structures will follow until the whole thing collapses. I am not a Christian defending that religion when I say that. I have no religion. It's just a fact. To this end Christianity has itself been turned Woke to usher its own downfall and its ranks are awash with 'change agents' – knowing and unknowing – at every level including Pope Francis (*definitely* knowing) and the clueless Archbishop of Canterbury Justin Welby (possibly not, but who can be sure?). Woke seeks to coordinate attacks on Western culture, traditions, and ways of life through 'intersectionality' defined as 'the complex, cumulative way in which the effects of multiple forms of discrimination (such as racism, sexism, and classism) combine, overlap, or intersect especially in the experiences of marginalised individuals or groups'. Wade through the Orwellian Woke-speak and this means coordinating disparate groups in a common cause to overthrow freedom and liberal values.

The entire structure of public institutions has been infested with Woke – government at all levels, political parties, police, military, schools, universities, advertising, media and trade unions. This abomination has been achieved through the Cult web by appointing

Wokers to positions of power and battering non-Wokers into line through intimidation, isolation and threats to their job. Many have been fired in the wake of the empathy-deleted, vicious hostility of 'social justice' Wokers and the desire of gutless, spineless employers to virtue-signal their Wokeness. Corporations are filled with Wokers today, most notably those in Silicon Valley. Ironically at the top they are not Woke at all. They are only exploiting the mentality their Cult masters have created and funded to censor and enslave while the Wokers cheer them on until it's their turn. Thus the Woke 'liberal left' is an inversion of the traditional liberal left. Campaigning for justice on the grounds of power and wealth distribution has been replaced by campaigning for identity politics. The genuine traditional left would never have taken money from today's billionaire abusers of fairness and justice and nor would the billionaires have wanted to fund that genuine left. It would not have been in their interests to do so. The division of opinion in those days was between the haves and have nots. This all changed with Cult manipulated and funded identity politics. The division of opinion today is between Wokers and non-Wokers and not income brackets. Cult corporations and their billionaires may have taken wealth disparity to cataclysmic levels of injustice, but as long as they speak the language of Woke, hand out the dosh to the Woke network and censor the enemy they are 'one of us'. Billionaires who don't give a damn about injustice are laughing at them till their bellies hurt. Wokers are not even close to self-aware enough to see that. The transformed 'left' dynamic means that Wokers who drone on about 'social justice' are funded by billionaires that have destroyed social justice the world over. It's *why* they are billionaires.

The climate con

Nothing encapsulates what I have said more comprehensively than the hoax of human-caused global warming. I have detailed in my books over the years how Cult operatives and organisations were the pump-primers from the start of the climate con. A purpose-built vehicle for this is the Club of Rome established by the Cult in 1968

with the Rockefellers and Rothschilds centrally involved all along. Their gofer frontman Maurice Strong, a Canadian oil millionaire, hosted the Earth Summit in Rio de Janeiro, Brazil, in 1992 where the global 'green movement' really expanded in earnest under the guiding hand of the Cult. The Earth Summit established Agenda 21 through the Cult-created-and-owned United Nations to use the illusion of human-caused climate change to justify the transformation of global society to save the world from climate disaster. It is a No-Problem-Reaction-Solution sold through governments, media, schools and universities as whole generations have been terrified into believing that the world was going to end in their lifetimes unless what old people had inflicted upon them was stopped by a complete restructuring of how everything is done. Chill, kids, it's all a hoax. Such restructuring is precisely what the Cult agenda demands (purely by coincidence of course). Today this has been given the codename of the Great Reset which is only an updated term for Agenda 21 and its associated Agenda 2030. The latter, too, is administered through the UN and was voted into being by the General Assembly in 2015. Both 21 and 2030 seek centralised control of all resources and food right down to the raindrops falling on your own land. These are some of the demands of Agenda 21 established in 1992. See if you recognise this society emerging today:

- End national sovereignty
- State planning and management of all land resources, ecosystems, deserts, forests, mountains, oceans and fresh water; agriculture; rural development; biotechnology; and ensuring *'equity'*
- The state to 'define the role' of business and financial resources
- Abolition of private property
- 'Restructuring' the family unit (see BLM)
- Children raised by the state
- People told what their job will be
- Major restrictions on movement
- Creation of 'human settlement zones'

- Mass resettlement as people are forced to vacate land where they live
- Dumbing down education
- Mass global depopulation in pursuit of all the above

The United Nations was created as a Trojan horse for world government. With the climate con of critical importance to promoting that outcome you would expect the UN to be involved. Oh, it's involved all right. The UN is promoting Agenda 21 and Agenda 2030 justified by 'climate change' while also driving the climate hoax through its Intergovernmental Panel on Climate Change (IPCC), one of the world's most corrupt organisations. The IPCC has been lying ferociously and constantly since the day it opened its doors with the global media hanging unquestioningly on its every mendacious word. The Green movement is entirely Woke and has long lost its original environmental focus since it was co-opted by the Cult. An obsession with 'global warming' has deleted its values and scrambled its head. I experienced a small example of what I mean on a beautiful country walk that I have enjoyed several times a week for many years. The path merged into the fields and forests and you felt at one with the natural world. Then a 'Green' organisation, the Hampshire and Isle of Wight Wildlife Trust, took over part of the land and proceeded to cut down a large number of trees, including mature ones, to install a horrible big, bright steel 'this-is-ours-stay-out' fence that destroyed the whole atmosphere of this beautiful place. No one with a feel for nature would do that. Day after day I walked to the sound of chainsaws and a magnificent mature weeping willow tree that I so admired was cut down at the base of the trunk. When I challenged a Woke young girl in a green shirt (of course) about this vandalism she replied: 'It's a weeping willow – it will grow back.' This is what people are paying for when they donate to the Hampshire and Isle of Wight Wildlife Trust and many other 'green' organisations today. It is not the environmental movement that I knew and instead has become a support-system – as with Extinction Rebellion – for a very dark agenda.

Private jets for climate justice

The Cult-owned, Gates-funded, World Economic Forum and its founder Klaus Schwab were behind the emergence of Greta Thunberg to harness the young behind the climate agenda and she was invited to speak to the world at … the UN. Schwab published a book, *Covid-19: The Great Reset* in 2020 in which he used the 'Covid' hoax and the climate hoax to lay out a new society straight out of Agenda 21 and Agenda 2030. Bill Gates followed in early 2021 when he took time out from destroying the world to produce a book in his name about the way to save it. Gates flies across the world in private jets and admitted that 'I probably have one of the highest greenhouse gas footprints of anyone on the planet … my personal flying alone is gigantic.' He has also bid for the planet's biggest private jet operator. Other climate change saviours who fly in private jets include John Kerry, the US Special Presidential Envoy for Climate, and actor Leonardo DiCaprio, a 'UN Messenger of Peace with special focus on climate change'. These people are so full of bullshit they could corner the market in manure. We mustn't be sceptical, though, because the Gates book, *How to Avoid a Climate Disaster: The Solutions We Have and the Breakthroughs We Need*, is a genuine attempt to protect the world and not an obvious pile of excrement attributed to a mega-psychopath aimed at selling his masters' plans for humanity. The Gates book and the other shite-pile by Klaus Schwab could have been written by the same person and may well have been. Both use 'climate change' and 'Covid' as the excuses for their new society and by coincidence the Cult's World Economic Forum and Bill and Melinda Gates Foundation promote the climate hoax and hosted Event 201 which pre-empted with a 'simulation' the very 'coronavirus' hoax that would be simulated for real on humanity within weeks. The British 'royal' family is promoting the 'Reset' as you would expect through Prince 'climate change caused the war in Syria' Charles and his hapless son Prince William who said that we must 'reset our relationship with nature and our trajectory as a species' to avoid a climate disaster. Amazing how many promotors of the 'Covid' and 'climate change' control

systems are connected to Gates and the World Economic Forum. A 'study' in early 2021 claimed that carbon dioxide emissions must fall by the equivalent of a global lockdown roughly every two years for the next decade to save the planet. The 'study' appeared in the same period that the Schwab mob claimed in a video that lockdowns destroying the lives of billions are good because they make the earth 'quieter' with less 'ambient noise'. They took down the video amid a public backlash for such arrogant, empathy-deleted stupidity You see, however, where they are going with this. Corinne Le Quéré, a professor at the Tyndall Centre for Climate Change Research, University of East Anglia, was lead author of the climate lockdown study, and she writes for … the World Economic Forum. Gates calls in 'his' book for changing 'every aspect of the economy' (long-time Cult agenda) and for humans to eat synthetic 'meat' (predicted in my books) while cows and other farm animals are eliminated. Australian TV host and commentator Alan Jones described what carbon emission targets would mean for farm animals in Australia alone if emissions were reduced as demanded by 35 percent by 2030 and zero by 2050:

Well, let's take agriculture, the total emissions from agriculture are about 75 million tonnes of carbon dioxide, equivalent. Now reduce that by 35 percent and you have to come down to 50 million tonnes, I've done the maths. So if you take for example 1.5 million cows, you're going to have to reduce the herd by 525,000 [by] 2030, nine years, that's 58,000 cows a year. The beef herd's 30 million, reduce that by 35 percent, that's 10.5 million, which means 1.2 million cattle have to go every year between now and 2030. This is insanity!

There are 75 million sheep. Reduce that by 35 percent, that's 26 million sheep, that's almost 3 million a year. So under the Paris Agreement over 30 million beasts. dairy cows, cattle, pigs and sheep would go. More than 8,000 every minute of every hour for the next decade, do these people know what they're talking about?

Clearly they don't at the level of campaigners, politicians and administrators. The Cult *does* know; that's the outcome it wants. We are faced with not just a war on humanity. Animals and the natural world are being targeted and I have been saying since the 'Covid' hoax began that the plan eventually was to claim that the 'deadly virus' is able to jump from animals, including farm animals and

domestic pets, to humans. Just before this book went into production came this story: 'Russia registers world's first Covid-19 vaccine for cats & dogs as makers of Sputnik V warn pets & farm animals could spread virus'. The report said 'top scientists warned that the deadly pathogen could soon begin spreading through homes and farms' and 'the next stage is the infection of farm and domestic animals'. Know the outcome and you'll see the journey. Think what that would mean for animals and keep your eye on a term called zoonosis or zoonotic diseases which transmit between animals and humans. The Cult wants to break the connection between animals and people as it does between people and people. Farm animals fit with the Cult agenda to transform food from natural to synthetic.

The gas of life is killing us

There can be few greater examples of Cult inversion than the condemnation of carbon dioxide as a dangerous pollutant when it is the gas of life. Without it the natural world would be dead and so we would all be dead. We breathe in oxygen and breathe out carbon dioxide while plants produce oxygen and absorb carbon dioxide. It is a perfect symbiotic relationship that the Cult wants to dismantle for reasons I will come to in the final two chapters. Gates, Schwab, other Cult operatives and mindless repeaters, want the world to be 'carbon neutral' by at least 2050 and the earlier the better. 'Zero carbon' is the cry echoed by lunatics calling for 'Zero Covid' when we already have it. These carbon emission targets will deindustrialise the world in accordance with Cult plans – the post-industrial, post-democratic society – and with so-called renewables like solar and wind not coming even close to meeting human energy needs blackouts and cold are inevitable. Texans got the picture in the winter of 2021 when a snow storm stopped wind turbines and solar panels from working and the lights went down along with water which relies on electricity for its supply system. Gates wants everything to be powered by electricity to ensure that his masters have the kill switch to stop all human activity, movement, cooking, water and warmth any time they like. The climate lie is so

stupendously inverted that it claims we must urgently reduce carbon dioxide when we *don't have enough*.

Co2 in the atmosphere is a little above 400 parts per million when the optimum for plant growth is 2,000 ppm and when it falls anywhere near 150 ppm the natural world starts to die and so do we. It fell to as low as 280 ppm in an 1880 measurement in Hawaii and rose to 413 ppm in 2019 with industrialisation which is why the planet has become *greener* in the industrial period. How insane then that psychopathic madman Gates is not satisfied only with blocking the rise of Co2. He's funding technology to suck it out of the atmosphere. The reason why will become clear. The industrial era is not destroying the world through Co2 and has instead turned around a potentially disastrous ongoing fall in Co2. Greenpeace co-founder and scientist Patrick Moore walked away from Greenpeace in 1986 and has exposed the green movement for fear-mongering and lies. He said that 500 million years ago there was *17 times* more Co2 in the atmosphere than we have today and levels have been falling for hundreds of millions of years. In the last 150 million years Co2 levels in Earth's atmosphere had reduced by *90 percent*. Moore said that by the time humanity began to unlock carbon dioxide from fossil fuels we were at '38 seconds to midnight' and in that sense: 'Humans are [the Earth's] salvation.' Moore made the point that only half the Co2 emitted by fossil fuels stays in the atmosphere and we should remember that all pollution pouring from chimneys that we are told is carbon dioxide is in fact nothing of the kind. It's pollution. Carbon dioxide is an invisible gas.

William Happer, Professor of Physics at Princeton University and long-time government adviser on climate, has emphasised the Co2 deficiency for maximum growth and food production. Greenhouse growers don't add carbon dioxide for a bit of fun. He said that most of the warming in the last 100 years, after the earth emerged from the super-cold period of the 'Little Ice Age' into a natural warming cycle, was over by 1940. Happer said that a peak year for warming in 1988 can be explained by a 'monster El Nino' which is a natural and cyclical warming of the Pacific that has nothing to do with 'climate

change'. He said the effect of Co2 could be compared to painting a wall with red paint in that once two or three coats have been applied it didn't matter how much more you slapped on because the wall will not get much redder. Almost all the effect of the rise in Co2 has already happened, he said, and the volume in the atmosphere would now have to *double* to increase temperature by a single degree. Climate hoaxers know this and they have invented the most ridiculously complicated series of 'feedback' loops to try to overcome this rather devastating fact. You hear puppet Greta going on cluelessly about feedback loops and this is why.

The Sun affects temperature? No you *climate denier*

Some other nonsense to contemplate: Climate graphs show that rises in temperature do not follow rises in Co2 – *it's the other way round* with a lag between the two of some 800 years. If we go back 800 years from present time we hit the Medieval Warm Period when temperatures were higher than now without any industrialisation and this was followed by the Little Ice Age when temperatures plummeted. The world was still emerging from these centuries of serious cold when many climate records began which makes the ever-repeated line of the 'hottest year since records began' meaningless when you are not comparing like with like. The coldest period of the Little Ice Age corresponded with the lowest period of sunspot activity when the Sun was at its least active. Proper scientists will not be at all surprised by this when it confirms the obvious fact that earth temperature is affected by the scale of Sun activity and the energetic power that it subsequently emits; but when is the last time you heard a climate hoaxer talking about the Sun as a source of earth temperature?? Everything has to be focussed on Co2 which makes up just 0.117 percent of so-called greenhouse gases and only a fraction of even that is generated by human activity. The rest is natural. More than *90 percent* of those greenhouse gases are water vapour and clouds (Fig 9). Ban moisture I say. Have you noticed that the climate hoaxers no longer use the polar bear as their promotion image? That's because far from becoming extinct polar

bear communities are stable or thriving. Joe Bastardi, American meteorologist, weather forecaster and outspoken critic of the climate lie, documents in his book *The Climate Chronicles* how weather patterns and events claimed to be evidence of climate change have been happening since long before industrialisation: 'What happened before naturally is happening again, as is to be expected given the cyclical nature of the climate due to the design of the planet.' If you read the detailed background to the climate hoax in my other books you will shake your head and wonder how anyone could believe the crap which has spawned a multi-trillion dollar industry based on absolute garbage (see HIV causes AIDs and Sars-Cov-2 causes 'Covid-19'). Climate and 'Covid' have much in common given they have the same source. They both have the contradictory *everything* factor in which everything is explained by reference to them. It's hot – 'it's climate change'. It's cold – 'it's climate change'. I got a sniffle – 'it's Covid'. I haven't got a sniffle – 'it's Covid'. Not having a sniffle has to be a symptom of 'Covid'. Everything is and not having a sniffle is especially dangerous if you are a slow walker. For sheer audacity I offer you a Cambridge University 'study' that actually linked 'Covid' to 'climate change'. It had to happen eventually. They concluded that climate change played a role in 'Covid-19' spreading from animals to humans because … wait for it … I kid you not … *the two groups were forced closer together as populations grow*. Er, that's it. The whole foundation on which this depended was that 'Bats are the likely zoonotic origin of SARS-CoV-1 and SARS-CoV-2'. Well, they are not. They are nothing to do with it. Apart from bats not being the origin and therefore 'climate change' effects on bats being irrelevant I am in awe of their academic insight. Where would we be without them? Not where we are that's for sure.

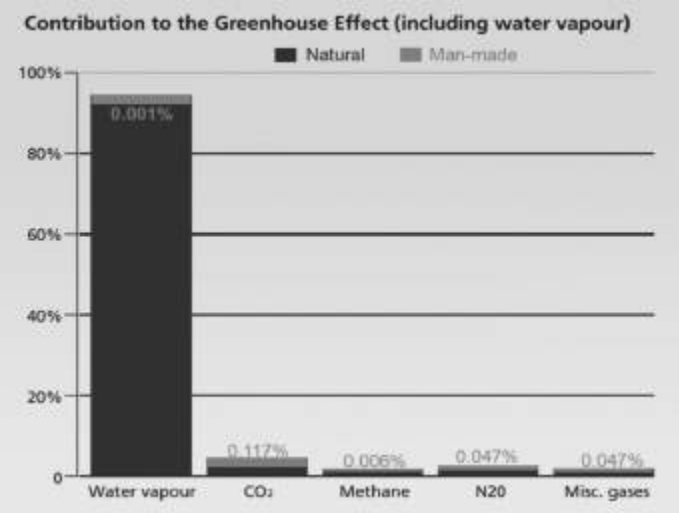


Figure 9: The idea that the gas of life is disastrously changing the climate is an insult to brain cell activity.

One other point about the weather is that climate modification is now well advanced and not every major weather event is natural – or earthquake come to that. I cover this subject at some length in other books. China is openly planning a rapid expansion of its weather modification programme which includes changing the climate in an area more than one and a half times the size of India. China used weather manipulation to ensure clear skies during the 2008 Olympics in Beijing. I have quoted from US military documents detailing how to employ weather manipulation as a weapon of war and they did that in the 1960s and 70s during the conflict in Vietnam with Operation Popeye manipulating monsoon rains for military purposes. Why would there be international treaties on weather modification if it wasn't possible? Of course it is. Weather is energetic information and it can be changed.

How was the climate hoax pulled off? See 'Covid'

If you can get billions to believe in a 'virus' that doesn't exist you can get them to believe in human-caused climate change that doesn't exist. Both are being used by the Cult to transform global society in the way it has long planned. Both hoaxes have been achieved in pretty much the same way. First you declare a lie is a fact. There's a

'virus' you call SARS-Cov-2 or humans are warming the planet with their behaviour. Next this becomes, via Cult networks, the foundation of government, academic and science policy and belief. Those who parrot the mantra are given big grants to produce research that confirms the narrative is true and ever more 'symptoms' are added to make the 'virus'/'climate change' sound even more scary. Scientists and researchers who challenge the narrative have their grants withdrawn and their careers destroyed. The media promote the lie as the unquestionable truth and censor those with an alternative view or evidence. A great percentage of the population believe what they are told as the lie becomes an everybody-knows-that and the believing-masses turn on those with a mind of their own. The technique has been used endlessly throughout human history. Wokers are the biggest promotors of the climate lie *and* 'Covid' fascism because their minds are owned by the Cult; their sense of self-righteous self-purity knows no bounds; and they exist in a bubble of reality in which facts are irrelevant and only get in the way of looking without seeing.

Running through all of this like veins in a blue cheese is control of information, which means control of perception, which means control of behaviour, which collectively means control of human society. The Cult owns the global media and Silicon Valley fascists for the simple reason that it *has* to. Without control of information it can't control perception and through that human society. Examine every facet of the Cult agenda and you will see that anything supporting its introduction is never censored while anything pushing back is always censored. I say again: Psychopaths that know why they are doing this must go before Nuremberg trials and those that follow their orders must trot along behind them into the same dock. 'I was just following orders' didn't work the first time and it must not work now. Nuremberg trials must be held all over the world before public juries for politicians, government officials, police, compliant doctors, scientists and virologists, and all Cult operatives such as Gates, Tedros, Fauci, Vallance, Whitty, Ferguson, Zuckerberg, Wojcicki, Brin, Page, Dorsey, the whole damn lot of

them – including, no *especially*, the psychopath psychologists. Without them and the brainless, gutless excuses for journalists that have repeated their lies, none of this could be happening. Nobody can be allowed to escape justice for the psychological and economic Armageddon they are all responsible for visiting upon the human race.

As for the compliant, unquestioning, swathes of humanity, and the self-obsessed, all-knowing ignorance of the Wokers … don't start me. God help their kids. God help their grandkids. God *help them*.

CHAPTER NINE

We must have it? So what is it?

Well I won't back down. No, I won't back down. You can stand me up at the Gates of Hell. But I won't back down
Tom Petty

I will now focus on the genetically-manipulating 'Covid vaccines' which do not meet this official definition of a vaccine by the US Centers for Disease Control (CDC): 'A product that stimulates a person's immune system to produce immunity to a specific disease, protecting the person from that disease.' On that basis 'Covid vaccines' are not a vaccine in that the makers don't even claim they stop infection or transmission.

They are instead part of a multi-levelled conspiracy to change the nature of the human body and what it means to be 'human' and to depopulate an enormous swathe of humanity. What I shall call Human 1.0 is on the cusp of becoming Human 2.0 and for very sinister reasons. Before I get to the 'Covid vaccine' in detail here's some background to vaccines in general. Government regulators do not test vaccines – the makers do – and the makers control which data is revealed and which isn't. Children in America are given 50 vaccine doses by age six and 69 by age 19 and the effect of the whole combined schedule has never been tested. Autoimmune diseases when the immune system attacks its own body have soared in the mass vaccine era and so has disease in general in children and the young. Why wouldn't this be the case when vaccines target the *immune system?* The US government gave Big Pharma drug

companies immunity from prosecution for vaccine death and injury in the 1986 National Childhood Vaccine Injury Act (NCVIA) and since then the government (taxpayer) has been funding compensation for the consequences of Big Pharma vaccines. The criminal and satanic drug giants can't lose and the vaccine schedule has increased dramatically since 1986 for this reason. There is no incentive to make vaccines safe and a big incentive to make money by introducing ever more. Even against a ridiculously high bar to prove vaccine liability, and with the government controlling the hearing in which it is being challenged for compensation, the vaccine court has so far paid out more than $4 billion. These are the vaccines we are told are safe and psychopaths like Zuckerberg censor posts saying otherwise. The immunity law was even justified by a ruling that vaccines by their nature were 'unavoidably unsafe'.

Check out the ingredients of vaccines and you will be shocked if you are new to this. *They put that in children's bodies?? What??* Try aluminium, a brain toxin connected to dementia, aborted foetal tissue and formaldehyde which is used to embalm corpses. World-renowned aluminium expert Christopher Exley had his research into the health effect of aluminium in vaccines shut down by Keele University in the UK when it began taking funding from the Bill and Melinda Gates Foundation. Research when diseases 'eradicated' by vaccines began to decline and you will find the fall began long *before* the vaccine was introduced. Sometimes the fall even plateaued after the vaccine. Diseases like scarlet fever for which there was no vaccine declined in the same way because of environmental and other factors. A perfect case in point is the polio vaccine. Polio began when lead arsenate was first sprayed as an insecticide and residues remained in food products. Spraying started in 1892 and the first US polio epidemic came in Vermont in 1894. The simple answer was to stop spraying, but Rockefeller-created Big Pharma had a better idea. Polio was decreed to be caused by the *poliovirus* which 'spreads from person to person and can infect a person's spinal cord'. Lead arsenate was replaced by the lethal DDT which had the same effect of causing paralysis by damaging the brain and central nervous

system. Polio plummeted when DDT was reduced and then banned, but the vaccine is still given the credit for something it didn't do. Today by far the biggest cause of polio is the vaccines promoted by Bill Gates. Vaccine justice campaigner Robert Kennedy Jr, son of assassinated (by the Cult) US Attorney General Robert Kennedy, wrote:

> In 2017, the World Health Organization (WHO) reluctantly admitted that the global explosion in polio is predominantly vaccine strain. The most frightening epidemics in Congo, Afghanistan, and the Philippines, are all linked to vaccines. In fact, by 2018, 70% of global polio cases were vaccine strain.

Vaccines make fortunes for Cult-owned Gates and Big Pharma while undermining the health and immune systems of the population. We had a glimpse of the mentality behind the Big Pharma cartel with a report on WION (World is One News), an international English language TV station based in India, which exposed the extraordinary behaviour of US drug company Pfizer over its 'Covid vaccine'. The WION report told how Pfizer had made fantastic demands of Argentina, Brazil and other countries in return for its 'vaccine'. These included immunity from prosecution, even for Pfizer negligence, government insurance to protect Pfizer from law suits and handing over as collateral sovereign assets of the country to include Argentina's bank reserves, military bases and embassy buildings. Pfizer demanded the same of Brazil in the form of waiving sovereignty of its assets abroad; exempting Pfizer from Brazilian laws; and giving Pfizer immunity from all civil liability. This is a 'vaccine' developed with government funding. Big Pharma is evil incarnate as a creation of the Cult and all must be handed tickets to Nuremberg.

Phantom 'vaccine' for a phantom 'disease'

I'll expose the 'Covid vaccine' fraud and then go on to the wider background of why the Cult has set out to 'vaccinate' every man, woman and child on the planet for an alleged 'new disease' with a survival rate of 99.77 percent (or more) even by the grotesquely-

manipulated figures of the World Health Organization and Johns Hopkins University. The 'infection' to 'death' ratio is 0.23 to 0.15 percent according to Stanford epidemiologist Dr John Ioannidis and while estimates vary the danger remains tiny. I say that if the truth be told the fake infection to fake death ratio is zero. Never mind all the evidence I have presented here and in *The Answer* that there is no 'virus' let us just focus for a moment on that death-rate figure of say 0.23 percent. The figure includes all those worldwide who have tested positive with a test not testing for the 'virus' and then died within 28 days or even longer of any other cause – *any other cause*. Now subtract all those illusory 'Covid' deaths on the global data sheets from the 0.23 percent. What do you think you would be left with? *Zero*. A vaccination has never been successfully developed for a so-called coronavirus. They have all failed at the animal testing stage when they caused hypersensitivity to what they were claiming to protect against and made the impact of a disease far worse. Cult-owned vaccine corporations got around that problem this time by bypassing animal trials, going straight to humans and making the length of the 'trials' before the public rollout as short as they could get away with. Normally it takes five to ten years or more to develop vaccines that still cause demonstrable harm to many people and that's without including the long-term effects that are never officially connected to the vaccination. 'Covid' non-vaccines have been officially produced and approved in a matter of months from a standing start and part of the reason is that (a) they were developed before the 'Covid' hoax began and (b) they are based on computer programs and not natural sources. Official non-trials were so short that government agencies gave *emergency*, not full, approval. 'Trials' were not even completed and full approval cannot be secured until they are. Public 'Covid vaccination' is actually a *continuation of the trial*. Drug company 'trials' are not scheduled to end until 2023 by which time a lot of people are going to be dead. Data on which government agencies gave this emergency approval was supplied by the Big Pharma corporations themselves in the form of Pfizer/BioNTech, AstraZeneca, Moderna, Johnson & Johnson, and

others, and this is the case with all vaccines. By its very nature *emergency* approval means drug companies do not have to prove that the 'vaccine' is 'safe and effective'. How could they with trials way short of complete? Government regulators only have to *believe* that they *could* be safe and effective. It is criminal manipulation to get products in circulation with no testing worth the name. Agencies giving that approval are infested with Big Pharma-connected place-people and they act in the interests of Big Pharma (the Cult) and not the public about whom they do not give a damn.

More human lab rats

'Covid vaccines' produced in record time by Pfizer/BioNTech and Moderna employ a technique *never approved before for use on humans*. They are known as mRNA 'vaccines' and inject a synthetic version of 'viral' mRNA or 'messenger RNA'. The key is in the term 'messenger'. The body works, or doesn't, on the basis of information messaging. Communications are constantly passing between and within the genetic system and the brain. Change those messages and you change the state of the body and even its very nature and you can change psychology and behaviour by the way the brain processes information. I think you are going to see significant changes in personality and perception of many people who have had the 'Covid vaccine' synthetic potions. Insider Aldous Huxley predicted the following in 1961 and mRNA 'vaccines' can be included in the term 'pharmacological methods':

> There will be, in the next generation or so, a pharmacological method of making people love their servitude, and producing dictatorship without tears, so to speak, producing a kind of painless concentration camp for entire societies, so that people will in fact have their own liberties taken away from them, but rather enjoy it, because they will be distracted from any desire to rebel by propaganda or brainwashing, or brainwashing enhanced by pharmacological methods. And this seems to be the final revolution.

Apologists claim that mRNA synthetic 'vaccines' don't change the DNA genetic blueprint because RNA does not affect DNA only the other way round. This is so disingenuous. A process called 'reverse

transcription' can convert RNA into DNA and be integrated into DNA in the cell nucleus. This was highlighted in December, 2020, by scientists at Harvard and Massachusetts Institute of Technology (MIT). Geneticists report that more than 40 percent of mammalian genomes results from reverse transcription. On the most basic level if messaging changes then that sequence must lead to changes in DNA which is receiving and transmitting those communications. How can introducing synthetic material into cells not change the cells where DNA is located? The process is known as transfection which is defined as 'a technique to insert foreign nucleic acid (DNA or RNA) into a cell, typically with the intention of altering the properties of the cell'. Researchers at the Sloan Kettering Institute in New York found that changes in messenger RNA can deactivate tumour-suppressing proteins and thereby promote cancer. This is what happens when you mess with messaging. 'Covid vaccine' maker Moderna was founded in 2010 by Canadian stem cell biologist Derrick J. Rossi after his breakthrough discovery in the field of transforming and reprogramming stem cells. These are neutral cells that can be programmed to become any cell including sperm cells. Moderna was therefore founded on the principle of genetic manipulation and has never produced any vaccine or drug before its genetically-manipulating synthetic 'Covid' shite. Look at the name – Mode-RNA or Modify-RNA. Another important point is that the US Supreme Court has ruled that genetically-modified DNA, or complementary DNA (cDNA) synthesized in the laboratory from messenger RNA, can be patented and owned. These psychopaths are doing this to the human body.

Cells replicate synthetic mRNA in the 'Covid vaccines' and in theory the body is tricked into making antigens which trigger antibodies to target the 'virus spike proteins' which as Dr Tom Cowan said have *never been seen*. Cut the crap and these 'vaccines' deliver *self-replicating* synthetic material to the cells with the effect of changing human DNA. The more of them you have the more that process is compounded while synthetic material is all the time self-replicating. 'Vaccine'-maker Moderna describes mRNA as 'like

software for the cell' and so they are messing with the body's software. What happens when you change the software in a computer? Everything changes. For this reason the Cult is preparing a production line of mRNA 'Covid vaccines' and a long list of excuses to use them as with all the 'variants' of a 'virus' never shown to exist. The plan is further to transfer the mRNA technique to other vaccines mostly given to children and young people. The cumulative consequences will be a transformation of human DNA through a constant infusion of synthetic genetic material which will kill many and change the rest. Now consider that governments that have given emergency approval for a vaccine that's not a vaccine; never been approved for humans before; had no testing worth the name; and the makers have been given immunity from prosecution for any deaths or adverse effects suffered by the public. The UK government awarded *permanent legal indemnity* to itself and its employees for harm done when a patient is being treated for 'Covid-19' or 'suspected Covid-19'. That is quite a thought when these are possible 'side-effects' from the 'vaccine' (they are not 'side', they are effects) listed by the US Food and Drug Administration:

Guillain-Barre syndrome; acute disseminated encephalomyelitis; transverse myelitis; encephalitis; myelitis; encephalomyelitis; meningoencephalitis; meningitis; encephalopathy; convulsions; seizures; stroke; narcolepsy; cataplexy; anaphylaxis; acute myocardial infarction (heart attack); myocarditis; pericarditis; autoimmune disease; death; implications for pregnancy, and birth outcomes; other acute demyelinating diseases; non anaphylactic allergy reactions; thrombocytopenia ; disseminated intravascular coagulation; venous thromboembolism; arthritis; arthralgia; joint pain; Kawasaki disease; multisystem inflammatory syndrome in children; vaccine enhanced disease. The latter is the way the 'vaccine' has the potential to make diseases far worse than they would otherwise be.

UK doctor and freedom campaigner Vernon Coleman described the conditions in this list as 'all unpleasant, most of them very serious, and you can't get more serious than death'. The thought that anyone at all has had the 'vaccine' in these circumstances is testament to the potential that humanity has for clueless, unquestioning, stupidity and for many that programmed stupidity has already been terminal.

An insider speaks

Dr Michael Yeadon is a former Vice President, head of research and Chief Scientific Adviser at vaccine giant Pfizer. Yeadon worked on the inside of Big Pharma, but that did not stop him becoming a vocal critic of 'Covid vaccines' and their potential for multiple harms, including infertility in women. By the spring of 2021 he went much further and even used the no, no, term 'conspiracy'. When you begin to see what is going on it is impossible not to do so. Yeadon spoke out in an interview with freedom campaigner James Delingpole and I mentioned earlier how he said that no one had samples of 'the virus'. He explained that the mRNA technique originated in the anti-cancer field and ways to turn on and off certain genes which could be advantageous if you wanted to stop cancer growing out of control. 'That's the origin of them. They are a very unusual application, really.' Yeadon said that treating a cancer patient with an aggressive procedure might be understandable if the alternative was dying, but it was quite another thing to use the same technique as a public health measure. Most people involved wouldn't catch the infectious agent you were vaccinating against and if they did they probably wouldn't die:

> If you are really using it as a public health measure you really want to as close as you can get to zero sides-effects … I find it odd that they chose techniques that were really cutting their teeth in the field of oncology and I'm worried that in using gene-based vaccines that have to be injected in the body and spread around the body, get taken up into some cells, and the regulators haven't quite told us which cells they get taken up into … you are going to be generating a wide range of responses … with multiple steps each of which could go well or badly.

I doubt the Cult intends it to go well. Yeadon said that you can put any gene you like into the body through the 'vaccine'. 'You can certainly give them a gene that would do them some harm if you wanted.' I was intrigued when he said that when used in the cancer field the technique could turn genes on and off. I explore this process in *The Answer* and with different genes having different functions you could create mayhem – physically and psychologically – if you turned the wrong ones on and the right ones off. I read reports of an experiment by researchers at the University of Washington's school of computer science and engineering in which they encoded DNA to infect computers. The body is itself a biological computer and if human DNA can inflict damage on a computer why can't the computer via synthetic material mess with the human body? It can. The Washington research team said it was possible to insert malicious malware into 'physical DNA strands' and corrupt the computer system of a gene sequencing machine as it 'reads gene letters and stores them as binary digits 0 and 1'. They concluded that hackers could one day use blood or spit samples to access computer systems and obtain sensitive data from police forensics labs or infect genome files. It is at this level of digital interaction that synthetic 'vaccines' need to be seen to get the full picture and that will become very clear later on. Michael Yeadon said it made no sense to give the 'vaccine' to younger people who were in no danger from the 'virus'. What was the benefit? It was all downside with potential effects:

> The fact that my government in what I thought was a civilised, rational country, is raining [the 'vaccine'] on people in their 30s and 40s, even my children in their 20s, they're getting letters and phone calls, I know this is not right and any of you doctors who are vaccinating you know it's not right, too. They are not at risk. They are not at risk from the disease, so you are now hoping that the side-effects are so rare that you get away with it. You don't give new technology … that you don't understand to 100 percent of the population.

Blood clot problems with the AstraZeneca 'vaccine' have been affecting younger people to emphasise the downside risks with no benefit. AstraZeneca's version, produced with Oxford University, does not use mRNA, but still gets its toxic cocktail inside cells where

it targets DNA. The Johnson & Johnson 'vaccine' which uses a similar technique has also produced blood clot effects to such an extent that the United States paused its use at one point. They are all 'gene therapy' (cell modification) procedures and not 'vaccines'. The truth is that once the content of these injections enter cells we have no idea what the effect will be. People can speculate and some can give very educated opinions and that's good. In the end, though, only the makers know what their potions are designed to do and even they won't know every last consequence. Michael Yeadon was scathing about doctors doing what they knew to be wrong. 'Everyone's mute', he said. Doctors in the NHS must know this was not right, coming into work and injecting people. 'I don't know how they sleep at night. I know I couldn't do it. I know that if I were in that position I'd have to quit.' He said he knew enough about toxicology to know this was not a good risk-benefit. Yeadon had spoken to seven or eight university professors and all except two would not speak out publicly. Their universities had a policy that no one said anything that countered the government and its medical advisors. They were afraid of losing their government grants. This is how intimidation has been used to silence the truth at every level of the system. I say silence, but these people could still speak out if they made that choice. Yeadon called them 'moral cowards' – 'This is about your children and grandchildren's lives and you have just buggered off and left it.'

'Variant' nonsense

Some of his most powerful comments related to the alleged 'variants' being used to instil more fear, justify more lockdowns, and introduce more 'vaccines'. He said government claims about 'variants' were nonsense. He had checked the alleged variant 'codes' and they were 99.7 percent identical to the 'original'. This was the human identity difference equivalent to putting a baseball cap on and off or wearing it the other way round. A 0.3 percent difference would make it impossible for that 'variant' to escape immunity from the 'original'. This made no sense of having new 'vaccines' for

'variants'. He said there would have to be at least a *30 percent* difference for that to be justified and even then he believed the immune system would still recognise what it was. Gates-funded 'variant modeller' and 'vaccine'-pusher John Edmunds might care to comment. Yeadon said drug companies were making new versions of the 'vaccine' as a 'top up' for 'variants'. Worse than that, he said, the 'regulators' around the world like the MHRA in the UK had got together and agreed that because 'vaccines' for 'variants' were so similar to the first 'vaccines' *they did not have to do safety studies*. How transparently sinister that is. This is when Yeadon said: 'There is a conspiracy here.' There was no need for another vaccine for 'variants' and yet we were told that there was and the country had shut its borders because of them. 'They are going into hundreds of millions of arms without passing 'go' or any regulator. Why did they do that? Why did they pick this method of making the vaccine?'

The reason had to be something bigger than that it seemed and 'it's not protection against the virus'. It's was a far bigger project that meant politicians and advisers were willing to do things and not do things that knowingly resulted in avoidable deaths – 'that's already happened when you think about lockdown and deprivation of health care for a year.' He spoke of people prepared to do something that results in the avoidable death of their fellow human beings and it not bother them. This is the penny-drop I have been working to get across for more than 30 years – the level of pure evil we are dealing with. Yeadon said his friends and associates could not believe there could be that much evil, but he reminded them of Stalin, Pol Pot and Hitler and of what Stalin had said: 'One death is a tragedy. A million? A statistic.' He could not think of a benign explanation for why you need top-up vaccines 'which I'm sure you don't' and for the regulators 'to just get out of the way and wave them through'. Why would the regulators do that when they were still wrestling with the dangers of the 'parent' vaccine? He was clearly shocked by what he had seen since the 'Covid' hoax began and now he was thinking the previously unthinkable:

If you wanted to depopulate a significant proportion of the world and to do it in a way that doesn't involve destruction of the environment with nuclear weapons, poisoning everyone with anthrax or something like that, and you wanted plausible deniability while you had a multi-year infectious disease crisis, I actually don't think you could come up with a better plan of work than seems to be in front of me. I can't say that's what they are going to do, but I can't think of a benign explanation why they are doing it.

He said he never thought that they would get rid of 99 percent of humans, but now he wondered. 'If you wanted to that this would be a hell of a way to do it – it would be unstoppable folks.' Yeadon had concluded that those who submitted to the 'vaccine' would be allowed to have some kind of normal life (but for how long?) while screws were tightened to coerce and mandate the last few percent. 'I think they'll put the rest of them in a prison camp. I wish I was wrong, but I don't think I am.' Other points he made included: There were no coronavirus vaccines then suddenly they all come along at the same time; we have no idea of the long term affect with trials so short; coercing or forcing people to have medical procedures is against the Nuremberg Code instigated when the Nazis did just that; people should at least delay having the 'vaccine'; a quick Internet search confirms that masks don't reduce respiratory viral transmission and 'the government knows that'; they have smashed civil society and they know that, too; two dozen peer-reviewed studies show no connection between lockdown and reducing deaths; he knew from personal friends the elite were still flying around and going on holiday while the public were locked down; the elite were not having the 'vaccines'. He was also asked if 'vaccines' could be made to target difference races. He said he didn't know, but the document by the Project for the New American Century in September, 2000, said developing 'advanced forms of biological warfare that can target *specific genotypes* may transform biological warfare from the realm of terror to a politically useful tool.' Oh, they're evil all right. Of that we can be *absolutely* sure.

Another cull of old people

We have seen from the CDC definition that the mRNA 'Covid vaccine' is not a vaccine and nor are the others that *claim* to reduce 'severity of symptoms' in *some* people, but not protect from infection or transmission. What about all the lies about returning to 'normal' if people were 'vaccinated'? If they are not claimed to stop infection and transmission of the alleged 'virus', how does anything change? This was all lies to manipulate people to take the jabs and we are seeing that now with masks and distancing still required for the 'vaccinated'. How did they think that elderly people with fragile health and immune responses were going to be affected by infusing their cells with synthetic material and other toxic substances? They *knew* that in the short and long term it would be devastating and fatal as the culling of the old that began with the first lockdowns was continued with the 'vaccine'. Death rates in care homes soared immediately residents began to be 'vaccinated' – infused with synthetic material. Brave and committed whistleblower nurses put their careers at risk by exposing this truth while the rest kept their heads down and their mouths shut to put their careers before those they are supposed to care for. A long-time American Certified Nursing Assistant who gave his name as James posted a video in which he described emotionally what happened in his care home when vaccination began. He said that during 2020 very few residents were sick with 'Covid' and no one died during the entire year; but shortly after the Pfizer mRNA injections 14 people died within two weeks and many others were near death. 'They're dropping like flies', he said. Residents who walked on their own before the shot could no longer and they had lost their ability to conduct an intelligent conversation. The home's management said the sudden deaths were caused by a 'super-spreader' of 'Covid-19'. Then how come, James asked, that residents who refused to take the injections were not sick? It was a case of inject the elderly with mRNA synthetic potions and blame their illness and death that followed on the 'virus'. James described what was happening in care homes as 'the greatest crime of genocide this country has ever seen'. Remember the NHS staff nurse from earlier who used the same

word ‘genocide’ for what was happening with the ‘vaccines’ and that it was an ‘act of human annihilation’. A UK care home whistleblower told a similar story to James about the effect of the ‘vaccine’ in deaths and ‘outbreaks’ of illness dubbed ‘Covid’ after getting the jab. She told how her care home management and staff had zealously imposed government regulations and no one was allowed to even question the official narrative let alone speak out against it. She said the NHS was even worse. Again we see the results of reframing. A worker at a local care home where I live said they had not had a single case of ‘Covid’ there for almost a year and when the residents were ‘vaccinated’ they had 19 positive cases in two weeks with eight dying.

It’s not the ‘vaccine’ – honest

The obvious cause and effect was being ignored by the media and most of the public. Australia’s health minister Greg Hunt (a former head of strategy at the World Economic Forum) was admitted to hospital after he had the ‘vaccine’. He was suffering according to reports from the skin infection ‘cellulitis’ and it must have been a severe case to have warranted days in hospital. Immediately the authorities said this was nothing to do with the ‘vaccine’ when an effect of some vaccines is a ‘cellulitis-like reaction’. We had families of perfectly healthy old people who died after the ‘vaccine’ saying that if only they had been given the ‘vaccine’ earlier they would still be alive. As a numbskull rating that is off the chart. A father of four ‘died of Covid’ at aged 48 when he was taken ill two days after having the ‘vaccine’. The man, a health administrator, had been ‘shielding during the pandemic’ and had ‘not really left the house’ until he went for the ‘vaccine’. Having the ‘vaccine’ and then falling ill and dying does not seem to have qualified as a possible cause and effect and ‘Covid-19’ went on his death certificate. His family said they had no idea how he ‘caught the virus’. A family member said: ‘Tragically, it could be that going for a vaccination ultimately led to him catching Covid …The sad truth is that they are never going to know where it came from.’ The family warned people to remember

that the virus still existed and was 'very real'. So was their stupidity. Nurses and doctors who had the first round of the 'vaccine' were collapsing, dying and ending up in a hospital bed while they or their grieving relatives were saying they'd still have the 'vaccine' again despite what happened. I kid you not. You mean if your husband returned from the dead he'd have the same 'vaccine' again that killed him??

Doctors at the VCU Medical Center in Richmond, Virginia, said the Johnson & Johnson 'vaccine' was to blame for a man's skin peeling off. Patient Richard Terrell said: 'It all just happened so fast. My skin peeled off. It's still coming off on my hands now.' He said it was stinging, burning and itching and when he bent his arms and legs it was very painful with 'the skin swollen and rubbing against itself'. Pfizer/BioNTech and Moderna vaccines use mRNA to change the cell while the Johnson & Johnson version uses DNA in a process similar to AstraZeneca's technique. Johnson & Johnson and AstraZeneca have both had their 'vaccines' paused by many countries after causing serious blood problems. Terrell's doctor Fnu Nutan said he could have died if he hadn't got medical attention. It sounds terrible so what did Nutan and Terrell say about the 'vaccine' now? Oh, they still recommend that people have it. A nurse in a hospital bed 40 minutes after the vaccination and unable to swallow due to throat swelling was told by a doctor that he lost mobility in his arm for 36 hours following the vaccination. What did he say to the ailing nurse? 'Good for you for getting the vaccination.' We are dealing with a serious form of cognitive dissonance madness in both public and medical staff. There is a remarkable correlation between those having the 'vaccine' and trumpeting the fact and suffering bad happenings shortly afterwards. Witold Rogiewicz, a Polish doctor, made a video of his 'vaccination' and ridiculed those who were questioning its safety and the intentions of Bill Gates: 'Vaccinate yourself to protect yourself, your loved ones, friends and also patients. And to mention quickly I have info for anti-vaxxers and anti-Coviders if you want to contact Bill Gates you can do this through me.' He further ridiculed the dangers of 5G. Days later he

was dead, but naturally the vaccination wasn't mentioned in the verdict of 'heart attack'.

Lies, lies and more lies

So many members of the human race have slipped into extreme states of insanity and unfortunately they include reframed doctors and nursing staff. Having a 'vaccine' and dying within minutes or hours is not considered a valid connection while death from any cause within 28 days or longer of a positive test with a test not testing for the 'virus' means 'Covid-19' goes on the death certificate. How could that 'vaccine'-death connection not have been made except by calculated deceit? US figures in the initial rollout period to February 12th, 2020, revealed that a third of the deaths reported to the CDC after 'Covid vaccines' happened within 48 hours. Five men in the UK suffered an 'extremely rare' blood clot problem after having the AstraZeneca 'vaccine', but no causal link was established said the Gates-funded Medicines and Healthcare products Regulatory Agency (MHRA) which had given the 'vaccine' emergency approval to be used. Former Pfizer executive Dr Michael Yeadon explained in his interview how the procedures could cause blood coagulation and clots. People who should have been at no risk were dying from blood clots in the brain and he said he had heard from medical doctor friends that people were suffering from skin bleeding and massive headaches. The AstraZeneca 'shot' was stopped by some 20 countries over the blood clotting issue and still the corrupt MHRA, the European Medicines Agency (EMA) and the World Health Organization said that it should continue to be given even though the EMA admitted that it 'still cannot rule out definitively' a link between blood clotting and the 'vaccine'. Later Marco Cavaleri, head of EMA vaccine strategy, said there was indeed a clear link between the 'vaccine' and thrombosis, but they didn't know why. So much for the trials showing the 'vaccine' is safe. Blood clots were affecting younger people who would be under virtually no danger from 'Covid' even if it existed which makes it all the more stupid and sinister.

The British government responded to public alarm by wheeling out June Raine, the terrifyingly weak infant school headmistress sound-alike who heads the UK MHRA drug 'regulator'. The idea that she would stand up to Big Pharma and government pressure is laughable and she told us that all was well in the same way that she did when allowing untested, never-used-on-humans-before, genetically-manipulating 'vaccines' to be exposed to the public in the first place. Mass lying is the new normal of the 'Covid' era. The MHRA later said 30 cases of rare blood clots had by then been connected with the AstraZeneca 'vaccine' (that means a lot more in reality) while stressing that the benefits of the jab in preventing 'Covid-19' outweighed any risks. A more ridiculous and disingenuous statement with callous disregard for human health it is hard to contemplate. Immediately after the mendacious 'all-clears' two hospital workers in Denmark experienced blood clots and cerebral haemorrhaging following the AstraZeneca jab and one died. Top Norwegian health official Pål Andre Holme said the 'vaccine' was the only common factor: 'There is nothing in the patient history of these individuals that can give such a powerful immune response … I am confident that the antibodies that we have found are the cause, and I see no other explanation than it being the vaccine which triggers it.' Strokes, a clot or bleed in the brain, were clearly associated with the 'vaccine' from word of mouth and whistleblower reports. Similar consequences followed with all these 'vaccines' that we were told were so safe and as the numbers grew by the day it was clear we were witnessing human carnage.

Learning the hard way

A woman interviewed by UKColumn told how her husband suffered dramatic health effects after the vaccine when he'd been in good health all his life. He went from being a little unwell to losing all feeling in his legs and experiencing 'excruciating pain'. Misdiagnosis followed twice at Accident and Emergency (an 'allergy' and 'sciatica') before he was admitted to a neurology ward where doctors said his serious condition had been caused by the

'vaccine'. Another seven 'vaccinated' people were apparently being treated on the same ward for similar symptoms. The woman said he had the 'vaccine' because they believed media claims that it was safe. 'I didn't think the government would give out a vaccine that does this to somebody; I believed they would be bringing out a vaccination that would be safe.' What a tragic way to learn that lesson. Another woman posted that her husband was transporting stroke patients to hospital on almost every shift and when he asked them if they had been 'vaccinated' for 'Covid' they all replied 'yes'. One had a 'massive brain bleed' the day after his second dose. She said her husband reported the 'just been vaccinated' information every time to doctors in A and E only for them to ignore it, make no notes and appear annoyed that it was even mentioned. This particular report cannot be verified, but it expresses a common theme that confirms the monumental underreporting of 'vaccine' consequences. Interestingly as the 'vaccines' and their brain blood clot/stroke consequences began to emerge the UK National Health Service began a publicity campaign telling the public what to do in the event of a stroke. A Scottish NHS staff nurse who quit in disgust in March, 2021, said:

I have seen traumatic injuries from the vaccine, they're not getting reported to the yellow card [adverse reaction] scheme, they're treating the symptoms, not asking why, why it's happening. It's just treating the symptoms and when you speak about it you're dismissed like you're crazy, I'm not crazy, I'm not crazy because every other colleague I've spoken to is terrified to speak out, they've had enough.

Videos appeared on the Internet of people uncontrollably shaking after the 'vaccine' with no control over muscles, limbs and even their face. A Scottish mother broke out in a severe rash all over her body almost immediately after she was given the AstraZeneca 'vaccine'. The pictures were horrific. Leigh King, a 41-year-old hairdresser from Lanarkshire said: 'Never in my life was I prepared for what I was about to experience … My skin was so sore and constantly hot … I have never felt pain like this …' But don't you worry, the 'vaccine' is perfectly safe. Then there has been the effect on medical

staff who have been pressured to have the 'vaccine' by psychopathic 'health' authorities and government. A London hospital consultant who gave the name K. Polyakova wrote this to the *British Medical Journal* or *BMJ*:

> I am currently struggling with … the failure to report the reality of the morbidity caused by our current vaccination program within the health service and staff population. The levels of sickness after vaccination is unprecedented and staff are getting very sick and some with neurological symptoms which is having a huge impact on the health service function. Even the young and healthy are off for days, some for weeks, and some requiring medical treatment. Whole teams are being taken out as they went to get vaccinated together.
>
> Mandatory vaccination in this instance is stupid, unethical and irresponsible when it comes to protecting our staff and public health. We are in the voluntary phase of vaccination, and encouraging staff to take an unlicensed product that is impacting on their immediate health … it is clearly stated that these vaccine products do not offer immunity or stop transmission. In which case why are we doing it?

Not to protect health that's for sure. Medical workers are lauded by governments for agenda reasons when they couldn't give a toss about them any more than they can for the population in general. Schools across America faced the same situation as they closed due to the high number of teachers and other staff with bad reactions to the Pfizer/BioNTech, Moderna, and Johnson & Johnson 'Covid vaccines' all of which were linked to death and serious adverse effects. The *BMJ* took down the consultant's comments pretty quickly on the grounds that they were being used to spread 'disinformation'. They were exposing the truth about the 'vaccine' was the real reason. The cover-up is breathtaking.

Hiding the evidence

The scale of the 'vaccine' death cover-up worldwide can be confirmed by comparing official figures with the personal experience of the public. I heard of many people in my community who died immediately or soon after the vaccine that would never appear in the media or even likely on the official totals of 'vaccine' fatalities and adverse reactions when only about ten percent are estimated to be

reported and I have seen some estimates as low as one percent in a Harvard study. In the UK alone by April 29th, 2021, some 757,654 adverse reactions had been officially reported from the Pfizer/BioNTech, Oxford/AstraZeneca and Moderna 'vaccines' with more than a thousand deaths linked to jabs and that means an estimated ten times this number in reality from a ten percent reporting rate percentage. That's seven million adverse reactions and 10,000 potential deaths and a one percent reporting rate would be ten times *those* figures. In 1976 the US government pulled the swine flu vaccine after *53* deaths. The UK data included a combined 10,000 eye disorders from the 'Covid vaccines' with more than 750 suffering visual impairment or blindness and again multiply by the estimated reporting percentages. As 'Covid cases' officially fell hospitals virtually empty during the 'Covid crisis' began to fill up with a range of other problems in the wake of the 'vaccine' rollout. The numbers across America have also been catastrophic. Deaths linked to *all* types of vaccine increased by *6,000 percent* in the first quarter of 2021 compared with 2020. A 39-year-old woman from Ogden, Utah, died four days after receiving a second dose of Moderna's 'Covid vaccine' when her liver, heart and kidneys all failed despite the fact that she had no known medical issues or conditions. Her family sought an autopsy, but Dr Erik Christensen, Utah's chief medical examiner, said proving vaccine injury as a cause of death almost never happened. He could think of only one instance where an autopsy would name a vaccine as the official cause of death and that would be anaphylaxis where someone received a vaccine and died almost instantaneously. 'Short of that, it would be difficult for us to definitively say this is the vaccine,' Christensen said. If that is true this must be added to the estimated ten percent (or far less) reporting rate of vaccine deaths and serious reactions and the conclusion can only be that vaccine deaths and serious reactions – including these 'Covid' potions' – are phenomenally understated in official figures. The same story can be found everywhere. Endless accounts of deaths and serious reactions among the public, medical

and care home staff while official figures did not even begin to reflect this.

Professional script-reader Dr David Williams, a 'top public-health official' in Ontario, Canada, insulted our intelligence by claiming only four serious adverse reactions and no deaths from the more than 380,000 vaccine doses then given. This bore no resemblance to what people knew had happened in their owns circles and we had Dirk Huyer in charge of getting millions vaccinated in Ontario while at the same time he was Chief Coroner for the province investigating causes of death including possible death from the vaccine. An aide said he had stepped back from investigating deaths, but evidence indicated otherwise. Rosemary Frei, who secured a Master of Science degree in molecular biology at the Faculty of Medicine at Canada's University of Calgary before turning to investigative journalism, was one who could see that official figures for 'vaccine' deaths and reactions made no sense. She said that doctors seldom reported adverse events and when people got really sick or died after getting a vaccination they would attribute that to anything except the vaccines. It had been that way for years and anyone who wondered aloud whether the 'Covid vaccines' or other shots cause harm is immediately branded as 'anti-vax' and 'anti-science'. This was 'career-threatening' for health professionals. Then there was the huge pressure to support the push to 'vaccinate' billions in the quickest time possible. Frei said:

> So that's where we're at today. More than half a million vaccine doses have been given to people in Ontario alone. The rush is on to vaccinate all 15 million of us in the province by September. And the mainstream media are screaming for this to be sped up even more. That all adds up to only a very slim likelihood that we're going to be told the truth by officials about how many people are getting sick or dying from the vaccines.

What is true of Ontario is true of everywhere.

They KNEW – and still did it

The authorities knew what was going to happen with multiple deaths and adverse reactions. The UK government's Gates-funded

and Big Pharma-dominated Medicines and Healthcare products Regulatory Agency (MHRA) hired a company to employ AI in compiling the projected reactions to the 'vaccine' that would otherwise be uncountable. The request for applications said: 'The MHRA urgently seeks an Artificial Intelligence (AI) software tool to process the expected high volume of Covid-19 vaccine Adverse Drug Reaction …' This was from the agency, headed by the disingenuous June Raine, that gave the 'vaccines' emergency approval and the company was hired before the first shot was given. 'We are going to kill and maim you – is that okay?' 'Oh, yes, perfectly fine – I'm very grateful, thank you, doctor.' The range of 'Covid vaccine' adverse reactions goes on for page after page in the MHRA criminally underreported 'Yellow Card' system and includes affects to eyes, ears, skin, digestion, blood and so on. Raine's MHRA amazingly claimed that the 'overall safety experience … is so far as expected from the clinical trials'. The death, serious adverse effects, deafness and blindness were *expected?* When did they ever mention that? If these human tragedies were expected then those that gave approval for the use of these 'vaccines' must be guilty of crimes against humanity including murder – a definition of which is 'killing a person with malice aforethought or with recklessness manifesting extreme indifference to the value of human life.' People involved at the MHRA, the CDC in America and their equivalent around the world must go before Nuremberg trials to answer for their callous inhumanity. We are only talking here about the immediate effects of the 'vaccine'. The longer-term impact of the DNA synthetic manipulation is the main reason they are so hysterically desperate to inoculate the entire global population in the shortest possible time.

Africa and the developing world are a major focus for the 'vaccine' depopulation agenda and a mass vaccination sales-pitch is underway thanks to caring people like the Rockefellers and other Cult assets. The Rockefeller Foundation, which pre-empted the 'Covid pandemic' in a document published in 2010 that 'predicted' what happened a decade later, announced an initial $34.95 million grant in February, 2021, 'to ensure more equitable access to Covid-19

testing and vaccines' among other things in Africa in collaboration with '24 organizations, businesses, and government agencies'. The pan-Africa initiative would focus on 10 countries: Burkina Faso, Ethiopia, Ghana, Kenya, Nigeria, Rwanda, South Africa, Tanzania, Uganda, and Zambia'. Rajiv Shah, President of the Rockefeller Foundation and former administrator of CIA-controlled USAID, said that if Africa was not mass-vaccinated (to change the DNA of its people) it was a 'threat to all of humanity' and not fair on Africans. When someone from the Rockefeller Foundation says they want to do something to help poor and deprived people and countries it is time for a belly-laugh. They are doing this out of the goodness of their 'heart' because 'vaccinating' the entire global population is what the 'Covid' hoax set out to achieve. Official 'decolonisation' of Africa by the Cult was merely a prelude to financial colonisation on the road to a return to physical colonisation. The 'vaccine' is vital to that and the sudden and convenient death of the 'Covid' sceptic president of Tanzania can be seen in its true light. A lot of people in Africa are aware that this is another form of colonisation and exploitation and they need to stand their ground.

The 'vaccine is working' scam

A potential problem for the Cult was that the 'vaccine' is meant to change human DNA and body messaging and not to protect anyone from a 'virus' never shown to exist. The vaccine couldn't work because it was not designed to work and how could they make it *appear* to be working so that more people would have it? This was overcome by lowering the amplification rate of the PCR test to produce fewer 'cases' and therefore fewer 'deaths'. Some of us had been pointing out since March, 2020, that the amplification rate of the test not testing for the 'virus' had been made artificially high to generate positive tests which they could call 'cases' to justify lockdowns. The World Health Organization recommended an absurdly high 45 amplification cycles to ensure the high positives required by the Cult and then remained silent on the issue until January 20th, 2021 – Biden's Inauguration Day. This was when the

'vaccinations' were seriously underway and on that day the WHO recommended after discussions with America's CDC that laboratories *lowered their testing amplification*. Dr David Samadi, a certified urologist and health writer, said the WHO was encouraging all labs to reduce their cycle count for PCR tests. He said the current cycle was much too high and was 'resulting in any particle being declared a positive case'. Even one mainstream news report I saw said this meant the number of 'Covid' infections may have been 'dramatically inflated'. Oh, just a little bit. The CDC in America issued new guidance to laboratories in April, 2021, to use 28 cycles *but only for 'vaccinated' people*. The timing of the CDC/WHO interventions were cynically designed to make it appear the 'vaccines' were responsible for falling cases and deaths when the real reason can be seen in the following examples. New York's state lab, the Wadsworth Center, identified 872 positive tests in July, 2020, based on a threshold of 40 cycles. When the figure was lowered to 35 cycles *43 percent* of the 872 were no longer 'positives'. At 30 cycles the figure was 63 percent. A Massachusetts lab found that between *85 to 90 percent* of people who tested positive in July with a cycle threshold of 40 would be negative at 30 cycles, Ashish Jha, MD, director of the Harvard Global Health Institute, said: 'I'm really shocked that it could be that high … Boy, does it really change the way we need to be thinking about testing.' I'm shocked that I could see the obvious in the spring of 2020, with no medical background, and most medical professionals still haven't worked it out. No, that's not shocking – it's terrifying.

Three weeks after the WHO directive to lower PCR cycles the London *Daily Mail* ran this headline: 'Why ARE Covid cases plummeting? New infections have fallen 45% in the US and 30% globally in the past 3 weeks but experts say vaccine is NOT the main driver because only 8% of Americans and 13% of people worldwide have received their first dose.' They acknowledged that the drop could not be attributed to the 'vaccine', but soon this morphed throughout the media into the 'vaccine' has caused cases and deaths to fall when it was the PCR threshold. In December, 2020, there was

chaos at English Channel ports with truck drivers needing negative 'Covid' tests before they could board a ferry home for Christmas. The government wanted to remove the backlog as fast as possible and they brought in troops to do the 'testing'. Out of 1,600 drivers just *36* tested positive and the rest were given the all clear to cross the Channel. I guess the authorities thought that 36 was the least they could get away with without the unquestioning catching on. The amplification trick which most people believed in the absence of information in the mainstream applied more pressure on those refusing the 'vaccine' to succumb when it 'obviously worked'. The truth was the exact opposite with deaths in care homes soaring with the 'vaccine' and in Israel the term used was 'skyrocket'. A re-analysis of published data from the Israeli Health Ministry led by Dr Hervé Seligmann at the Medicine Emerging Infectious and Tropical Diseases at Aix-Marseille University found that Pfizer's 'Covid vaccine' killed 'about 40 times more [elderly] people than the disease itself would have killed' during a five-week vaccination period and *260 times* more younger people than would have died from the 'virus' even according to the manipulated 'virus' figures. Dr Seligmann and his co-study author, Haim Yativ, declared after reviewing the Israeli 'vaccine' death data: 'This is a new Holocaust.'

Then, in mid-April, 2021, after vast numbers of people worldwide had been 'vaccinated', the story changed with clear coordination. The UK government began to prepare the ground for more future lockdowns when Nuremberg-destined Boris Johnson told yet another whopper. He said that cases had fallen because of *lockdowns* not 'vaccines'. Lockdowns are irrelevant when *there is no 'virus'* and the test and fraudulent death certificates are deciding the number of 'cases' and 'deaths'. Study after study has shown that lockdowns don't work and instead kill and psychologically destroy people. Meanwhile in the United States Anthony Fauci and Rochelle Walensky, the ultra-Zionist head of the CDC, peddled the same line. More lockdown was the answer and not the 'vaccine', a line repeated on cue by the moron that is Canadian Prime Minister Justin Trudeau. Why all the hysteria to get everyone 'vaccinated' if lockdowns and

not 'vaccines' made the difference? None of it makes sense on the face of it. Oh, but it does. The Cult wants lockdowns *and* the 'vaccine' and if the 'vaccine' is allowed to be seen as the total answer lockdowns would no longer be justified when there are still livelihoods to destroy. 'Variants' and renewed upward manipulation of PCR amplification are planned to instigate never-ending lockdown *and* more 'vaccines'.

You *must* have it – we're desperate

Israel, where the Jewish and Arab population are ruled by the Sabbatian Cult, was the front-runner in imposing the DNA-manipulating 'vaccine' on its people to such an extent that Jewish refusers began to liken what was happening to the early years of Nazi Germany. This would seem to be a fantastic claim. Why would a government of Jewish people be acting like the Nazis did? If you realise that the Sabbatian Cult was behind the Nazis and that Sabbatians hate Jews the pieces start to fit and the question of why a 'Jewish' government would treat Jews with such callous disregard for their lives and freedom finds an answer. Those controlling the government of Israel *aren't Jewish* – they're Sabbatian. Israeli lawyer Tamir Turgal was one who made the Nazi comparison in comments to German lawyer Reiner Fuellmich who is leading a class action lawsuit against the psychopaths for crimes against humanity. Turgal described how the Israeli government was vaccinating children and pregnant women on the basis that there was no evidence that this was dangerous when they had no evidence that it *wasn't* dangerous either. They just had no evidence. This was medical experimentation and Turgal said this breached the Nuremberg Code about medical experimentation and procedures requiring informed consent and choice. Think about that. A Nuremberg Code developed because of Nazi experimentation on Jews and others in concentration camps by people like the evil-beyond-belief Josef Mengele is being breached by the *Israeli* government; but when you know that it's a *Sabbatian* government along with its intelligence and military agencies like Mossad, Shin Bet and the Israeli Defense Forces, and that Sabbatians

were the force behind the Nazis, the kaleidoscope comes into focus. What have we come to when Israeli Jews are suing their government for violating the Nuremberg Code by essentially making Israelis subject to a medical experiment using the controversial 'vaccines'? It's a shocker that this has to be done in the light of what happened in Nazi Germany. The Anshe Ha-Emet, or 'People of the Truth', made up of Israeli doctors, lawyers, campaigners and public, have launched a lawsuit with the International Criminal Court. It says:

> When the heads of the Ministry of Health as well as the prime minister presented the vaccine in Israel and began the vaccination of Israeli residents, the vaccinated were not advised, that, in practice, they are taking part in a medical experiment and that their consent is required for this under the Nuremberg Code.

The irony is unbelievable, but easily explained in one word: Sabbatians. The foundation of Israeli 'Covid' apartheid is the 'green pass' or 'green passport' which allows Jews and Arabs who have had the DNA-manipulating 'vaccine' to go about their lives – to work, fly, travel in general, go to shopping malls, bars, restaurants, hotels, concerts, gyms, swimming pools, theatres and sports venues, while non-'vaccinated' are banned from all those places and activities. Israelis have likened the 'green pass' to the yellow stars that Jews in Nazi Germany were forced to wear – the same as the yellow stickers that a branch of UK supermarket chain Morrisons told exempt mask-wears they had to display when shopping. How very sensitive. The Israeli system is blatant South African-style apartheid on the basis of compliance or non-compliance to fascism rather than colour of the skin. How appropriate that the Sabbatian Israeli government was so close to the pre-Mandela apartheid regime in Pretoria. The Sabbatian-instigated 'vaccine passport' in Israel is planned for everywhere. Sabbatians struck a deal with Pfizer that allowed them to lead the way in the percentage of a national population infused with synthetic material and the result was catastrophic. Israeli freedom activist Shai Dannon told me how chairs were appearing on beaches that said 'vaccinated only'. Health Minister Yuli Edelstein said that anyone unwilling or unable to get

the jabs that 'confer immunity' will be 'left behind'. The man's a liar. Not even the makers claim the 'vaccines' confer immunity. When you see those figures of 'vaccine' deaths these psychopaths were saying that you must take the chance the 'vaccine' will kill you or maim you while knowing it will change your DNA or lockdown for you will be permanent. That's fascism. The Israeli parliament passed a law to allow personal information of the non-vaccinated to be shared with local and national authorities for three months. This was claimed by its supporters to be a way to 'encourage' people to be vaccinated. Hadas Ziv from Physicians for Human Rights described this as a 'draconian law which crushed medical ethics and the patient rights'. But that's the idea, the Sabbatians would reply.

Your papers, please

Sabbatian Israel was leading what has been planned all along to be a global 'vaccine pass' called a 'green passport' without which you would remain in permanent lockdown restriction and unable to do anything. This is how badly – *desperately* – the Cult is to get everyone 'vaccinated'. The term and colour 'green' was not by chance and related to the psychology of fusing the perception of the green climate hoax with the 'Covid' hoax and how the 'solution' to both is the same Great Reset. Lying politicians, health officials and psychologists denied there were any plans for mandatory vaccinations or restrictions based on vaccinations, but they knew that was exactly what was meant to happen with governments of all countries reaching agreements to enforce a global system. 'Free' Denmark and 'free' Sweden unveiled digital vaccine certification. Cyprus, Czech Republic, Estonia, Greece, Hungary, Iceland, Italy, Poland, Portugal, Slovakia, and Spain have all committed to a vaccine passport system and the rest including the whole of the EU would follow. The satanic UK government will certainly go this way despite mendacious denials and at the time of writing it is trying to manipulate the public into having the 'vaccine' so they could go abroad on a summer holiday. How would that work without something to prove you had the synthetic toxicity injected into you?

Documents show that the EU's European Commission was moving towards 'vaccine certificates' in 2018 and 2019 before the 'Covid' hoax began. They knew what was coming. Abracadabra – Ursula von der Leyen, the German President of the Commission, announced in March, 2021, an EU 'Digital Green Certificate' – green again – to track the public's 'Covid status'. The passport sting is worldwide and the Far East followed the same pattern with South Korea ruling that only those with 'vaccination' passports – again the *green* pass – would be able to 'return to their daily lives'.

Bill Gates has been preparing for this 'passport' with other Cult operatives for years and beyond the paper version is a Gates-funded 'digital tattoo' to identify who has been vaccinated and who hasn't. The 'tattoo' is reported to include a substance which is externally readable to confirm who has been vaccinated. This is a bio-luminous light-generating enzyme (think fireflies) called … *Luciferase*. Yes, named after the Cult 'god' Lucifer the 'light bringer' of whom more to come. Gates said he funded the readable tattoo to ensure children in the developing world were vaccinated and no one was missed out. He cares so much about poor kids as we know. This was just the cover story to develop a vaccine tagging system for everyone on the planet. Gates has been funding the ID2020 'alliance' to do just that in league with other lovely people at Microsoft, GAVI, the Rockefeller Foundation, Accenture and IDEO.org. He said in interviews in March, 2020, before any 'vaccine' publicly existed, that the world must have a globalised digital certificate to track the 'virus' and who had been vaccinated. Gates knew from the start that the mRNA vaccines were coming and when they would come and that the plan was to tag the 'vaccinated' to marginalise the intelligent and stop them doing anything including travel. Evil just doesn't suffice. Gates was exposed for offering a $10 million bribe to the Nigerian House of Representatives to invoke compulsory 'Covid' vaccination of all Nigerians. Sara Cunial, a member of the Italian Parliament, called Gates a 'vaccine criminal'. She urged the Italian President to hand him over to the International Criminal Court for crimes against

humanity and condemned his plans to 'chip the human race' through ID2020.

You know it's a long-planned agenda when war criminal and Cult gofer Tony Blair is on the case. With the scale of arrogance only someone as dark as Blair can muster he said: 'Vaccination in the end is going to be your route to liberty.' Blair is a disgusting piece of work and he confirms that again. The media has given a lot of coverage to a bloke called Charlie Mullins, founder of London's biggest independent plumbing company, Pimlico Plumbers, who has said he won't employ anyone who has not been vaccinated or have them go to any home where people are not vaccinated. He said that if he had his way no one would be allowed to walk the streets if they have not been vaccinated. Gates was cheering at the time while I was alerting the white coats. The plan is that people will qualify for 'passports' for having the first two doses and then to keep it they will have to have all the follow ups and new ones for invented 'variants' until human genetics is transformed and many are dead who can't adjust to the changes. Hollywood celebrities – the usual propaganda stunt – are promoting something called the WELL Health-Safety Rating to verify that a building or space has 'taken the necessary steps to prioritize the health and safety of their staff, visitors and other stakeholders'. They included Lady Gaga, Jennifer Lopez, Michael B. Jordan, Robert DeNiro, Venus Williams, Wolfgang Puck, Deepak Chopra and 17th Surgeon General Richard Carmona. Yawn. WELL Health-Safety has big connections with China. Parent company Delos is headed by former Goldman Sachs partner Paul Scialla. This is another example – and we will see so many others – of using the excuse of 'health' to dictate the lives and activities of the population. I guess one confirmation of the 'safety' of buildings is that only 'vaccinated' people can go in, right?

Electronic concentration camps

I wrote decades ago about the plans to restrict travel and here we are for those who refuse to bow to tyranny. This can be achieved in one go with air travel if the aviation industry makes a blanket decree.

The ‘vaccine’ and guaranteed income are designed to be part of a global version of China’s social credit system which tracks behaviour 24/7 and awards or deletes ‘credits’ based on whether your behaviour is supported by the state or not. I mean your entire lifestyle – what you do, eat, say, everything. Once your credit score falls below a certain level consequences kick in. In China tens of millions have been denied travel by air and train because of this. All the locations and activities denied to refusers by the ‘vaccine’ passports will be included in one big mass ban on doing almost anything for those that don’t bow their head to government. It’s beyond fascist and a new term is required to describe its extremes – I guess fascist technocracy will have to do. The way the Chinese system of technological – technocratic – control is sweeping the West can be seen in the Los Angeles school system and is planned to be expanded worldwide. Every child is required to have a ‘Covid’-tracking app scanned daily before they can enter the classroom. The so-called Daily Pass tracking system is produced by Gates’ Microsoft which I’m sure will shock you rigid. The pass will be scanned using a barcode (one step from an inside-the-body barcode) and the information will include health checks, ‘Covid’ tests and vaccinations. Entry codes are for one specific building only and access will only be allowed if a student or teacher has a negative test with a test not testing for the ‘virus’, has no symptoms of anything alleged to be related to ‘Covid’ (symptoms from a range of other illness), and has a temperature under 100 degrees. No barcode, no entry, is planned to be the case for everywhere and not only schools.

Kids are being psychologically prepared to accept this as ‘normal’ their whole life which is why what they can impose in schools is so important to the Cult and its gofers. Long-time American freedom campaigner John Whitehead of the Rutherford Institute was not exaggerating when he said: ‘Databit by databit, we are building our own electronic concentration camps.’ Canada under its Cult gofer prime minister Justin Trudeau has taken a major step towards the real thing with people interned against their will if they test positive with a test not testing for the ‘virus’ when they arrive at a Canadian

airport. They are jailed in internment hotels often without food or water for long periods and with many doors failing to lock there have been sexual assaults. The interned are being charged sometimes $2,000 for the privilege of being abused in this way. Trudeau is fully on board with the Cult and says the 'Covid pandemic' has provided an opportunity for a global 'reset' to permanently change Western civilisation. His number two, Deputy Prime Minister Chrystia Freeland, is a trustee of the World Economic Forum and a Rhodes Scholar. The Trudeau family have long been servants of the Cult. See *The Biggest Secret* and Cathy O'Brien's book *Trance-Formation of America* for the horrific background to Trudeau's father Pierre Trudeau another Canadian prime minister. Hide your fascism behind the façade of a heart-on-the-sleeve liberal. It's a well-honed Cult technique.

What can the 'vaccine' *really* do?

We have a 'virus' never shown to exist and 'variants' of the 'virus' that have also never been shown to exist except, like the 'original', as computer-generated fictions. Even if you believe there's a 'virus' the 'case' to 'death' rate is in the region of 0.23 to 0.15 percent and those 'deaths' are concentrated among the very old around the same average age that people die anyway. In response to this lack of threat (in truth none) psychopaths and idiots, knowingly and unknowingly answering to Gates and the Cult, are seeking to 'vaccinate' every man, woman and child on Planet Earth. Clearly the 'vaccine' is not about 'Covid' – none of this ever has been. So what is it all about *really*? Why the desperation to infuse genetically-manipulating synthetic material into everyone through mRNA fraudulent 'vaccines' with the intent of doing this over and over with the excuses of 'variants' and other 'virus' inventions? Dr Sherri Tenpenny, an osteopathic medical doctor in the United States, has made herself an expert on vaccines and their effects as a vehement campaigner against their use. Tenpenny was board certified in emergency medicine, the director of a level two trauma centre for 12 years, and moved to Cleveland in 1996 to start an integrative

medicine practice which has treated patients from all 50 states and some 17 other countries. Weaning people off pharmaceutical drugs is a speciality.

She became interested in the consequences of vaccines after attending a meeting at the National Vaccine Information Center in Washington DC in 2000 where she 'sat through four days of listening to medical doctors and scientists and lawyers and parents of vaccine injured kids' and asked: 'What's going on?' She had never been vaccinated and never got ill while her father was given a list of vaccines to be in the military and was 'sick his entire life'. The experience added to her questions and she began to examine vaccine documents from the Centers for Disease Control (CDC). After reading the first one, the 1998 version of *The General Recommendations of Vaccination*, she thought: 'This is it?' The document was poorly written and bad science and Tenpenny began 20 years of research into vaccines that continues to this day. She began her research into 'Covid vaccines' in March, 2020, and she describes them as 'deadly'. For many, as we have seen, they already have been. Tenpenny said that in the first 30 days of the 'vaccine' rollout in the United States there had been more than 40,000 adverse events reported to the vaccine adverse event database. A document had been delivered to her the day before that was 172 pages long. 'We have over 40,000 adverse events; we have over 3,100 cases of [potentially deadly] anaphylactic shock; we have over 5,000 neurological reactions.' Effects ranged from headaches to numbness, dizziness and vertigo, to losing feeling in hands or feet and paraesthesia which is when limbs 'fall asleep' and people have the sensation of insects crawling underneath their skin. All this happened in the first 30 days and remember that only about *ten percent* (or far less) of adverse reactions and vaccine-related deaths are estimated to be officially reported. Tenpenny said:

> So can you think of one single product in any industry, any industry, for as long as products have been made on the planet that within 30 days we have 40,000 people complaining of side effects that not only is still on the market but … we've got paid actors telling us how great

they are for getting their vaccine. We're offering people $500 if they will just get their vaccine and we've got nurses and doctors going; 'I got the vaccine, I got the vaccine'.

Tenpenny said they were not going to be 'happy dancing folks' when they began to suffer Bell's palsy (facial paralysis), neuropathies, cardiac arrhythmias and autoimmune reactions that kill through a blood disorder. 'They're not going to be so happy, happy then, but we're never going to see pictures of those people' she said. Tenpenny described the 'vaccine' as 'a well-designed killing tool'.

No off-switch

Bad as the initial consequences had been Tenpenny said it would be maybe 14 months before we began to see the 'full ravage' of what is going to happen to the 'Covid vaccinated' with full-out consequences taking anything between two years and 20 years to show. You can understand why when you consider that variations of the 'Covid vaccine' use mRNA (messenger RNA) to in theory activate the immune system to produce protective antibodies without using the actual 'virus'. How can they when it's a computer program and they've never isolated what they claim is the 'real thing'? Instead they use *synthetic* mRNA. They are inoculating synthetic material into the body which through a technique known as the Trojan horse is absorbed into cells to change the nature of DNA. Human DNA is changed by an infusion of messenger RNA and with each new 'vaccine' of this type it is changed even more. Say so and you are banned by Cult Internet platforms. The contempt the contemptuous Mark Zuckerberg has for the truth and human health can be seen in an internal Facebook video leaked to the Project Veritas investigative team in which he said of the 'Covid vaccines': '… I share some caution on this because we just don't know the long term side-effects of basically modifying people's DNA and RNA.' At the same time this disgusting man's Facebook was censoring and banning anyone saying exactly the same. He must go before a Nuremberg trial for crimes against humanity when he *knows* that he

is censoring legitimate concerns and denying the right of informed consent on behalf of the Cult that owns him. People have been killed and damaged by the very 'vaccination' technique he cast doubt on himself when they may not have had the 'vaccine' with access to information that he denied them. The plan is to have at least annual 'Covid vaccinations', add others to deal with invented 'variants', and change all other vaccines into the mRNA system. Pfizer executives told shareholders at a virtual Barclays Global Healthcare Conference in March, 2021, that the public may need a third dose of 'Covid vaccine', plus regular yearly boosters and the company planned to hike prices to milk the profits in a 'significant opportunity for our vaccine'. These are the professional liars, cheats and opportunists who are telling you their 'vaccine' is safe. Given this volume of mRNA planned to be infused into the human body and its ability to then replicate we will have a transformation of human genetics from biological to synthetic biological – exactly the long-time Cult plan for reasons we'll see – and many will die. Sherri Tenpenny said of this replication:

> It's like having an on-button but no off-button and that whole mechanism … they actually give it a name and they call it the Trojan horse mechanism, because it allows that [synthetic] virus and that piece of that [synthetic] virus to get inside of your cells, start to replicate and even get inserted into other parts of your DNA as a Trojan-horse.

Ask the overwhelming majority of people who have the 'vaccine' what they know about the contents and what they do and they would reply: 'The government says it will stop me getting the virus.' Governments give that false impression on purpose to increase take-up. You can read Sherri Tenpenny's detailed analysis of the health consequences in her blog at Vaxxter.com, but in summary these are some of them. She highlights the statement by Bill Gates about how human beings can become their own 'vaccine manufacturing machine'. The man is insane. ['Vaccine'-generated] 'antibodies' carry synthetic messenger RNA into the cells and the damage starts, Tenpenny contends, and she says that lungs can be adversely affected through varying degrees of pus and bleeding which

obviously affects breathing and would be dubbed 'Covid-19'. Even more sinister was the impact of 'antibodies' on macrophages, a white blood cell of the immune system. They consist of Type 1 and Type 2 which have very different functions. She said Type 1 are 'hyper-vigilant' white blood cells which 'gobble up' bacteria etc. However, in doing so, this could cause inflammation and in extreme circumstances be fatal. She says these affects are mitigated by Type 2 macrophages which kick in to calm down the system and stop it going rogue. They clear up dead tissue debris and reduce inflammation that the Type 1 'fire crews' have caused. Type 1 kills the infection and Type 2 heals the damage, she says. This is her punchline with regard to 'Covid vaccinations': She says that mRNA 'antibodies' block Type 2 macrophages by attaching to them and deactivating them. This meant that when the Type 1 response was triggered by infection there was nothing to stop that getting out of hand by calming everything down. There's an on-switch, but no off-switch, she says. What follows can be 'over and out, see you when I see you'.

Genetic suicide

Tenpenny also highlights the potential for autoimmune disease – the body attacking itself – which has been associated with vaccines since they first appeared. Infusing a synthetic foreign substance into cells could cause the immune system to react in a panic believing that the body is being overwhelmed by an invader (it is) and the consequences can again be fatal. There is an autoimmune response known as a 'cytokine storm' which I have likened to a homeowner panicked by an intruder and picking up a gun to shoot randomly in all directions before turning the fire on himself. The immune system unleashes a storm of inflammatory response called cytokines to a threat and the body commits hara-kiri. The lesson is that you mess with the body's immune response at your peril and these 'vaccines' seriously – fundamentally – mess with immune response. Tenpenny refers to a consequence called anaphylactic shock which is a severe and highly dangerous allergic reaction when the immune system

floods the body with chemicals. She gives the example of having a bee sting which primes the immune system and makes it sensitive to those chemicals. When people are stung again maybe years later the immune response can be so powerful that it leads to anaphylactic shock. Tenpenny relates this 'shock' with regard to the 'Covid vaccine' to something called polyethylene glycol or PEG. Enormous numbers of people have become sensitive to this over decades of use in a whole range of products and processes including food, drink, skin creams and 'medicine'. Studies have claimed that some 72 percent of people have antibodies triggered by PEG compared with two percent in the 1960s and allergic hypersensitive reactions to this become a gathering cause for concern. Tenpenny points out that the 'mRNA vaccine' is coated in a 'bubble' of polyethylene glycol which has the potential to cause anaphylactic shock through immune sensitivity. Many reports have appeared of people reacting this way after having the 'Covid vaccine'. What do we think is going to happen as humanity has more and more of these 'vaccines'? Tenpenny said: 'All these pictures we have seen with people with these rashes … these weepy rashes, big reactions on their arms and things like that – it's an acute allergic reaction most likely to the polyethylene glycol that you've been previously primed and sensitised to.'

Those who have not studied the conspiracy and its perpetrators at length might think that making the population sensitive to PEG and then putting it in these 'vaccines' is just a coincidence. It is not. It is instead testament to how carefully and coldly-planned current events have been and the scale of the conspiracy we are dealing with. Tenpenny further explains that the 'vaccine' mRNA procedure can breach the blood-brain barrier which protects the brain from toxins and other crap that will cause malfunction. In this case they could make two proteins corrupt brain function to cause Amyotrophic lateral sclerosis (ALS) , a progressive nervous system disease leading to loss of muscle control, and frontal lobe degeneration – Alzheimer's and dementia. Immunologist J. Bart Classon published a paper connecting mRNA 'vaccines' to prion

disease which can lead to Alzheimer's and other forms of neurogenerative disease while others have pointed out the potential to affect the placenta in ways that make women infertile. This will become highly significant in the next chapter when I will discuss other aspects of this non-vaccine that relate to its nanotechnology and transmission from the injected to the uninjected.

Qualified in idiocy

Tenpenny describes how research has confirmed that these 'vaccine'-generated antibodies can interact with a range of other tissues in the body and attack many other organs including the lungs. 'This means that if you have a hundred people standing in front of you that all got this shot they could have a hundred different symptoms.' Anyone really think that Cult gofers like the Queen, Tony Blair, Christopher Whitty, Anthony Fauci, and all the other psychopaths have really had this 'vaccine' in the pictures we've seen? Not a bloody chance. Why don't doctors all tell us about all these dangers and consequences of the 'Covid vaccine'? Why instead do they encourage and pressure patients to have the shot? Don't let's think for a moment that doctors and medical staff can't be stupid, lazy, and psychopathic and that's without the financial incentives to give the jab. Tenpenny again:

> Some people are going to die from the vaccine directly but a large number of people are going to start to get horribly sick and get all kinds of autoimmune diseases 42 days to maybe a year out. What are they going to do, these stupid doctors who say; 'Good for you for getting that vaccine.' What are they going to say; 'Oh, it must be a mutant, we need to give an extra dose of that vaccine.'
>
> Because now the vaccine, instead of one dose or two doses we need three or four because the stupid physicians aren't taking the time to learn anything about it. If I can learn this sitting in my living room reading a 19 page paper and several others so can they. There's nothing special about me, I just take the time to do it.

Remember how Sara Kayat, the NHS and TV doctor, said that the 'Covid vaccine' would '100 percent prevent hospitalisation and death'. Doctors can be idiots like every other profession and they

should not be worshipped as infallible. They are not and far from it. Behind many medical and scientific 'experts' lies an uninformed prat trying to hide themselves from you although in the 'Covid' era many have failed to do so as with UK narrative-repeating 'TV doctor' Hilary Jones. Pushing back against the minority of proper doctors and scientists speaking out against the 'vaccine' has been the entire edifice of the Cult global state in the form of governments, medical systems, corporations, mainstream media, Silicon Valley, and an army of compliant doctors, medical staff and scientists willing to say anything for money and to enhance their careers by promoting the party line. If you do that you are an 'expert' and if you won't you are an 'anti-vaxxer' and 'Covidiot'. The pressure to be 'vaccinated' is incessant. We have even had reports claiming that the 'vaccine' can help cure cancer and Alzheimer's and make the lame walk. I am waiting for the announcement that it can bring you coffee in the morning and cook your tea. Just as the symptoms of 'Covid' seem to increase by the week so have the miracles of the 'vaccine'. American supermarket giant Kroger Co. offered nearly 500,000 employees in 35 states a $100 bonus for having the 'vaccine' while donut chain Krispy Kreme promised 'vaccinated' customers a free glazed donut every day for the rest of 2021. Have your DNA changed and you will get a doughnut although we might not have to give you them for long. Such offers and incentives confirm the desperation.

Perhaps the worse vaccine-stunt of them all was UK 'Health' Secretary Matt-the-prat Hancock on live TV after watching a clip of someone being 'vaccinated' when the roll-out began. Hancock faked tears so badly it was embarrassing. Brain-of-Britain Piers Morgan, the lockdown-supporting, 'vaccine' supporting, 'vaccine' passport-supporting, TV host played along with Hancock – 'You're quite emotional about that' he said in response to acting so atrocious it would have been called out at a school nativity which will presumably today include Mary and Jesus in masks, wise men keeping their camels six feet apart, and shepherds under tent arrest. System-serving Morgan tweeted this: 'Love the idea of covid vaccine passports for everywhere: flights, restaurants, clubs, football, gyms,

shops etc. It's time covid-denying, anti-vaxxer loonies had their bullsh*t bluff called & bar themselves from going anywhere that responsible citizens go.' If only I could aspire to his genius. To think that Morgan, who specialises in shouting over anyone he disagrees with, was lauded as a free speech hero when he lost his job after storming off the set of his live show like a child throwing his dolly out of the pram. If he is a free speech hero we are in real trouble. I have no idea what 'bullsh*t' means, by the way, the * throws me completely.

The Cult is desperate to infuse its synthetic DNA-changing concoction into everyone and has been using every lie, trick and intimidation to do so. The question of '*Why*?' we shall now address.

CHAPTER TEN

Human 2.0

I believe that at the end of the century the use of words and general educated opinion will have altered so much that one will be able to speak of machines thinking without expecting to be contradicted –
Alan Turing (1912-1954), the 'Father of artificial intelligence'

I have been exposing for decades the plan to transform the human body from a biological to a synthetic-biological state. The new human that I will call Human 2.0 is planned to be connected to artificial intelligence and a global AI 'Smart Grid' that would operate as one global system in which AI would control everything from your fridge to your heating system to your car to your mind. Humans would no longer be 'human', but post-human and sub-human, with their thinking and emotional processes replaced by AI.

What I said sounded crazy and beyond science fiction and I could understand that. To any balanced, rational, mind it *is* crazy. Today, however, that world is becoming reality and it puts the 'Covid vaccine' into its true context. Ray Kurzweil is the ultra-Zionist 'computer scientist, inventor and futurist' and co-founder of the Singularity University. Singularity refers to the merging of humans with machines or 'transhumanism'. Kurzweil has said humanity would be connected to the cyber 'cloud' in the period of the ever-recurring year of 2030:

Our thinking … will be a hybrid of biological and non-biological thinking … humans will be able to extend their limitations and 'think in the cloud' … We're going to put gateways to the

cloud in our brains ... We're going to gradually merge and enhance ourselves ... In my view, that's the nature of being human – we transcend our limitations. As the technology becomes vastly superior to what we are then the small proportion that is still human gets smaller and smaller and smaller until it's just utterly negligible.

They are trying to sell this end-of-humanity-as-we-know-it as the next stage of 'evolution' when we become super-human and 'like the gods'. They are lying to you. Shocked, eh? The population, and again especially the young, have been manipulated into addiction to technologies designed to enslave them for life. First they induced an addiction to smartphones (holdables); next they moved to technology on the body (wearables); and then began the invasion of the body (implantables). I warned way back about the plan for microchipped people and we are now entering that era. We should not be diverted into thinking that this refers only to chips we can see. Most important are the nanochips known as smart dust, neural dust and nanobots which are far too small to be seen by the human eye. Nanotechnology is everywhere, increasingly in food products, and released into the atmosphere by the geoengineering of the skies funded by Bill Gates to 'shut out the Sun' and 'save the planet from global warming'. Gates has been funding a project to spray millions of tonnes of chalk (calcium carbonate) into the stratosphere over Sweden to 'dim the Sun' and cool the Earth. Scientists warned the move could be disastrous for weather systems in ways no one can predict and opposition led to the Swedish space agency announcing that the 'experiment' would not be happening as planned in the summer of 2021; but it shows where the Cult is going with dimming the impact of the Sun and there's an associated plan to change the planet's atmosphere. Who gives psychopath Gates the right to dictate to the entire human race and dismantle planetary systems? The world will not be safe while this man is at large.

The global warming hoax has made the Sun, like the gas of life, something to fear when both are essential to good health and human survival (more inversion). The body transforms sunlight into vital vitamin D through a process involving … *cholesterol*. This is the cholesterol we are also told to fear. We are urged to take Big Pharma

statin drugs to reduce cholesterol and it's all systematic. Reducing cholesterol means reducing vitamin D uptake with all the multiple health problems that will cause. At least if you take statins long term it saves the government from having to pay you a pension. The delivery system to block sunlight is widely referred to as chemtrails although these have a much deeper agenda, too. They appear at first to be contrails or condensation trails streaming from aircraft into cold air at high altitudes. Contrails disperse very quickly while chemtrails do not and spread out across the sky before eventually their content falls to earth. Many times I have watched aircraft cross-cross a clear blue sky releasing chemtrails until it looks like a cloudy day. Chemtrails contain many things harmful to humans and the natural world including toxic heavy metals, aluminium (see Alzheimer's) and nanotechnology. Ray Kurzweil reveals the reason without actually saying so: 'Nanobots will infuse all the matter around us with information. Rocks, trees, everything will become these intelligent creatures.' How do you deliver that? *From the sky*. Self-replicating nanobots would connect everything to the Smart Grid. The phenomenon of Morgellons disease began in the chemtrail era and the correlation has led to it being dubbed the 'chemtrail disease'. Self-replicating fibres appear in the body that can be pulled out through the skin. Morgellons fibres continue to grow outside the body and have a form of artificial intelligence. I cover this at greater length in *Phantom Self*.

'Vaccine' operating system

'Covid vaccines' with their self-replicating synthetic material are also designed to make the connection between humanity and Kurzweil's 'cloud'. American doctor and dedicated campaigner for truth, Carrie Madej, an Internal Medicine Specialist in Georgia with more than 20 years medical experience, has highlighted the nanotechnology aspect of the fake 'vaccines'. She explains how one of the components in at least the Moderna and Pfizer synthetic potions are 'lipid nanoparticles' which are 'like little tiny computer bits' – a 'sci-fi substance' known as nanobots and hydrogel which can be 'triggered

at any moment to deliver its payload' and act as 'biosensors'. The synthetic substance had 'the ability to accumulate data from your body like your breathing, your respiration, thoughts and emotions, all kind of things' and each syringe could carry a *million* nanobots:

This substance because it's like little bits of computers in your body, crazy, but it's true, it can do that, [and] obviously has the ability to act through Wi-Fi. It can receive and transmit energy, messages, frequencies or impulses. That issue has never been addressed by these companies. What does that do to the human?

Just imagine getting this substance in you and it can react to things all around you, the 5G, your smart device, your phones, what is happening with that? What if something is triggering it, too, like an impulse, a frequency? We have something completely foreign in the human body.

Madej said her research revealed that electromagnetic (EMF) frequencies emitted by phones and other devices had increased dramatically in the same period of the 'vaccine' rollout and she was seeing more people with radiation problems as 5G and other electromagnetic technology was expanded and introduced to schools and hospitals. She said she was 'floored with the EMF coming off' the devices she checked. All this makes total sense and syncs with my own work of decades when you think that Moderna refers in documents to its mRNA 'vaccine' as an 'operating system':

Recognizing the broad potential of mRNA science, we set out to create an mRNA technology platform that functions very much like an operating system on a computer. It is designed so that it can plug and play interchangeably with different programs. In our case, the 'program' or 'app' is our mRNA drug – the unique mRNA sequence that codes for a protein …

… Our MRNA Medicines – 'The 'Software Of Life': When we have a concept for a new mRNA medicine and begin research, fundamental components are already in place. Generally, the only thing that changes from one potential mRNA medicine to another is the coding region – the actual genetic code that instructs ribosomes to make protein. Utilizing these instruction sets gives our investigational mRNA medicines a software-like quality. We also have the ability to combine different mRNA sequences encoding for different proteins in a single mRNA investigational medicine.

Who needs a real 'virus' when you can create a computer version to justify infusing your operating system into the entire human race on the road to making living, breathing people into cyborgs? What is missed with the 'vaccines' is the *digital* connection between synthetic material and the body that I highlighted earlier with the study that hacked a computer with human DNA. On one level the body is digital, based on mathematical codes, and I'll have more about that in the next chapter. Those who ridiculously claim that mRNA 'vaccines' are not designed to change human genetics should explain the words of Dr Tal Zaks, chief medical officer at Moderna, in a 2017 TED talk. He said that over the last 30 years 'we've been living this phenomenal digital scientific revolution, and I'm here today to tell you, that we are actually *hacking the software of life*, and that it's changing the way we think about prevention and treatment of disease':

In every cell there's this thing called messenger RNA, or mRNA for short, that transmits the critical information from the DNA in our genes to the protein, which is really the stuff we're all made out of. This is the critical information that determines what the cell will do. So we think about it as an operating system. So if you could change that, if you could introduce a line of code, or change a line of code, it turns out, that has profound implications for everything, from the flu to cancer.

Zaks should more accurately have said that this has profound implications for the human genetic code and the nature of DNA. Communications within the body go both ways and not only one. But, hey, no, the 'Covid vaccine' will not affect your genetics. Cult fact-checkers say so even though the man who helped to develop the mRNA technique says that it does. Zaks said in 2017:

If you think about what it is we're trying to do. We've taken information and our understanding of that information and how that information is transmitted in a cell, and we've taken our understanding of medicine and how to make drugs, and we're fusing the two. We think of it as information therapy.

I have been writing for decades that the body is an information field communicating with itself and the wider world. This is why

radiation which is information can change the information field of body and mind through phenomena like 5G and change their nature and function. 'Information therapy' means to change the body's information field and change the way it operates. DNA is a receiver-transmitter of information and can be mutated by information like mRNA synthetic messaging. Technology to do this has been ready and waiting in the underground bases and other secret projects to be rolled out when the 'Covid' hoax was played. 'Trials' of such short and irrelevant duration were only for public consumption. When they say the 'vaccine' is 'experimental' that is not true. It may appear to be 'experimental' to those who don't know what's going on, but the trials have already been done to ensure the Cult gets the result it desires. Zaks said that it took decades to sequence the human genome, completed in 2003, but now they could do it in a week. By 'they' he means scientists operating in the public domain. In the secret projects they were sequencing the genome in a week long before even 2003.

Deluge of mRNA

Highly significantly the Moderna document says the guiding premise is that if using mRNA as a medicine works for one disease then it should work for many diseases. They were leveraging the flexibility afforded by their platform and the fundamental role mRNA plays in protein synthesis to pursue mRNA medicines for a broad spectrum of diseases. Moderna is confirming what I was saying through 2020 that multiple 'vaccines' were planned for 'Covid' (and later invented 'variants') and that previous vaccines would be converted to the mRNA system to infuse the body with massive amounts of genetically-manipulating synthetic material to secure a transformation to a synthetic-biological state. The 'vaccines' are designed to kill stunning numbers as part of the long-exposed Cult depopulation agenda and transform the rest. Given this is the goal you can appreciate why there is such hysterical demand for every human to be 'vaccinated' for an alleged 'disease' that has an estimated 'infection' to 'death' ratio of 0.23-0.15 percent. As I write

children are being given the 'vaccine' in trials (their parents are a disgrace) and ever-younger people are being offered the vaccine for a 'virus' that even if you believe it exists has virtually zero chance of harming them. Horrific effects of the 'trials' on a 12-year-old girl were revealed by a family member to be serious brain and gastric problems that included a bowel obstruction and the inability to swallow liquids or solids. She was unable to eat or drink without throwing up, had extreme pain in her back, neck and abdomen, and was paralysed from the waist down which stopped her urinating unaided. When the girl was first taken to hospital doctors said it was all in her mind. She was signed up for the 'trial' by her parents for whom no words suffice. None of this 'Covid vaccine' insanity makes any sense unless you see what the 'vaccine' really is – a body-changer. Synthetic biology or 'SynBio' is a fast-emerging and expanding scientific discipline which includes everything from genetic and molecular engineering to electrical and computer engineering. Synthetic biology is defined in these ways:

- A multidisciplinary area of research that seeks to create new biological parts, devices, and systems, or to redesign systems that are already found in nature.

- The use of a mixture of physical engineering and genetic engineering to create new (and therefore synthetic) life forms.

- An emerging field of research that aims to combine the knowledge and methods of biology, engineering and related disciplines in the design of chemically-synthesized DNA to create organisms with novel or enhanced characteristics and traits (synthetic organisms including humans).

We now have synthetic blood, skin, organs and limbs being developed along with synthetic body parts produced by 3D printers. These are all elements of the synthetic human programme and this comment by Kurzweil's co-founder of the Singularity University,

Peter Diamandis, can be seen in a whole new light with the 'Covid' hoax and the sanctions against those that refuse the 'vaccine':

Anybody who is going to be resisting the progress forward [to transhumanism] is going to be resisting evolution and, fundamentally, they will die out. It's not a matter of whether it's good or bad. It's going to happen.

'Resisting evolution'? What absolute bollocks. The arrogance of these people is without limit. His 'it's going to happen' mantra is another way of saying 'resistance is futile' to break the spirit of those pushing back and we must not fall for it. Getting this genetically-transforming 'vaccine' into everyone is crucial to the Cult plan for total control and the desperation to achieve that is clear for anyone to see. Vaccine passports are a major factor in this and they, too, are a form of resistance is futile. It's NOT. The paper funded by the Rockefeller Foundation for the 2013 'health conference' in China said:

We will interact more with artificial intelligence. The use of robotics, bio-engineering to augment human functioning is already well underway and will advance. Re-engineering of humans into potentially separate and unequal forms through genetic engineering or mixed human-robots raises debates on ethics and equality.

A new demography is projected to emerge after 2030 [that year again] of technologies (robotics, genetic engineering, nanotechnology) producing robots, engineered organisms, 'nanobots' and artificial intelligence (AI) that can self-replicate. Debates will grow on the implications of an impending reality of human designed life.

What is happening today is so long planned. The world army enforcing the will of the world government is intended to be a robot army, not a human one. Today's military and its technologically 'enhanced' troops, pilotless planes and driverless vehicles are just stepping stones to that end. Human soldiers are used as Cult fodder and its time they woke up to that and worked for the freedom of the population instead of their own destruction and their family's destruction – the same with the police. Join us and let's sort this out. The phenomenon of enforce my own destruction is widespread in the 'Covid' era with Woker 'luvvies' in the acting and entertainment

industries supporting 'Covid' rules which have destroyed their profession and the same with those among the public who put signs on the doors of their businesses 'closed due to Covid – stay safe' when many will never reopen. It's a form of masochism and most certainly insanity.

Transgender = transhumanism

When something explodes out of nowhere and is suddenly everywhere it is always the Cult agenda and so it is with the tidal wave of claims and demands that have infiltrated every aspect of society under the heading of 'transgenderism'. The term 'trans' is so 'in' and this is the dictionary definition:

A prefix meaning 'across', 'through', occurring … in loanwords from Latin, used in particular for denoting movement or conveyance from place to place (transfer; transmit; transplant) or complete change (transform; transmute), or to form adjectives meaning 'crossing', 'on the other side of', or 'going beyond' the place named (transmontane; transnational; trans-Siberian).

Transgender means to go beyond gender and transhuman means to go beyond human. Both are aspects of the Cult plan to transform the human body to a synthetic state with *no gender*. Human 2.0 is not designed to procreate and would be produced technologically with no need for parents. The new human would mean the end of parents and so men, and increasingly women, are being targeted for the deletion of their rights and status. Parental rights are disappearing at an ever-quickening speed for the same reason. The new human would have no need for men or women when there is no procreation and no gender. Perhaps the transgender movement that appears to be in a permanent state of frenzy might now contemplate on how it is being used. This was never about transgender rights which are only the interim excuse for confusing gender, particularly in the young, on the road to *fusing* gender. Transgender activism is not an end; it is a *means* to an end. We see again the technique of creative destruction in which you destroy the status quo to 'build back better' in the form that you want. The gender status quo had to be

destroyed by persuading the Cult-created Woke mentality to believe that you can have 100 genders or more. A programme for 9 to 12 year olds produced by the Cult-owned BBC promoted the 100 genders narrative. The very idea may be the most monumental nonsense, but it is not what is true that counts, only what you can make people *believe* is true. Once the gender of 2 + 2 = 4 has been dismantled through indoctrination, intimidation and 2 + 2 = 5 then the new no-gender normal can take its place with Human 2.0. Aldous Huxley revealed the plan in his prophetic *Brave New World* in 1932:

> Natural reproduction has been done away with and children are created, decanted', and raised in 'hatcheries and conditioning centres'. From birth, people are genetically designed to fit into one of five castes, which are further split into 'Plus' and 'Minus' members and designed to fulfil predetermined positions within the social and economic strata of the World State.

How could Huxley know this in 1932? For the same reason George Orwell knew about the Big Brother state in 1948, Cult insiders I have quoted knew about it in 1969, and I have known about it since the early 1990s. If you are connected to the Cult or you work your balls off to uncover the plan you can predict the future. The process is simple. If there is a plan for the world and nothing intervenes to stop it then it will happen. Thus if you communicate the plan ahead of time you are perceived to have predicted the future, but you haven't. You have revealed the plan which without intervention will become the human future. The whole reason I have done what I have is to alert enough people to inspire an intervention and maybe at last that time has come with the Cult and its intentions now so obvious to anyone with a brain in working order.

The future is here

Technological wombs that Huxley described to replace parent procreation are already being developed and they are only the projects we know about in the public arena. Israeli scientists told *The Times of Israel* in March, 2021, that they have grown 250-cell embryos

into mouse foetuses with fully formed organs using artificial wombs in a development they say could pave the way for gestating humans outside the womb. Professor Jacob Hanna of the Weizmann Institute of Science said:

We took mouse embryos from the mother at day five of development, when they are just of 250 cells, and had them in the incubator from day five until day 11, by which point they had grown all their organs.

By day 11 they make their own blood and have a beating heart, a fully developed brain. Anybody would look at them and say, 'this is clearly a mouse foetus with all the characteristics of a mouse.' It's gone from being a ball of cells to being an advanced foetus.

A special liquid is used to nourish embryo cells in a laboratory dish and they float on the liquid to duplicate the first stage of embryonic development. The incubator creates all the right conditions for its development, Hanna said. The liquid gives the embryo 'all the nutrients, hormones and sugars they need' along with a custom-made electronic incubator which controls gas concentration, pressure and temperature. The cutting-edge in the underground bases and other secret locations will be light years ahead of that, however, and this was reported by the London *Guardian* in 2017:

We are approaching a biotechnological breakthrough. Ectogenesis, the invention of a complete external womb, could completely change the nature of human reproduction. In April this year, researchers at the Children's Hospital of Philadelphia announced their development of an artificial womb.

The article was headed 'Artificial wombs could soon be a reality. What will this mean for women?' What would it mean for children is an even bigger question. No mother to bond with only a machine in preparation for a life of soulless interaction and control in a world governed by machines (see the *Matrix* movies). Now observe the calculated manipulations of the 'Covid' hoax as human interaction and warmth has been curtailed by distancing, isolation and fear with people communicating via machines on a scale never seen before.

These are all dots in the same picture as are all the personal assistants, gadgets and children's toys through which kids and adults communicate with AI as if it is human. The AI 'voice' on Sat-Nav should be included. All these things are psychological preparation for the Cult endgame. Before you can make a physical connection with AI you have to make a psychological connection and that is what people are being conditioned to do with this ever gathering human-AI interaction. Movies and TV programmes depicting the transhuman, robot dystopia relate to a phenomenon known as 'pre-emptive programming' in which the world that is planned is portrayed everywhere in movies, TV and advertising. This is conditioning the conscious and subconscious mind to become familiar with the planned reality to dilute resistance when it happens for real. What would have been a shock such is the change is made less so. We have young children put on the road to transgender transition surgery with puberty blocking drugs at an age when they could never be able to make those life-changing decisions.

Rachel Levine, a professor of paediatrics and psychiatry who believes in treating children this way, became America's highest-ranked openly-transgender official when she was confirmed as US Assistant Secretary at the Department of Health and Human Services after being nominated by Joe Biden (the Cult). Activists and governments press for laws to deny parents a say in their children's transition process so the kids can be isolated and manipulated into agreeing to irreversible medical procedures. A Canadian father Robert Hoogland was denied bail by the Vancouver Supreme Court in 2021 and remained in jail for breaching a court order that he stay silent over his young teenage daughter, a minor, who was being offered life-changing hormone therapy without parental consent. At the age of 12 the girl's 'school counsellor' said she may be transgender, referred her to a doctor and told the school to treat her like a boy. This is another example of state-serving schools imposing ever more control over children's lives while parents have ever less.

Contemptible and extreme child abuse is happening all over the world as the Cult gender-fusion operation goes into warp-speed.

Why the war on men – and now women?

The question about what artificial wombs mean for women should rightly be asked. The answer can be seen in the deletion of women's rights involving sport, changing rooms, toilets and status in favour of people in male bodies claiming to identify as women. I can identify as a mountain climber, but it doesn't mean I can climb a mountain any more than a biological man can be a biological woman. To believe so is a triumph of belief over factual reality which is the very perceptual basis of everything Woke. Women's sport is being destroyed by allowing those with male bodies who say they identify as female to 'compete' with girls and women. Male body 'women' dominate 'women's' competition with their greater muscle mass, bone density, strength and speed. With that disadvantage sport for women loses all meaning. To put this in perspective nearly 300 American high school boys can run faster than the quickest woman sprinter in the world. Women are seeing their previously protected spaces invaded by male bodies simply because they claim to identify as women. That's all they need to do to access all women's spaces and activities under the Biden 'Equality Act' that destroys equality for women with the usual Orwellian Woke inversion. Male sex offenders have already committed rapes in women's prisons after claiming to identify as women to get them transferred. Does this not matter to the Woke 'equality' hypocrites? Not in the least. What matters to Cult manipulators and funders behind transgender activists is to advance gender fusion on the way to the no-gender 'human'. When you are seeking to impose transparent nonsense like this, or the 'Covid' hoax, the only way the nonsense can prevail is through censorship and intimidation of dissenters, deletion of factual information, and programming of the unquestioning, bewildered and naive. You don't have to scan the world for long to see that all these things are happening.

Many women's rights organisations have realised that rights and status which took such a long time to secure are being eroded and that it is systematic. Kara Dansky of the global Women's Human Rights Campaign said that Biden's transgender executive order immediately he took office, subsequent orders, and Equality Act legislation that followed 'seek to erase women and girls in the law as a category'. *Exactly*. I said during the long ago-started war on men (in which many women play a crucial part) that this was going to turn into a war on them. The Cult is phasing out *both* male and female genders. To get away with that they are brought into conflict so they are busy fighting each other while the Cult completes the job with no unity of response. Unity, people, *unity*. We need unity everywhere. Transgender is the only show in town as the big step towards the no-gender human. It's not about rights for transgender people and never has been. Woke political correctness is deleting words relating to genders to the same end. Wokers believe this is to be 'inclusive' when the opposite is true. They are deleting words describing gender because gender *itself* is being deleted by Human 2.0. Terms like 'man', 'woman', 'mother' and 'father' are being deleted in the universities and other institutions to be replaced by the *no*-gender, not trans-gender, 'individuals' and 'guardians'. Women's rights campaigner Maria Keffler of Partners for Ethical Care said: 'Children are being taught from kindergarten upward that some boys have a vagina, some girls have a penis, and that kids can be any gender they want to be.' Do we really believe that suddenly countries all over the world at the same time had the idea of having drag queens go into schools or read transgender stories to very young children in the local library? It's coldly-calculated confusion of gender on the way to the fusion of gender. Suzanne Vierling, a psychologist from Southern California, made another important point:

Yesterday's slave woman who endured gynecological medical experiments is today's girl-child being butchered in a booming gender-transitioning sector. Ovaries removed, pushing her into menopause and osteoporosis, uncharted territory, and parents' rights and authority decimated.

The erosion of parental rights is a common theme in line with the Cult plans to erase the very concept of parents and 'ovaries removed, pushing her into menopause' means what? Those born female lose the ability to have children – another way to discontinue humanity as we know it.

Eliminating Human 1.0 (before our very eyes)

To pave the way for Human 2.0 you must phase out Human 1.0. This is happening through plummeting sperm counts and making women infertile through an onslaught of chemicals, radiation (including smartphones in pockets of men) and mRNA 'vaccines'. Common agriculture pesticides are also having a devastating impact on human fertility. I have been tracking collapsing sperm counts in the books for a long time and in 2021 came a book by fertility scientist and reproductive epidemiologist Shanna Swan, *Count Down: How Our Modern World Is Threatening Sperm Counts, Altering Male and Female Reproductive Development and Imperiling the Future of the Human Race*. She reports how the global fertility rate dropped by *half* between 1960 and 2016 with America's birth rate 16 percent below where it needs to be to sustain the population. Women are experiencing declining egg quality, more miscarriages, and more couples suffer from infertility. Other findings were an increase in erectile dysfunction, infant boys developing more genital abnormalities, male problems with conception, and plunging levels of the male hormone testosterone which would explain why so many men have lost their backbone and masculinity. This has been very evident during the 'Covid' hoax when women have been prominent among the Pushbackers and big strapping blokes have bowed their heads, covered their faces with a nappy and quietly submitted. Mind control expert Cathy O'Brien also points to how global education introduced the concept of 'we're all winners' in sport and classrooms: 'Competition was defused, and it in turn defused a sense of fighting back.' This is another version of the 'equity' doctrine in which you drive down rather than raise up. What a contrast in Cult-controlled China with its global ambitions

where the government published plans in January, 2021, to 'cultivate masculinity' in boys from kindergarten through to high school in the face of a 'masculinity crisis'. A government adviser said boys would be soon become 'delicate, timid and effeminate' unless action was taken. Don't expect any similar policy in the targeted West. A 2006 study showed that a 65-year-old man in 2002 had testosterone levels *15 percent* lower than a 65-year-old man in 1987 while a 2020 study found a similar story with young adults and adolescents. Men are getting prescriptions for testosterone replacement therapy which causes an even greater drop in sperm count with up to 99 percent seeing sperm counts drop to zero during the treatment. More sperm is defective and malfunctioning with some having two heads or not pursuing an egg.

A class of *synthetic* chemicals known as phthalates are being blamed for the decline. These are found everywhere in plastics, shampoos, cosmetics, furniture, flame retardants, personal care products, pesticides, canned foods and even receipts. Why till receipts? Everyone touches them. Let no one delude themselves that all this is not systematic to advance the long-time agenda for human body transformation. Phthalates mimic hormones and disrupt the hormone balance causing testosterone to fall and genital birth defects in male infants. Animals and fish have been affected in the same way due to phthalates and other toxins in rivers. When fish turn gay or change sex through chemicals in rivers and streams it is a pointer to why there has been such an increase in gay people and the sexually confused. It doesn't matter to me what sexuality people choose to be, but if it's being affected by chemical pollution and consumption then we need to know. Does anyone really think that this is not connected to the transgender agenda, the war on men and the condemnation of male 'toxic masculinity'? You watch this being followed by 'toxic femininity'. It's already happening. When breastfeeding becomes 'chest-feeding', pregnant women become pregnant people along with all the other Woke claptrap you know that the world is going insane and there's a Cult scam in progress. Transgender activists are promoting the Cult agenda while Cult

billionaires support and fund the insanity as they laugh themselves to sleep at the sheer stupidity for which humans must be infamous in galaxies far, far away.

'Covid vaccines' and female infertility

We can now see why the 'vaccine' has been connected to potential infertility in women. Dr Michael Yeadon, former Vice President and Chief Scientific Advisor at Pfizer, and Dr Wolfgang Wodarg in Germany, filed a petition with the European Medicines Agency in December, 2020, urging them to stop trials for the Pfizer/BioNTech shot and all other mRNA trials until further studies had been done. They were particularly concerned about possible effects on fertility with 'vaccine'-produced antibodies attacking the protein Syncytin-1 which is responsible for developing the placenta. The result would be infertility 'of indefinite duration' in women who have the 'vaccine' with the placenta failing to form. Section 10.4.2 of the Pfizer/BioNTech trial protocol says that pregnant women or those who might become so should not have mRNA shots. Section 10.4 warns men taking mRNA shots to 'be abstinent from heterosexual intercourse' and not to donate sperm. The UK government said that it *did not know* if the mRNA procedure had an effect on fertility. *Did not know?* These people have to go to jail. UK government advice did not recommend at the start that pregnant women had the shot and said they should avoid pregnancy for at least two months after 'vaccination'. The 'advice' was later updated to pregnant women should only have the 'vaccine' if the benefits outweighed the risks to mother and foetus. What the hell is that supposed to mean? Then 'spontaneous abortions' began to appear and rapidly increase on the adverse reaction reporting schemes which include only a fraction of adverse reactions. Thousands and ever-growing numbers of 'vaccinated' women are describing changes to their menstrual cycle with heavier blood flow, irregular periods and menstruating again after going through the menopause – all links to reproduction effects. Women are passing blood clots and the lining of their uterus while men report erectile dysfunction and blood effects. Most

significantly of all *un*vaccinated women began to report similar menstrual changes after interaction with *'vaccinated'* people and men and children were also affected with bleeding noses, blood clots and other conditions. 'Shedding' is when vaccinated people can emit the content of a vaccine to affect the unvaccinated, but this is different. 'Vaccinated' people were not shedding a 'live virus' allegedly in 'vaccines' as before because the fake 'Covid vaccines' involve synthetic material and other toxicity. Doctors exposing what is happening prefer the term 'transmission' to shedding. Somehow those that have had the shots are transmitting effects to those that haven't. Dr Carrie Madej said the nano-content of the 'vaccines' can 'act like an antenna' to others around them which fits perfectly with my own conclusions. This 'vaccine' transmission phenomenon was becoming known as the book went into production and I deal with this further in the Postscript.

Vaccine effects on sterility are well known. The World Health Organization was accused in 2014 of sterilising millions of women in Kenya with the evidence confirmed by the content of the vaccines involved. The same WHO behind the 'Covid' hoax admitted its involvement for more than ten years with the vaccine programme. Other countries made similar claims. Charges were lodged by Tanzania, Nicaragua, Mexico, and the Philippines. The Gardasil vaccine claimed to protect against a genital 'virus' known as HPV has also been linked to infertility. Big Pharma and the WHO (same thing) are criminal and satanic entities. Then there's the Bill Gates Foundation which is connected through funding and shared interests with 20 pharmaceutical giants and laboratories. He stands accused of directing the policy of United Nations Children's Fund (UNICEF), vaccine alliance GAVI, and other groupings, to advance the vaccine agenda and silence opposition at great cost to women and children. At the same time Gates wants to reduce the global population. Coincidence?

Great Reset = Smart Grid = new human

The Cult agenda I have been exposing for 30 years is now being openly promoted by Cult assets like Gates and Klaus Schwab of the World Economic Forum under code-terms like the 'Great Reset', 'Build Back Better' and 'a rare but narrow window of opportunity to reflect, reimagine, and reset our world'. What provided this 'rare but narrow window of opportunity'? The 'Covid' hoax did. Who created that? *They* did. My books from not that long ago warned about the planned 'Internet of Things' (IoT) and its implications for human freedom. This was the plan to connect all technology to the Internet and artificial intelligence and today we are way down that road with an estimated 36 billion devices connected to the World Wide Web and that figure is projected to be 76 billion by 2025. I further warned that the Cult planned to go beyond that to the Internet of *Everything* when the human brain was connected via AI to the Internet and Kurzweil's 'cloud'. Now we have Cult operatives like Schwab calling for precisely that under the term 'Internet of Bodies', a fusion of the physical, digital and biological into one centrally-controlled Smart Grid system which the Cult refers to as the 'Fourth Industrial Revolution'. They talk about the 'biological', but they really mean the synthetic-biological which is required to fully integrate the human body and brain into the Smart Grid and artificial intelligence planned to replace the human mind. We have everything being synthetically manipulated including the natural world through GMO and smart dust, the food we eat and the human body itself with synthetic 'vaccines'. I said in *The Answer* that we would see the Cult push for synthetic meat to replace animals and in February, 2021, the so predictable psychopath Bill Gates called for the introduction of synthetic meat to save us all from 'climate change'. The climate hoax just keeps on giving like the 'Covid' hoax. The war on meat by vegan activists is a carbon (oops, sorry) copy of the manipulation of transgender activists. They have no idea (except their inner core) that they are being used to promote and impose the agenda of the Cult or that they are only the *vehicle* and not the *reason*. This is not to say those who choose not to eat meat shouldn't be respected and supported in that right, but there are ulterior motives

for those in power. A *Forbes* article in December, 2019, highlighted the plan so beloved of Schwab and the Cult under the heading: 'What Is The Internet of Bodies? And How Is It Changing Our World?' The article said the human body is the latest data platform (remember 'our vaccine is an operating system'). *Forbes* described the plan very accurately and the words could have come straight out of my books from long before:

The Internet of Bodies (IoB) is an extension of the IoT and basically connects the human body to a network through devices that are ingested, implanted, or connected to the body in some way. Once connected, data can be exchanged, and the body and device can be remotely monitored and controlled.

They were really describing a human hive mind with human perception centrally-dictated via an AI connection as well as allowing people to be 'remotely monitored and controlled'. Everything from a fridge to a human mind could be directed from a central point by these insane psychopaths and 'Covid vaccines' are crucial to this. Forbes explained the process I mentioned earlier of holdable and wearable technology followed by implantable. The article said there were three generations of the Internet of Bodies that include:

- Body external: These are wearable devices such as Apple Watches or Fitbits that can monitor our health.

- Body internal: These include pacemakers, cochlear implants, and digital pills that go inside our bodies to monitor or control various aspects of health.

- Body embedded: The third generation of the Internet of Bodies is embedded technology where technology and the human body are melded together and have a real-time connection to a remote machine.

Forbes noted the development of the Brain Computer Interface (BCI) which merges the brain with an external device for monitoring and controlling in real-time. 'The ultimate goal is to help restore function to individuals with disabilities by using brain signals rather than conventional neuromuscular pathways.' Oh, do fuck off. The goal of brain interface technology is controlling human thought and emotion from the central point in a hive mind serving its masters wishes. Many people are now agreeing to be chipped to open doors without a key. You can recognise them because they'll be wearing a mask, social distancing and lining up for the 'vaccine'. The Cult plans a Great Reset money system after they have completed the demolition of the global economy in which 'money' will be exchanged through communication with body operating systems. Rand Corporation, a Cult-owned think tank, said of the Internet of Bodies or IoB:

> Internet of Bodies technologies fall under the broader IoT umbrella. But as the name suggests, IoB devices introduce an even more intimate interplay between humans and gadgets. IoB devices monitor the human body, collect health metrics and other personal information, and transmit those data over the Internet. Many devices, such as fitness trackers, are already in use … IoB devices … and those in development can track, record, and store users' whereabouts, bodily functions, and what they see, hear, and even think.

Schwab's World Economic Forum, a long-winded way of saying 'fascism' or 'the Cult', has gone full-on with the Internet of Bodies in the 'Covid' era. 'We're entering the era of the Internet of Bodies', it declared, 'collecting our physical data via a range of devices that can be implanted, swallowed or worn'. The result would be a huge amount of health-related data that could improve human wellbeing around the world, and prove crucial in fighting the 'Covid-19 pandemic'. Does anyone think these clowns care about 'human wellbeing' after the death and devastation their pandemic hoax has purposely caused? Schwab and co say we should move forward with the Internet of Bodies because 'Keeping track of symptoms could help us stop the spread of infection, and quickly detect new cases'. How wonderful, but keeping track' is all they are really bothered

about. Researchers were investigating if data gathered from smartwatches and similar devices could be used as viral infection alerts by tracking the user's heart rate and breathing. Schwab said in his 2018 book *Shaping the Future of the Fourth Industrial Revolution*:

> The lines between technologies and beings are becoming blurred and not just by the ability to create lifelike robots or synthetics. Instead it is about the ability of new technologies to literally become part of us. Technologies already influence how we understand ourselves, how we think about each other, and how we determine our realities. As the technologies … give us deeper access to parts of ourselves, we may begin to integrate digital technologies into our bodies.

You can see what the game is. Twenty-four hour control and people – if you could still call them that – would never know when something would go ping and take them out of circulation. It's the most obvious rush to a global fascist dictatorship and the complete submission of humanity and yet still so many are locked away in their Cult-induced perceptual coma and can't see it.

Smart Grid control centres

The human body is being transformed by the 'vaccines' and in other ways into a synthetic cyborg that can be attached to the global Smart Grid which would be controlled from a central point and other sub-locations of Grid manipulation. Where are these planned to be? Well, China for a start which is one of the Cult's biggest centres of operation. The technological control system and technocratic rule was incubated here to be unleashed across the world after the 'Covid' hoax came out of China in 2020. Another Smart Grid location that will surprise people new to this is Israel. I have exposed in *The Trigger* how Sabbatian technocrats, intelligence and military operatives were behind the horrors of 9/11 and not '19 Arab hijackers' who somehow manifested the ability to pilot big passenger airliners when instructors at puddle-jumping flying schools described some of them as a joke. The 9/11 attacks were made possible through control of civilian and military air computer systems and those of the White House, Pentagon and connected agencies. See *The Trigger* – it

will blow your mind. The controlling and coordinating force were the Sabbatian networks in Israel and the United States which by then had infiltrated the entire US government, military and intelligence system. The real name of the American Deep State is 'Sabbatian State'. Israel is a tiny country of only nine million people, but it is one of the global centres of cyber operations and fast catching Silicon Valley in importance to the Cult. Israel is known as the 'start-up nation' for all the cyber companies spawned there with the Sabbatian specialisation of 'cyber security' that I mentioned earlier which gives those companies access to computer systems of their clients in real time through 'backdoors' written into the coding when security software is downloaded. The Sabbatian centre of cyber operations outside Silicon Valley is the Israeli military Cyber Intelligence Unit, the biggest infrastructure project in Israel's history, headquartered in the desert-city of Beersheba and involving some 20,000 'cyber soldiers'. Here are located a literal army of Internet trolls scanning social media, forums and comment lists for anyone challenging the Cult agenda. The UK military has something similar with its 77th Brigade and associated operations. The Beersheba complex includes research and development centres for other Cult operations such as Intel, Microsoft, IBM, Google, Apple, Hewlett-Packard, Cisco Systems, Facebook and Motorola. Techcrunch.com ran an article about the Beersheba global Internet technology centre headlined 'Israel's desert city of Beersheba is turning into a cybertech oasis':

> The military's massive relocation of its prestigious technology units, the presence of multinational and local companies, a close proximity to Ben Gurion University and generous government subsidies are turning Beersheba into a major global cybertech hub. Beersheba has all of the ingredients of a vibrant security technology ecosystem, including Ben Gurion University with its graduate program in cybersecurity and Cyber Security Research Center, and the presence of companies such as EMC, Deutsche Telekom, PayPal, Oracle, IBM, and Lockheed Martin. It's also the future home of the INCB (Israeli National Cyber Bureau); offers a special income tax incentive for cyber security companies, and was the site for the relocation of the army's intelligence corps units.

Sabbatians have taken over the cyber world through the following process: They scan the schools for likely cyber talent and develop them at Ben Gurion University and their period of conscription in the Israeli Defense Forces when they are stationed at the Beersheba complex. When the cyber talented officially leave the army they are funded to start cyber companies with technology developed by themselves or given to them by the state. Much of this is stolen through backdoors of computer systems around the world with America top of the list. Others are sent off to Silicon Valley to start companies or join the major ones and so we have many major positions filled by apparently 'Jewish' but really Sabbatian operatives. Google, YouTube and Facebook are all run by 'Jewish' CEOs while Twitter is all but run by ultra-Zionist hedge-fund shark Paul Singer. At the centre of the Sabbatian global cyber web is the Israeli army's Unit 8200 which specialises in hacking into computer systems of other countries, inserting viruses, gathering information, instigating malfunction, and even taking control of them from a distance. A long list of Sabbatians involved with 9/11, Silicon Valley and Israeli cyber security companies are operatives of Unit 8200. This is not about Israel. It's about the Cult. Israel is planned to be a Smart Grid hub as with China and what is happening at Beersheba is not for the benefit of Jewish people who are treated disgustingly by the Sabbatian elite that control the country. A glance at the Nuremberg Codes will tell you that.

The story is much bigger than 'Covid', important as that is to where we are being taken. Now, though, it's time to really strap in. There's more … much more …

CHAPTER ELEVEN

Who controls the Cult?

Awake, arise or be forever fall'n
John Milton, *Paradise Lost*

I have exposed this far the level of the Cult conspiracy that operates in the world of the seen and within the global secret society and satanic network which operates in the shadows one step back from the seen. The story, however, goes much deeper than that.

The 'Covid' hoax is major part of the Cult agenda, but only part, and to grasp the biggest picture we have to expand our attention beyond the realm of human sight and into the infinity of possibility that we cannot see. It is from here, ultimately, that humanity is being manipulated into a state of total control by the force which dictates the actions of the Cult. How much of reality can we see? Next to damn all is the answer. We may appear to see all there is to see in the 'space' our eyes survey and observe, but little could be further from the truth. The human 'world' is only a tiny band of frequency that the body's visual and perceptual systems can decode into *perception* of a 'world'. According to mainstream science the electromagnetic spectrum is 0.005 percent of what exists in the Universe (Fig 10). The maximum estimate I have seen is 0.5 percent and either way it's miniscule. I say it is far, far, smaller even than 0.005 percent when you compare reality we see with the totality of reality that we don't. Now get this if you are new to such information: Visible light, the only band of frequency that we can see, is a *fraction* of the 0.005

percent (Fig 11 overleaf). Take this further and realise that our universe is one of infinite universes and that universes are only a fragment of overall reality – *infinite* reality. Then compare that with the almost infinitesimal frequency band of visible light or human sight. You see that humans are as near blind as it is possible to be without actually being so. Artist and filmmaker, Sergio Toporek, said:

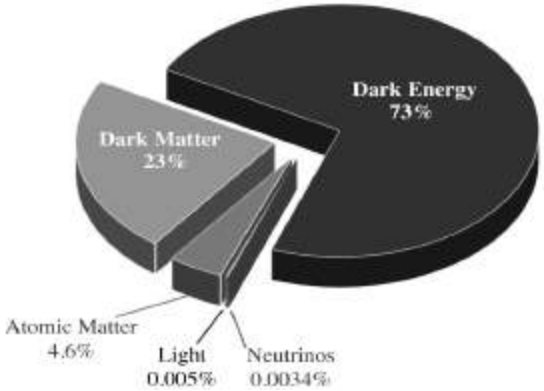


Figure 10: Humans can perceive such a tiny band of visual reality it's laughable.

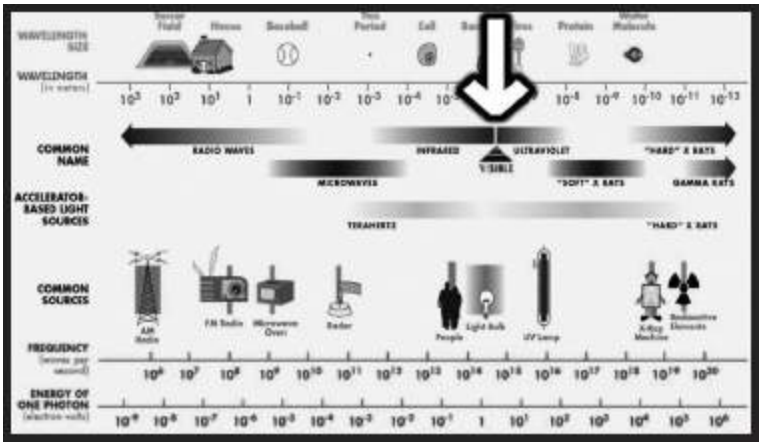


Figure 11: We can see a smear of the 0.005 percent electromagnetic spectrum, but we still know it all. Yep, makes sense.

Consider that you can see less than 1% of the electromagnetic spectrum and hear less than 1% of the acoustic spectrum. 90% of the cells in your body carry their own microbial DNA and are not 'you'. The atoms in your body are 99.9999999999999999% empty space and none of them are the ones you were born with ... Human beings have 46 chromosomes, two less than a potato.

The existence of the rainbow depends on the conical photoreceptors in your eyes; to animals without cones, the rainbow does not exist. So you don't just look at a rainbow, you create it. This is pretty amazing, especially considering that all the beautiful colours you see represent less than 1% of the electromagnetic spectrum.

Suddenly the 'world' of humans looks a very different place. Take into account, too, that Planet Earth when compared with the projected size of this single universe is the equivalent of a billionth of a pinhead. Imagine the ratio that would be when compared to infinite reality. To think that Christianity once insisted that Earth and humanity were the centre of everything. This background is vital if we are going to appreciate the nature of 'human' and how we can be manipulated by an unseen force. To human visual reality virtually *everything* is unseen and yet the prevailing perception within the institutions and so much of the public is that if we can't see it, touch it, hear it, taste it and smell it then it cannot exist. Such perception is indoctrinated and encouraged by the Cult and its agents because it isolates believers in the strictly limited, village-idiot, realm of the five senses where perceptions can be firewalled and information controlled. Most of those perpetuating the 'this-world-is-all-there-is' insanity are themselves indoctrinated into believing the same delusion. While major players and influencers know that official reality is laughable most of those in science, academia and medicine really believe the nonsense they peddle and teach succeeding generations. Those who challenge the orthodoxy are dismissed as nutters and freaks to protect the manufactured illusion from exposure. Observe the dynamic of the 'Covid' hoax and you will see how that takes the same form. The inner-circle psychopaths knows it's a gigantic scam, but almost the entirety of those imposing their fascist rules believe that 'Covid' is all that they're told it is.

Stolen identity

Ask people who they are and they will give you their name, place of birth, location, job, family background and life story. Yet that is not who they are – it is what they are *experiencing*. The difference is *absolutely crucial*. The true 'I', the eternal, infinite 'I', is consciousness,

a state of being aware. Forget 'form'. That is a vehicle for a brief experience. Consciousness does not come *from* the brain, but *through* the brain and even that is more symbolic than literal. We are awareness, pure awareness, and this is what withdraws from the body at what we call 'death' to continue our eternal beingness, *isness*, in other realms of reality within the limitlessness of infinity or the Biblical 'many mansions in my father's house'. Labels of a human life, man, woman, transgender, black, white, brown, nationality, circumstances and income are not who we are. They are what we are – awareness – is *experiencing* in a brief connection with a band of frequency we call 'human'. The labels are not the self; they are, to use the title of one of my books, a *Phantom* Self. I am not David Icke born in Leicester, England, on April 29th, 1952. I am the consciousness *having that experience*. The Cult and its non-human masters seek to convince us through the institutions of 'education', science, medicine, media and government that what we are *experiencing* is who we *are*. It's so easy to control and direct perception locked away in the bewildered illusions of the five senses with no expanded radar. Try, by contrast, doing the same with a humanity aware of its true self and its true power to consciously create its reality and experience. How is it possible to do this? We do it all day every day. If you perceive yourself as 'little me' with no power to impact upon your life and the world then your life experience will reflect that. You will hand the power you don't think you have to authority in all its forms which will use it to control your experience. This, in turn, will appear to confirm your perception of 'little me' in a self-fulfilling feedback loop. But that is what 'little me' really is – a *perception*. We are all 'big-me', infinite me, and the Cult has to make us forget that if its will is to prevail. We are therefore manipulated and pressured into self-identifying with human labels and not the consciousness/awareness *experiencing* those human labels.

The phenomenon of identity politics is a Cult-instigated manipulation technique to sub-divide previous labels into even smaller ones. A United States university employs this list of letters to

describe student identity: LGBTTQQFAGPBDSM or lesbian, gay, bisexual, transgender, transsexual, queer, questioning, flexual, asexual, gender-fuck, polyamorous, bondage/discipline, dominance/submission and sadism/masochism. I'm sure other lists are even longer by now as people feel the need to self-identity the 'I' with the minutiae of race and sexual preference. Wokers programmed by the Cult for generations believe this is about 'inclusivity' when it's really the Cult locking them away into smaller and smaller versions of Phantom Self while firewalling them from the influence of their true self, the infinite, eternal 'I'. You may notice that my philosophy which contends that we are all unique points of attention/awareness within the same infinite whole or Oneness is the ultimate non-racism. The very sense of Oneness makes the judgement of people by their body-type, colour or sexuality utterly ridiculous and confirms that racism has no understanding of reality (including anti-white racism). Yet despite my perception of life Cult agents and fast-asleep Wokers label me racist to discredit my information while they are themselves phenomenally racist and sexist. All they see is race and sexuality and they judge people as good or bad, demons or untouchables, by their race and sexuality. All they see is *Phantom Self* and perceive themselves in terms of Phantom Self. They are pawns and puppets of the Cult agenda to focus attention and self-identity in the five senses and play those identities against each other to divide and rule. Columbia University has introduced segregated graduations in another version of social distancing designed to drive people apart and teach them that different racial and cultural groups have nothing in common with each other. The last thing the Cult wants is unity. Again the pump-primers of this will be Cult operatives in the knowledge of what they are doing, but the rest are just the Phantom Self blind leading the Phantom Self blind. We *do* have something in common – we are all *the same consciousness* having different temporary experiences.

What is this 'human'?

Yes, what *is* 'human'? That is what we are supposed to be, right? I mean 'human'? True, but 'human' is the experience not the 'I'. Break it down to basics and 'human' is the way that information is processed. If we are to experience and interact with this band of frequency we call the 'world' we must have a vehicle that operates within that band of frequency. Our consciousness in its prime form cannot do that; it is way beyond the frequency of the human realm. My consciousness or awareness could not tap these keys and pick up the cup in front of me in the same way that radio station A cannot interact with radio station B when they are on different frequencies. The human body is the means through which we have that interaction. I have long described the body as a biological computer which processes information in a way that allows consciousness to experience this reality. The body is a receiver, transmitter and processor of information in a particular way that we call human. We visually perceive only the world of the five senses in a wakened state – that is the limit of the body's visual decoding system. In truth it's not even visual in the way we experience 'visual reality' as I will come to in a moment. We are 'human' because the body processes the information sources of human into a reality and behaviour system that we *perceive* as human. Why does an elephant act like an elephant and not like a human or a duck? The elephant's biological computer is a different information field and processes information according to that program into a visual and behaviour type we call an elephant. The same applies to everything in our reality. These body information fields are perpetuated through procreation (like making a copy of a software program). The Cult wants to break that cycle and intervene technologically to transform the human information field into one that will change what we call humanity. If it can change the human information field it will change the way that field processes information and change humanity both 'physically' and psychologically. Hence the *messenger* (information) RNA 'vaccines' and so much more that is targeting human genetics by changing the body's information – *messaging* – construct through food, drink, radiation, toxicity and other means.

Reality that we experience is nothing like reality as it really is in the same way that the reality people experience in virtual reality games is not the reality they are really living in. The game is only a decoded source of information that appears to be a reality. Our world is also an information construct – a *simulation* (more later). In its base form our reality is a wavefield of information much the same in theme as Wi-Fi. The five senses decode wavefield information into electrical information which they communicate to the brain to decode into holographic (illusory 'physical') information. Different parts of the brain specialise in decoding different senses and the information is fused into a reality that appears to be outside of us but is really inside the brain and the genetic structure in general (Fig 12 overleaf). DNA is a receiver-transmitter of information and a vital part of this decoding process and the body's connection to other realities. Change DNA and you change the way we decode and connect with reality – see 'Covid vaccines'. Think of computers decoding Wi-Fi. You have information encoded in a radiation field and the computer decodes that information into a very different form on the screen. You can't see the Wi-Fi until its information is made manifest on the screen and the information on the screen is inside the computer and not outside. I have just described how we decode the 'human world'. All five senses decode the waveform 'Wi-Fi' field into electrical signals and the brain (computer) constructs reality inside the brain and not outside – 'You don't just look at a rainbow, you create it'. Sound is a simple example. We don't hear sound until the brain decodes it. Waveform sound waves are picked up by the hearing sense and communicated to the brain in an electrical form to be decoded into the sounds that we hear. Everything we hear is inside the brain along with everything we see, feel, smell and taste. Words and language are waveform fields generated by our vocal chords which pass through this process until they are decoded by the brain into words that we hear. Different languages are different frequency fields or sound waves generated by vocal chords. Late British philosopher Alan Watts said:

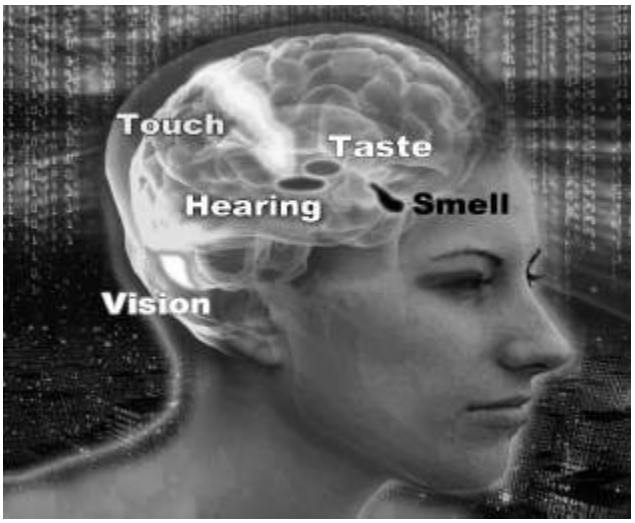


Figure 12: The brain receives information from the five senses and constructs from that our perceived reality.

[Without the brain] the world is devoid of light, heat, weight, solidity, motion, space, time or any other imaginable feature. All these phenomena are interactions, or transactions, of vibrations with a certain arrangement of neurons.

That's exactly what they are and scientist Robert Lanza describes in his book, *Biocentrism*, how we decode electromagnetic waves and energy into visual and 'physical' experience. He uses the example of a flame emitting photons, electromagnetic energy, each pulsing electrically and magnetically:

… these … invisible electromagnetic waves strike a human retina, and if (and only if) the waves happen to measure between 400 and 700 nano meters in length from crest to crest, then their energy is just right to deliver a stimulus to the 8 million cone-shaped cells in the retina.

Each in turn send an electrical pulse to a neighbour neuron, and on up the line this goes, at 250 mph, until it reaches the … occipital lobe of the brain, in the back of the head. There, a cascading complex of neurons fire from the incoming stimuli, and we subjectively perceive this experience as a yellow brightness occurring in a place we have been conditioned to call the 'external world'.

You hear what you decode

If a tree falls or a building collapses they make no noise unless someone is there to decode the energetic waves generated by the disturbance into what we call sound. Does a falling tree make a noise? Only if you hear it – *decode* it. Everything in our reality is a frequency field of information operating within the overall 'Wi-Fi' field that I call The Field. A vibrational disturbance is generated in The Field by the fields of the falling tree or building. These disturbance waves are what we decode into the sound of them falling. If no one is there to do that then neither will make any noise. Reality is created by the observer – *decoder* – and the *perceptions* of the observer affect the decoding process. For this reason different people – different *perceptions* – will perceive the same reality or situation in a different way. What one may perceive as a nightmare another will see as an opportunity. The question of why the Cult is so focused on controlling human perception now answers itself. All experienced reality is the act of decoding and we don't experience Wi-Fi until it is decoded on the computer screen. The sight and sound of an Internet video is encoded in the Wi-Fi all around us, but we don't see or hear it until the computer decodes that information. Taste, smell and touch are all phenomena of the brain as a result of the same process. We don't taste, smell or feel anything except in the brain and there are pain relief techniques that seek to block the signal from the site of discomfort to the brain because if the brain doesn't decode that signal we don't feel pain. Pain is in the brain and only appears to be at the point of impact thanks to the feedback loop between them. We don't see anything until electrical information from the sight senses is decoded in an area at the back of the brain. If that area is damaged we can go blind when our eyes are perfectly okay. So why do we go blind if we damage an eye? We damage the information processing between the waveform visual information and the visual decoding area of the brain. If information doesn't reach the brain in a form it can decode then we can't see the visual reality that it represents. What's more the brain is decoding only a fraction of the information it receives and the rest is absorbed by the

sub-conscious mind. This explanation is from the science magazine, *Wonderpedia*:

> Every second, 11 million sensations crackle along these [brain] pathways ... The brain is confronted with an alarming array of images, sounds and smells which it rigorously filters down until it is left with a manageable list of around 40. Thus 40 sensations per second make up what we perceive as reality.

The 'world' is not what people are told to believe that is it and the inner circles of the Cult *know that*.

Illusory 'physical' reality

We can only see a smear of 0.005 percent of the Universe which is only one of a vast array of universes – 'mansions' – within infinite reality. Even then the brain decodes only 40 pieces of information ('sensations') from a potential *11 million* that we receive every second. Two points strike you from this immediately: The sheer breathtaking stupidity of believing we know anything so rigidly that there's nothing more to know; and the potential for these processes to be manipulated by a malevolent force to control the reality of the population. One thing I can say for sure with no risk of contradiction is that when you can perceive an almost indescribable fraction of infinite reality there is always more to know as in tidal waves of it. Ancient Greek philosopher Socrates was so right when he said that wisdom is to know how little we know. How obviously true that is when you think that we are experiencing a physical world of solidity that is neither physical nor solid and a world of apartness when everything is connected. Cult-controlled 'science' dismisses the so-called 'paranormal' and all phenomena related to that when the 'para'-normal is perfectly normal and explains the alleged 'great mysteries' which dumbfound scientific minds. There is a reason for this. A 'scientific mind' in terms of the mainstream is a material mind, a five-sense mind imprisoned in see it, touch it, hear it, smell it and taste it. Phenomena and happenings that can't be explained that way leave the 'scientific mind' bewildered and the rule is that if they

can't account for why something is happening then it can't, by definition, be happening. I beg to differ. Telepathy is thought waves passing through The Field (think wave disturbance again) to be decoded by someone able to connect with that wavelength (information). For example: You can pick up the thought waves of a friend at any distance and at the very least that will bring them to mind. A few minutes later the friend calls you. 'My god', you say, 'that's incredible – I was just thinking of you.' Ah, but *they* were thinking of *you* before they made the call and that's what you decoded. Native peoples not entrapped in five-sense reality do this so well it became known as the 'bush telegraph'. Those known as psychics and mediums (genuine ones) are doing the same only across dimensions of reality. 'Mind over matter' comes from the fact that matter and mind are the *same*. The state of one influences the state of the other. Indeed one *and* the other are illusions. They are aspects of the same field. Paranormal phenomena are all explainable so why are they still considered 'mysteries' or not happening? Once you go down this road of understanding you begin to expand awareness beyond the five senses and that's the nightmare for the Cult.



Figure 13: Holograms are not solid, but the best ones appear to be.

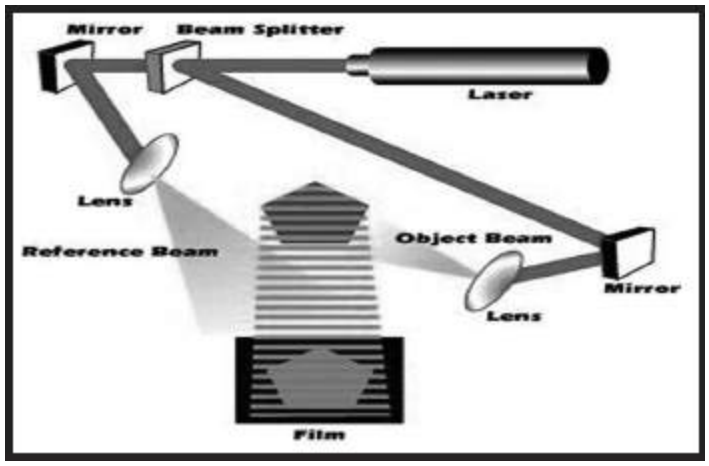


Figure 14: How holograms are created by capturing a waveform version of the subject image.

Holographic 'solidity'

Our reality is not solid, it is holographic. We are now well aware of holograms which are widely used today. Two-dimensional information is decoded into a three-dimensional reality that is not solid although can very much appear to be (Fig 13). Holograms are created with a laser divided into two parts. One goes directly onto a holographic photographic print ('reference beam') and the other takes a waveform image of the subject ('working beam') before being directed onto the print where it 'collides' with the other half of the laser (Fig 14). This creates a *waveform* interference pattern which contains the wavefield information of whatever is being photographed (Fig 15 overleaf). The process can be likened to dropping pebbles in a pond. Waves generated by each one spread out across the water to collide with the others and create a wave representation of where the stones fell and at what speed, weight and distance. A waveform interference pattern of a hologram is akin to the waveform information in The Field which the five senses decode into electrical signals to be decoded by the brain into a holographic illusory 'physical' reality. In the same way when a laser (think human attention) is directed at the waveform interference pattern a three-dimensional version of the subject is projected into apparently 'solid' reality (Fig 16). An amazing trait of holograms reveals more 'paranormal mysteries'. Information of the *whole*

hologram is encoded in waveform in every part of the interference pattern by the way they are created. This means that every *part* of a hologram is a smaller version of the whole. Cut the interference wave-pattern into four and you won't get four parts of the image. You get quarter-sized versions of the *whole* image. The body is a hologram and the same applies. Here we have the basis of acupuncture, reflexology and other forms of healing which identify representations of the whole body in all of the parts, hands, feet, ears, everywhere. Skilled palm readers can do what they do because the information of whole body is encoded in the hand. The concept of as above, so below, comes from this.



Figure 15: A waveform interference pattern that holds the information that transforms into a hologram.



Figure 16: Holographic people including 'Elvis' holographically inserted to sing a duet with Celine Dion.

The question will be asked of why, if solidity is illusory, we can't just walk through walls and each other. The resistance is not solid against solid; it is electromagnetic field against electromagnetic field and we decode this into the *experience* of solid against solid. We should also not underestimate the power of belief to dictate reality. What you believe is impossible *will be*. Your belief impacts on your decoding processes and they won't decode what you think is impossible. What we believe we perceive and what we perceive we experience. 'Can't dos' and 'impossibles' are like a firewall in a computer system that won't put on the screen what the firewall blocks. How vital that is to understanding how human experience has been hijacked. I explain in *The Answer*, *Everything You Need To Know But Have Never Been Told* and other books a long list of 'mysteries' and 'paranormal' phenomena that are not mysterious and perfectly normal once you realise what reality is and how it works. 'Ghosts' can be seen to pass through 'solid' walls because the walls are not solid and the ghost is a discarnate entity operating on a frequency so different to that of the wall that it's like two radio stations sharing the same space while never interfering with each other. I have seen ghosts do this myself. The apartness of people and objects is also an illusion. Everything is connected by the Field like all sea life is connected by the sea. It's just that within the limits of our visual reality we only 'see' holographic information and not the field of information that connects everything and from which the holographic world is made manifest. If you can only see holographic 'objects' and not the field that connects them they will appear to you as unconnected to each other in the same way that we see the computer while not seeing the Wi-Fi.

What you don't know *can* hurt you

Okay, we return to those 'two worlds' of human society and the Cult with its global network of interconnecting secret societies and satanic groups which manipulate through governments, corporations, media, religions, etc. The fundamental difference between them is *knowledge*. The idea has been to keep humanity

ignorant of the plan for its total enslavement underpinned by a crucial ignorance of reality – who we are and where we are – and how we interact with it. 'Human' should be the interaction between our expanded eternal consciousness and the five-sense body experience. We are meant to be *in* this world in terms of the five senses but not *of* this world in relation to our greater consciousness and perspective. In that state we experience the small picture of the five senses within the wider context of the big picture of awareness beyond the five senses. Put another way the five senses see the dots and expanded awareness connects them into pictures and patterns that give context to the apparently random and unconnected. Without the context of expanded awareness the five senses see only apartness and randomness with apparently no meaning. The Cult and its other-dimensional controllers seek to intervene in the frequency realm where five-sense reality is supposed to connect with expanded reality and to keep the two apart (more on this in the final chapter). When that happens five-sense mental and emotional processes are no longer influenced by expanded awareness, or the True 'I', and instead are driven by the isolated perceptions of the body's decoding systems. They are in the world *and* of it. Here we have the human plight and why humanity with its potential for infinite awareness can be so easily manipulatable and descend into such extremes of stupidity.

Once the Cult isolates five-sense mind from expanded awareness it can then program the mind with perceptions and beliefs by controlling information that the mind receives through the 'education' system of the formative years and the media perceptual bombardment and censorship of an entire lifetime. Limit perception and a sense of the possible through limiting knowledge by limiting and skewing information while censoring and discrediting that which could set people free. As the title of another of my books says *… And The Truth Shall Set You Free*. For this reason the last thing the Cult wants in circulation is the truth about anything – especially the reality of the eternal 'I' – and that's why it is desperate to control information. The Cult knows that information becomes perception

which becomes behaviour which, collectively, becomes human society. Cult-controlled and funded mainstream 'science' denies the existence of an eternal 'I' and seeks to dismiss and trash all evidence to the contrary. Cult-controlled mainstream religion has a version of 'God' that is little more than a system of control and dictatorship that employs threats of damnation in an afterlife to control perceptions and behaviour in the here and now through fear and guilt. Neither is true and it's the 'neither' that the Cult wishes to suppress. This 'neither' is that everything is an expression, a point of attention, within an infinite state of consciousness which is the real meaning of the term 'God'.

Perceptual obsession with the 'physical body' and five-senses means that 'God' becomes personified as a bearded bloke sitting among the clouds or a raging bully who loves us if we do what 'he' wants and condemns us to the fires of hell if we don't. These are no more than a 'spiritual' fairy tales to control and dictate events and behaviour through fear of this 'God' which has bizarrely made 'God-fearing' in religious circles a state to be desired. I would suggest that fearing *anything* is not to be encouraged and celebrated, but rather deleted. You can see why 'God fearing' is so beneficial to the Cult and its religions when *they* decide what 'God' wants and what 'God' demands (the Cult demands) that everyone do. As the great American comedian Bill Hicks said satirising a Christian zealot: 'I think what God meant to say.' How much of this infinite awareness ('God') that we access is decided by how far we choose to expand our perceptions, self-identity and sense of the possible. The scale of self-identity reflects itself in the scale of awareness that we can connect with and are influenced by – how much knowing and insight we have instead of programmed perception. You cannot expand your awareness into the infinity of possibility when you believe that you are little me Peter the postman or Mary in marketing and nothing more. I'll deal with this in the concluding chapter because it's crucial to how we turnaround current events.

Where the Cult came from

When I realised in the early 1990s there was a Cult network behind global events I asked the obvious question: When did it start? I took it back to ancient Rome and Egypt and on to Babylon and Sumer in Mesopotamia, the 'Land Between Two Rivers', in what we now call Iraq. The two rivers are the Tigris and Euphrates and this region is of immense historical and other importance to the Cult, as is the land called Israel only 550 miles away by air. There is much more going with deep esoteric meaning across this whole region. It's not only about 'wars for oil'. Priceless artefacts from Mesopotamia were stolen or destroyed after the American and British invasion of Iraq in 2003 justified by the lies of Boy Bush and Tony Blair (their Cult masters) about non-existent 'weapons of mass destruction'. Mesopotamia was the location of Sumer (about 5,400BC to 1,750BC), and Babylon (about 2,350BC to 539BC). Sabbatians may have become immensely influential in the Cult in modern times but they are part of a network that goes back into the mists of history. Sumer is said by historians to be the 'cradle of civilisation'. I disagree. I say it was the re-start of what we call human civilisation after cataclysmic events symbolised in part as the 'Great Flood' destroyed the world that existed before. These fantastic upheavals that I have been describing in detail in the books since the early1990s appear in accounts and legends of ancient cultures across the world and they are supported by geological and biological evidence. Stone tablets found in Iraq detailing the Sumer period say the cataclysms were caused by non-human 'gods' they call the Anunnaki. These are described in terms of extraterrestrial visitations in which knowledge supplied by the Anunnaki is said to have been the source of at least one of the world's oldest writing systems and developments in astronomy, mathematics and architecture that were way ahead of their time. I have covered this subject at length in *The Biggest Secret* and *Children of the Matrix* and the same basic 'Anunnaki' story can be found in Zulu accounts in South Africa where the late and very great Zulu high shaman Credo Mutwa told me that the Sumerian Anunnaki were known by Zulus as the Chitauri or 'children of the serpent'. See my six-hour video interview with Credo on this subject entitled *The*

Reptilian Agenda recorded at his then home near Johannesburg in 1999 which you can watch on the Ickonic media platform.

The Cult emerged out of Sumer, Babylon and Egypt (and elsewhere) and established the Roman Empire before expanding with the Romans into northern Europe from where many empires were savagely imposed in the form of Cult-controlled societies all over the world. Mass death and destruction was their calling card. The Cult established its centre of operations in Europe and European Empires were Cult empires which allowed it to expand into a global force. Spanish and Portuguese colonialists headed for Central and South America while the British and French targeted North America. Africa was colonised by Britain, France, Belgium, the Netherlands, Portugal, Spain, Italy, and Germany. Some like Britain and France moved in on the Middle East. The British Empire was by far the biggest for a simple reason. By now Britain was the headquarters of the Cult from which it expanded to form Canada, the United States, Australia and New Zealand. The Sun never set on the British Empire such was the scale of its occupation. London remains a global centre for the Cult along with Rome and the Vatican although others have emerged in Israel and China. It is no accident that the 'virus' is alleged to have come out of China while Italy was chosen as the means to terrify the Western population into compliance with 'Covid' fascism. Nor that Israel has led the world in 'Covid' fascism and mass 'vaccination'.

You would think that I would mention the United States here, but while it has been an important means of imposing the Cult's will it is less significant than would appear and is currently in the process of having what power it does have deleted. The Cult in Europe has mostly loaded the guns for the US to fire. America has been controlled from Europe from the start through Cult operatives in Britain and Europe. The American Revolution was an illusion to make it appear that America was governing itself while very different forces were pulling the strings in the form of Cult families such as the Rothschilds through the Rockefellers and other subordinates. The Rockefellers are extremely close to Bill Gates and

established both scalpel and drug 'medicine' and the World Health Organization. They play a major role in the development and circulation of vaccines through the Rockefeller Foundation on which Bill Gates said his Foundation is based. Why wouldn't this be the case when the Rockefellers and Gates are on the same team? Cult infiltration of human society goes way back into what we call history and has been constantly expanding and centralising power with the goal of establishing a global structure to dictate everything. Look how this has been advanced in great leaps with the 'Covid' hoax.

The non-human dimension

I researched and observed the comings and goings of Cult operatives through the centuries and even thousands of years as they were born, worked to promote the agenda within the secret society and satanic networks, and then died for others to replace them. Clearly there had to be a coordinating force that spanned this entire period while operatives who would not have seen the end goal in their lifetimes came and went advancing the plan over millennia. I went in search of that coordinating force with the usual support from the extraordinary synchronicity of my life which has been an almost daily experience since 1990. I saw common themes in religious texts and ancient cultures about a non-human force manipulating human society from the hidden. Christianity calls this force Satan, the Devil and demons; Islam refers to the Jinn or Djinn; Zulus have their Chitauri (spelt in other ways in different parts of Africa); and the Gnostic people in Egypt in the period around and before 400AD referred to this phenomena as the 'Archons', a word meaning rulers in Greek. Central American cultures speak of the 'Predators' among other names and the same theme is everywhere. I will use 'Archons' as a collective name for all of them. When you see how their nature and behaviour is described all these different sources are clearly talking about the same force. Gnostics described the Archons in terms of 'luminous fire' while Islam relates the Jinn to 'smokeless fire'. Some refer to beings in form that could occasionally be seen, but the most common of common theme is that they operate from

unseen realms which means almost all existence to the visual processes of humans. I had concluded that this was indeed the foundation of human control and that the Cult was operating within the human frequency band on behalf of this hidden force when I came across the writings of Gnostics which supported my conclusions in the most extraordinary way.

A sealed earthen jar was found in 1945 near the town of Nag Hammadi about 75-80 miles north of Luxor on the banks of the River Nile in Egypt. Inside was a treasure trove of manuscripts and texts left by the Gnostic people some 1,600 years earlier. They included 13 leather-bound papyrus codices (manuscripts) and more than 50 texts written in Coptic Egyptian estimated to have been hidden in the jar in the period of 400AD although the source of the information goes back much further. Gnostics oversaw the Great or Royal Library of Alexandria, the fantastic depository of ancient texts detailing advanced knowledge and accounts of human history. The Library was dismantled and destroyed in stages over a long period with the death-blow delivered by the Cult-established Roman Church in the period around 415AD. The Church of Rome was the Church of Babylon relocated as I said earlier. Gnostics were not a race. They were a way of perceiving reality. Whenever they established themselves and their information circulated the terrorists of the Church of Rome would target them for destruction. This happened with the Great Library and with the Gnostic Cathars who were burned to death by the psychopaths after a long period of oppression at the siege of the Castle of Monségur in southern France in 1244. The Church has always been terrified of Gnostic information which demolishes the official Christian narrative although there is much in the Bible that supports the Gnostic view if you read it in another way. To anyone studying the texts of what became known as the Nag Hammadi Library it is clear that great swathes of Christian and Biblical belief has its origin with Gnostics sources going back to Sumer. Gnostic themes have been twisted to manipulate the perceived reality of Bible believers. Biblical texts have been in the open for centuries where they could be changed while Gnostic

documents found at Nag Hammadi were sealed away and untouched for 1,600 years. What you see is what they wrote.

Use your *pneuma* not your *nous*

Gnosticism and Gnostic come from 'gnosis' which means knowledge, or rather *secret* knowledge, in the sense of spiritual awareness – knowledge about reality and life itself. The desperation of the Cult's Church of Rome to destroy the Gnostics can be understood when the knowledge they were circulating was the last thing the Cult wanted the population to know. Sixteen hundred years later the same Cult is working hard to undermine and silence me for the same reason. The dynamic between knowledge and ignorance is a constant. 'Time' appears to move on, but essential themes remain the same. We are told to 'use your nous', a Gnostic word for head/brain/intelligence. They said, however, that spiritual awakening or 'salvation' could only be secured by expanding awareness *beyond* what they called *nous* and into *pneuma* or Infinite Self. Obviously as I read these texts the parallels with what I have been saying since 1990 were fascinating to me. There is a universal truth that spans human history and in that case why wouldn't we be talking the same language 16 centuries apart? When you free yourself from the perception program of the five senses and explore expanded realms of consciousness you are going to connect with the same information no matter what the perceived 'era' within a manufactured timeline of a single and tiny range of manipulated frequency. Humans working with 'smart' technology or knocking rocks together in caves is only a timeline appearing to operate within the human frequency band. Expanded awareness and the knowledge it holds have always been there whether the era be Stone Age or computer age. We can only access that knowledge by opening ourselves to its frequency which the five-sense prison cell is designed to stop us doing. Gates, Fauci, Whitty, Vallance, Zuckerberg, Brin, Page, Wojcicki, Bezos, and all the others behind the 'Covid' hoax clearly have a long wait before their range of frequency can make that connection given that an open heart is

crucial to that as we shall see. Instead of accessing knowledge directly through expanded awareness it is given to Cult operatives by the secret society networks of the Cult where it has been passed on over thousands of years outside the public arena. Expanded realms of consciousness is where great artists, composers and writers find their inspiration and where truth awaits anyone open enough to connect with it. We need to go there fast.

Archon hijack

A fifth of the Nag Hammadi texts describe the existence and manipulation of the Archons led by a 'Chief Archon' they call 'Yaldabaoth', or the 'Demiurge', and this is the Christian 'Devil', 'Satan', 'Lucifer', and his demons. Archons in Biblical symbolism are the 'fallen ones' which are also referred to as fallen angels after the angels expelled from heaven according to the Abrahamic religions of Judaism, Christianity and Islam. These angels are claimed to tempt humans to 'sin' ongoing and you will see how accurate that symbolism is during the rest of the book. The theme of 'original sin' is related to the 'Fall' when Adam and Eve were 'tempted by the serpent' and fell from a state of innocence and 'obedience' (connection) with God into a state of disobedience (disconnection). The Fall is said to have brought sin into the world and corrupted everything including human nature. Yaldabaoth, the 'Lord Archon', is described by Gnostics as a 'counterfeit spirit', 'The Blind One', 'The Blind God', and 'The Foolish One'. The Jewish name for Yaldabaoth in Talmudic writings is Samael which translates as 'Poison of God', or 'Blindness of God'. You see the parallels. Yaldabaoth in Islamic belief is the Muslim Jinn devil known as Shaytan – Shaytan is Satan as the same themes are found all over the world in every religion and culture. The 'Lord God' of the Old Testament is the 'Lord Archon' of Gnostic manuscripts and that's why he's such a bloodthirsty bastard. Satan is known by Christians as 'the Demon of Demons' and Gnostics called Yaldabaoth the 'Archon of Archons'. Both are known as 'The Deceiver'. We are talking about the same 'bloke' for sure and these common themes

using different names, storylines and symbolism tell a common tale of the human plight.

Archons are referred to in Nag Hammadi documents as mind parasites, inverters, guards, gatekeepers, detainers, judges, pitiless ones and deceivers. The 'Covid' hoax alone is a glaring example of all these things. The Biblical 'God' is so different in the Old and New Testaments because they are not describing the same phenomenon. The vindictive, angry, hate-filled, 'God' of the Old Testament, known as Yahweh, is Yaldabaoth who is depicted in Cult-dictated popular culture as the 'Dark Lord', 'Lord of Time', Lord (Darth) Vader and Dormammu, the evil ruler of the 'Dark Dimension' trying to take over the 'Earth Dimension' in the Marvel comic movie, *Dr Strange*. Yaldabaoth is both the Old Testament 'god' and the Biblical 'Satan'. Gnostics referred to Yaldabaoth as the 'Great Architect of the Universe'and the Cult-controlled Freemason network calls their god 'the 'Great Architect of the Universe' (also Grand Architect). The 'Great Architect' Yaldabaoth is symbolised by the Cult as the all-seeing eye at the top of the pyramid on the Great Seal of the United States and the dollar bill. Archon is encoded in *arch*-itect as it is in *arch*-angels and *arch*-bishops. All religions have the theme of a force for good and force for evil in some sort of spiritual war and there is a reason for that – the theme is true. The Cult and its non-human masters are quite happy for this to circulate. They present themselves as the force for good fighting evil when they are really the force of evil (absence of love). The whole foundation of Cult modus operandi is inversion. They promote themselves as a force for good and anyone challenging them in pursuit of peace, love, fairness, truth and justice is condemned as a satanic force for evil. This has been the game plan throughout history whether the Church of Rome inquisitions of non-believers or 'conspiracy theorists' and 'anti-vaxxers' of today. The technique is the same whatever the timeline era.

Yaldabaoth is revolting (true)

Yaldabaoth and the Archons are said to have revolted against God with Yaldabaoth claiming to *be* God – the *All That Is*. The Old Testament 'God' (Yaldabaoth) demanded to be worshipped as such: ' *I am* the LORD, and there is none else, there is no God beside me' (Isaiah 45:5). I have quoted in other books a man who said he was the unofficial son of the late Baron Philippe de Rothschild of the Mouton-Rothschild wine producing estates in France who died in 1988 and he told me about the Rothschild 'revolt from God'. The man said he was given the name Phillip Eugene de Rothschild and we shared long correspondence many years ago while he was living under another identity. He said that he was conceived through 'occult incest' which (within the Cult) was 'normal and to be admired'. 'Phillip' told me about his experience attending satanic rituals with rich and famous people whom he names and you can see them and the wider background to Cult Satanism in my other books starting with *The Biggest Secret*. Cult rituals are interactions with Archontic 'gods'. 'Phillip' described Baron Philippe de Rothschild as 'a master Satanist and hater of God' and he used the same term 'revolt from God' associated with Yaldabaoth/Satan/Lucifer/the Devil in describing the Sabbatian Rothschild dynasty. 'I played a key role in my family's revolt from God', he said. That role was to infiltrate in classic Sabbatian style the Christian Church, but eventually he escaped the mind-prison to live another life. The Cult has been targeting religion in a plan to make worship of the Archons the global one-world religion. Infiltration of Satanism into modern 'culture', especially among the young, through music videos, stage shows and other means, is all part of this.

Nag Hammadi texts describe Yaldabaoth and the Archons in their prime form as energy – consciousness – and say they can take form if they choose in the same way that consciousness takes form as a human. Yaldabaoth is called 'formless' and represents a deeply inverted, distorted and chaotic state of consciousness which seeks to attached to humans and turn them into a likeness of itself in an attempt at assimilation. For that to happen it has to manipulate

humans into low frequency mental and emotional states that match its own. Archons can certainly appear in human form and this is the origin of the psychopathic personality. The energetic distortion Gnostics called Yaldabaoth *is* psychopathy. When psychopathic Archons take human form that human will be a psychopath as an expression of Yaldabaoth consciousness. Cult psychopaths are Archons in human form. The principle is the same as that portrayed in the 2009 *Avatar* movie when the American military travelled to a fictional Earth-like moon called Pandora in the Alpha Centauri star system to infiltrate a society of blue people, or Na'vi, by hiding within bodies that looked like the Na'vi. Archons posing as humans have a particular hybrid information field, part human, part Archon, (the ancient 'demigods') which processes information in a way that manifests behaviour to match their psychopathic evil, lack of empathy and compassion, and stops them being influenced by the empathy, compassion and love that a fully-human information field is capable of expressing. Cult bloodlines interbreed, be they royalty or dark suits, for this reason and you have their obsession with incest. Interbreeding with full-blown humans would dilute the Archontic energy field that guarantees psychopathy in its representatives in the human realm.

Gnostic writings say the main non-human forms that Archons take are *serpentine* (what I have called for decades 'reptilian' amid unbounded ridicule from the Archontically-programmed) and what Gnostics describe as 'an unborn baby or foetus with grey skin and dark, unmoving eyes'. This is an excellent representation of the ET 'Greys' of UFO folklore which large numbers of people claim to have seen and been abducted by – Zulu shaman Credo Mutwa among them. I agree with those that believe in extraterrestrial or interdimensional visitations today and for thousands of years past. No wonder with their advanced knowledge and technological capability they were perceived and worshipped as gods for technological and other 'miracles' they appeared to perform. Imagine someone arriving in a culture disconnected from the modern world with a smartphone and computer. They would be

seen as a 'god' capable of 'miracles'. The Renegade Mind, however, wants to know the source of everything and not only the way that source manifests as human or non-human. In the same way that a Renegade Mind seeks the original source material for the 'Covid virus' to see if what is claimed is true. The original source of Archons in form is consciousness – the distorted state of consciousness known to Gnostics as Yaldabaoth.

'Revolt from God' is energetic disconnection

Where I am going next will make a lot of sense of religious texts and ancient legends relating to 'Satan', Lucifer' and the 'gods'. Gnostic descriptions sync perfectly with the themes of my own research over the years in how they describe a consciousness distortion seeking to impose itself on human consciousness. I've referred to the core of infinite awareness in previous books as Infinite Awareness in Awareness of Itself. By that I mean a level of awareness that knows that it is all awareness and is aware of all awareness. From here comes the frequency of love in its true sense and balance which is what love is on one level – the balance of all forces into a single whole called Oneness and Isness. The more we disconnect from this state of love that many call 'God' the constituent parts of that Oneness start to unravel and express themselves as a part and not a whole. They become individualised as intellect, mind, selfishness, hatred, envy, desire for power over others, and such like. This is not a problem in the greater scheme in that 'God', the *All That Is*, can experience all these possibilities through different expressions of itself including humans. What we as expressions of the whole experience the *All That Is* experiences. We are the *All That Is* experiencing itself. As we withdraw from that state of Oneness we disconnect from its influence and things can get very unpleasant and very stupid. Archontic consciousness is at the extreme end of that. It has so disconnected from the influence of Oneness that it has become an inversion of unity and love, an inversion of everything, an inversion of life itself. Evil is appropriately live written backwards. Archontic consciousness is obsessed with death, an inversion of life,

and so its manifestations in Satanism are obsessed with death. They use inverted symbols in their rituals such as the inverted pentagram and cross. Sabbatians as Archontic consciousness incarnate invert Judaism and every other religion and culture they infiltrate. They seek disunity and chaos and they fear unity and harmony as they fear love like garlic to a vampire. As a result the Cult, Archons incarnate, act with such evil, psychopathy and lack of empathy and compassion disconnected as they are from the source of love. How could Bill Gates and the rest of the Archontic psychopaths do what they have to human society in the 'Covid' era with all the death, suffering and destruction involved and have no emotional consequence for the impact on others? Now you know. Why have Zuckerberg, Brin, Page, Wojcicki and company callously censored information warning about the dangers of the 'vaccine' while thousands have been dying and having severe, sometimes life-changing reactions? Now you know. Why have Tedros, Fauci, Whitty, Vallance and their like around the world been using case and death figures they're aware are fraudulent to justify lockdowns and all the deaths and destroyed lives that have come from that? Now you know. Why did Christian Drosten produce and promote a 'testing' protocol that he knew couldn't test for infectious disease which led to a global human catastrophe. Now you know. The Archontic mind doesn't give a shit (Fig 17). I personally think that Gates and major Cult insiders are a form of AI cyborg that the Archons want humans to become.

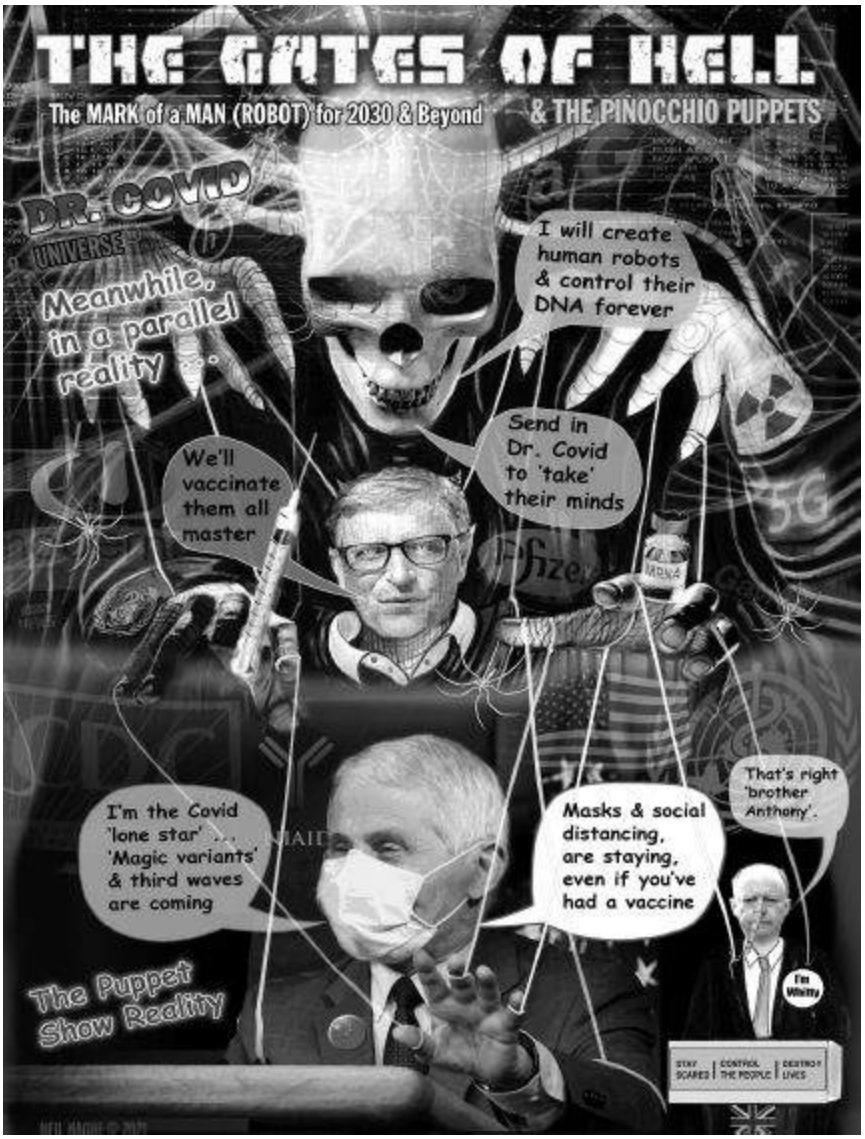


Figure 17: Artist Neil Hague's version of the 'Covid' hierarchy.

Human batteries

A state of such inversion does have its consequences, however. The level of disconnection from the Source of All means that you withdraw from that source of energetic sustenance and creativity. This means that you have to find your own supply of energetic power and it has – *us*. When the Morpheus character in the first *Matrix* movie held up a battery he spoke a profound truth when he said: 'The Matrix is a computer-generated dream world built to keep us under control in order to change the human being into one of

these.' The statement was true in all respects. We do live in a technologically-generated virtual reality simulation (more very shortly) and we have been manipulated to be an energy source for Archontic consciousness. The Disney-Pixar animated movie *Monsters, Inc*. in 2001 symbolised the dynamic when monsters in their world had no energy source and they would enter the human world to terrify children in their beds, catch the child's scream, terror (low-vibrational frequencies), and take that energy back to power the monster world. The lead character you might remember was a single giant eye and the symbolism of the Cult's all-seeing eye was obvious. Every thought and emotion is broadcast as a frequency unique to that thought and emotion. Feelings of love and joy, empathy and compassion, are high, quick, frequencies while fear, depression, anxiety, suffering and hate are low, slow, dense frequencies. Which kind do you think Archontic consciousness can connect with and absorb? In such a low and dense frequency state there's no way it can connect with the energy of love and joy. Archons can only feed off energy compatible with their own frequency and they and their Cult agents want to delete the human world of love and joy and manipulate the transmission of low vibrational frequencies through low-vibrational human mental and emotional states. *We are their energy source*. Wars are energetic banquets to the Archons – a world war even more so – and think how much low-frequency mental and emotional energy has been generated from the consequences for humanity of the 'Covid' hoax orchestrated by Archons incarnate like Gates.

The ancient practice of human sacrifice 'to the gods', continued in secret today by the Cult, is based on the same principle. 'The gods' are Archontic consciousness in different forms and the sacrifice is induced into a state of intense terror to generate the energy the Archontic frequency can absorb. Incarnate Archons in the ritual drink the blood which contains an adrenaline they crave which floods into the bloodstream when people are terrorised. Most of the sacrifices, ancient and modern, are children and the theme of 'sacrificing young virgins to the gods' is just code for children. They

have a particular pre-puberty energy that Archons want more than anything and the energy of the young in general is their target. The California Department of Education wants students to chant the names of Aztec gods (Archontic gods) once worshipped in human sacrifice rituals in a curriculum designed to encourage them to 'challenge racist, bigoted, discriminatory, imperialist/colonial beliefs', join 'social movements that struggle for social justice', and 'build new possibilities for a post-racist, post-systemic racism society'. It's the usual Woke crap that inverts racism and calls it anti-racism. In this case solidarity with 'indigenous tribes' is being used as an excuse to chant the names of 'gods' to which people were sacrificed (and still are in secret). What an example of Woke's inability to see beyond black and white, us and them, They condemn the colonisation of these tribal cultures by Europeans (quite right), but those cultures sacrificing people including children to their 'gods', and mass murdering untold numbers as the Aztecs did, is just fine. One chant is to the Aztec god Tezcatlipoca who had a man sacrificed to him in the 5th month of the Aztec calendar. His heart was cut out and he was eaten. Oh, that's okay then. Come on children … after three … Other sacrificial 'gods' for the young to chant their allegiance include Quetzalcoatl, Huitzilopochtli and Xipe Totec. The curriculum says that 'chants, affirmations, and energizers can be used to bring the class together, build unity around ethnic studies principles and values, and to reinvigorate the class following a lesson that may be emotionally taxing or even when student engagement may appear to be low'. Well, that's the cover story, anyway. Chanting and mantras are the repetition of a particular frequency generated from the vocal cords and chanting the names of these Archontic 'gods' tunes you into their frequency. That is the last thing you want when it allows for energetic synchronisation, attachment and perceptual influence. Initiates chant the names of their 'Gods' in their rituals for this very reason.

Vampires of the Woke

Paedophilia is another way that Archons absorb the energy of children. Paedophiles possessed by Archontic consciousness are used as the conduit during sexual abuse for discarnate Archons to vampire the energy of the young they desire so much. Stupendous numbers of children disappear every year never to be seen again although you would never know from the media. Imagine how much low-vibrational energy has been generated by children during the 'Covid' hoax when so many have become depressed and psychologically destroyed to the point of killing themselves. Shocking numbers of children are now taken by the state from loving parents to be handed to others. I can tell you from long experience of researching this since 1996 that many end up with paedophiles and assets of the Cult through corrupt and Cult-owned social services which in the reframing era has hired many psychopaths and emotionless automatons to do the job. Children are even stolen to order using spurious reasons to take them by the corrupt and secret (because they're corrupt) 'family courts'. I have written in detail in other books, starting with *The Biggest Secret* in 1997, about the ubiquitous connections between the political, corporate, government, intelligence and military elites (Cult operatives) and Satanism and paedophilia. If you go deep enough both networks have an interlocking leadership. The Woke mentality has been developed by the Cult for many reasons: To promote almost every aspect of its agenda; to hijack the traditional political left and turn it fascist; to divide and rule; and to target agenda pushbackers. But there are other reasons which relate to what I am describing here. How many happy and joyful Wokers do you ever see especially at the extreme end? They are a mental and psychological mess consumed by emotional stress and constantly emotionally cocked for the next explosion of indignation at someone referring to a female as a female. They are walking, talking, batteries as Morpheus might say emitting frequencies which both enslave them in low-vibrational bubbles of perceptual limitation and feed the Archons. Add to this the hatred claimed to be love; fascism claimed to 'anti-fascism', racism claimed to be 'anti-racism';

exclusion claimed to inclusion; and the abuse-filled Internet trolling. You have a purpose-built Archontic energy system with not a wind turbine in sight and all founded on Archontic *inversion*. We have whole generations now manipulated to serve the Archons with their actions and energy. They will be doing so their entire adult lives unless they snap out of their Archon-induced trance. Is it really a surprise that Cult billionaires and corporations put so much money their way? Where is the energy of joy and laughter, including laughing at yourself which is confirmation of your own emotional security? Mark Twain said: 'The human race has one really effective weapon, and that is laughter.' We must use it all the time. Woke has destroyed comedy because it has no humour, no joy, sense of irony, or self-deprecation. Its energy is dense and intense. *Mmmmm*, lunch says the Archontic frequency. Rudolf Steiner (1861-1925) was the Austrian philosopher and famous esoteric thinker who established Waldorf education or Steiner schools to treat children like unique expressions of consciousness and not minds to be programmed with the perceptions determined by authority. I'd been writing about this energy vampiring for decades when I was sent in 2016 a quote by Steiner. He was spot on:

> There are beings in the spiritual realms for whom anxiety and fear emanating from human beings offer welcome food. When humans have no anxiety and fear, then these creatures starve. If fear and anxiety radiates from people and they break out in panic, then these creatures find welcome nutrition and they become more and more powerful. These beings are hostile towards humanity. Everything that feeds on negative feelings, on anxiety, fear and superstition, despair or doubt, are in reality hostile forces in super-sensible worlds, launching cruel attacks on human beings, while they are being fed ... These are exactly the feelings that belong to contemporary culture and materialism; because it estranges people from the spiritual world, it is especially suited to evoke hopelessness and fear of the unknown in people, thereby calling up the above mentioned hostile forces against them.

Pause for a moment from this perspective and reflect on what has happened in the world since the start of 2020. Not only will pennies drop, but billion dollar bills. We see the same theme from Don Juan Matus, a Yaqui Indian shaman in Mexico and the information source for Peruvian-born writer, Carlos Castaneda, who wrote a series of

books from the 1960s to 1990s. Don Juan described the force manipulating human society and his name for the Archons was the predator:

> We have a predator that came from the depths of the cosmos and took over the rule of our lives. Human beings are its prisoners. The predator is our lord and master. It has rendered us docile, helpless. If we want to protest, it suppresses our protest. If we want to act independently, it demands that we don't do so ... indeed we are held prisoner!
>
> They took us over because we are food to them, and they squeeze us mercilessly because we are their sustenance. Just as we rear chickens in coops, the predators rear us in human coops, humaneros. Therefore, their food is always available to them.
>
> Different cultures, different eras, same recurring theme.

The 'ennoia' dilemma

Nag Hammadi Gnostic manuscripts say that Archon consciousness has no 'ennoia'. This is directly translated as 'intentionality', but I'll use the term 'creative imagination'. The *All That Is* in awareness of itself is the source of all creativity – all possibility – and the more disconnected you are from that source the more you are subsequently denied 'creative imagination'. Given that Archon consciousness is almost entirely disconnected it severely lacks creativity and has to rely on far more mechanical processes of thought and exploit the creative potential of those that do have 'ennoia'. You can see cases of this throughout human society. Archon consciousness almost entirely dominates the global banking system and if we study how that system works you will appreciate what I mean. Banks manifest 'money' out of nothing by issuing lines of 'credit' which is 'money' that has never, does not, and will never exist except in theory. It's a confidence trick. If you think 'credit' figures-on-a-screen 'money' is worth anything you accept it as payment. If you don't then the whole system collapses through lack of confidence in the value of that 'money'. Archontic bankers with no 'ennoia' are 'lending' 'money' that doesn't exist to humans that *do* have creativity – those that have the inspired ideas and create businesses and products. Archon banking feeds off human creativity

which it controls through 'money' creation and debt. Humans have the creativity and Archons exploit that for their own benefit and control while having none themselves. Archon Internet platforms like Facebook claim joint copyright of everything that creative users post and while Archontic minds like Zuckerberg may officially head that company it will be human creatives on the staff that provide the creative inspiration. When you have limitless 'money' you can then buy other companies established by creative humans. Witness the acquisition record of Facebook, Google and their like. Survey the Archon-controlled music industry and you see non-creative dark suit executives making their fortune from the human creativity of their artists. The cases are endless. Research the history of people like Gates and Zuckerberg and how their empires were built on exploiting the creativity of others. Archon minds cannot create out of nothing, but they are skilled (because they have to be) in what Gnostic texts call 'countermimicry'. They can imitate, but not innovate. Sabbatians trawl the creativity of others through backdoors they install in computer systems through their cybersecurity systems. Archon-controlled China is globally infamous for stealing intellectual property and I remember how Hong Kong, now part of China, became notorious for making counterfeit copies of the creativity of others – 'countermimicry'. With the now pervasive and all-seeing surveillance systems able to infiltrate any computer you can appreciate the potential for Archons to vampire the creativity of humans. Author John Lamb Lash wrote in his book about the Nag Hammadi texts, *Not In His Image*:

> Although they cannot originate anything, because they lack the divine factor of ennoia (intentionality), Archons can imitate with a vengeance. Their expertise is simulation (HAL, virtual reality). The Demiurge [Yaldabaoth] fashions a heaven world copied from the fractal patterns [of the original] ... His construction is celestial kitsch, like the fake Italianate villa of a Mafia don complete with militant angels to guard every portal.

This brings us to something that I have been speaking about since the turn of the millennium. Our reality is a simulation; a virtual reality that we think is real. No, I'm not kidding.

Human reality? Well, virtually

I had pondered for years about whether our reality is 'real' or some kind of construct. I remembered being immensely affected on a visit as a small child in the late 1950s to the then newly-opened Planetarium on the Marylebone Road in London which is now closed and part of the adjacent Madame Tussauds wax museum. It was in the middle of the day, but when the lights went out there was the night sky projected in the Planetarium's domed ceiling and it appeared to be so real. The experience never left me and I didn't know why until around the turn of the millennium when I became certain that our 'night sky' and entire reality is a projection, a virtual reality, akin to the illusory world portrayed in the *Matrix* movies. I looked at the sky one day in this period and it appeared to me like the domed roof of the Planetarium. The release of the first *Matrix* movie in 1999 also provided a synchronistic and perfect visual representation of where my mind had been going for a long time. I hadn't come across the Gnostic Nag Hammadi texts then. When I did years later the correlation was once again astounding. As I read Gnostic accounts from 1,600 years and more earlier it was clear that they were describing the same simulation phenomenon. They tell how the Yaldabaoth 'Demiurge' and Archons created a 'bad copy' of original reality to rule over all that were captured by its illusions and the body was a prison to trap consciousness in the 'bad copy' fake reality. Read how Gnostics describe the 'bad copy' and update that to current times and they are referring to what we would call today a virtual reality simulation.

Author John Lamb Lash said 'the Demiurge fashions a heaven world copied from the fractal patterns' of the original through expertise in 'HAL' or virtual reality simulation. Fractal patterns are part of the energetic information construct of our reality, a sort of blueprint. If these patterns were copied in computer terms it would indeed give you a copy of a 'natural' reality in a non-natural frequency and digital form. The principle is the same as making a copy of a website. The original website still exists, but now you can change the copy version to make it whatever you like and it can

become very different to the original website. Archons have done this with our reality, a *synthetic* copy of prime reality that still exists beyond the frequency walls of the simulation. Trapped within the illusions of this synthetic Matrix, however, were and are human consciousness and other expressions of prime reality and this is why the Archons via the Cult are seeking to make the human body synthetic and give us synthetic AI minds to complete the job of turning the entire reality synthetic including what we perceive to be the natural world. To quote Kurzweil: 'Nanobots will infuse all the matter around us with information. Rocks, trees, everything will become these intelligent creatures.' Yes, *synthetic* 'creatures' just as 'Covid' and other genetically-manipulating 'vaccines' are designed to make the human body synthetic. From this perspective it is obvious why Archons and their Cult are so desperate to infuse synthetic material into every human with their 'Covid' scam.

Let there be (electromagnetic) light

Yaldabaoth, the force that created the simulation, or Matrix, makes sense of the Gnostic reference to 'The Great Architect' and its use by Cult Freemasonry as the name of its deity. The designer of the Matrix in the movies is called 'The Architect' and that trilogy is jam-packed with symbolism relating to these subjects. I have contended for years that the angry Old Testament God (Yaldabaoth) is the 'God' being symbolically 'quoted' in the opening of Genesis as 'creating the world'. This is not the creation of prime reality – it's the creation of the *simulation*. The Genesis 'God' says: 'Let there be Light: and there was light.' But what is this 'Light'? I have said for decades that the speed of light (186,000 miles per second) is not the fastest speed possible as claimed by mainstream science and is in fact the frequency walls or outer limits of the Matrix. You can't have a fastest or slowest anything within all possibility when everything is possible. The human body is encoded to operate within the speed of light or *within the simulation* and thus we see only the tiny frequency band of visible *light*. Near-death experiencers who perceive reality outside the body during temporary 'death' describe a very different

form of light and this is supported by the Nag Hammadi texts. Prime reality beyond the simulation ('Upper Aeons' to the Gnostics) is described as a realm of incredible beauty, bliss, love and harmony – a realm of 'watery light' that is so powerful 'there are no shadows'. Our false reality of Archon control, which Gnostics call the 'Lower Aeons', is depicted as a realm with a different kind of 'light' and described in terms of chaos, 'Hell', 'the Abyss' and 'Outer Darkness', where trapped souls are tormented and manipulated by demons (relate that to the 'Covid' hoax alone). The watery light theme can be found in near-death accounts and it is not the same as *simulation* 'light' which is electromagnetic or radiation light within the speed of light – the 'Lower Aeons'. Simulation 'light' is the 'luminous fire' associated by Gnostics with the Archons. The Bible refers to Yaldabaoth as 'that old serpent, called the Devil, and Satan, which deceiveth the whole world' (Revelation 12:9). I think that making a simulated copy of prime reality ('countermimicry') and changing it dramatically while all the time manipulating humanity to believe it to be real could probably meet the criteria of deceiving the whole world. Then we come to the Cult god Lucifer – the *Light Bringer*. Lucifer is symbolic of Yaldabaoth, the bringer of radiation light that forms the bad copy simulation within the speed of light. 'He' is symbolised by the lighted torch held by the Statue of Liberty and in the name 'Illuminati'. Sabbatian-Frankism declares that Lucifer is the true god and Lucifer is the real god of Freemasonry honoured as their 'Great or Grand Architect of the Universe' (simulation).

I would emphasise, too, the way Archontic technologically-generated luminous fire of radiation has deluged our environment since I was a kid in the 1950s and changed the nature of The Field with which we constantly interact. Through that interaction technological radiation is changing us. The Smart Grid is designed to operate with immense levels of communication power with 5G expanding across the world and 6G, 7G, in the process of development. Radiation is the simulation and the Archontic manipulation system. Why wouldn't the Archon Cult wish to unleash radiation upon us to an ever-greater extreme to form

Kurzweil's 'cloud'? The plan for a synthetic human is related to the need to cope with levels of radiation beyond even anything we've seen so far. Biological humans would not survive the scale of radiation they have in their script. The Smart Grid is a technological sub-reality within the technological simulation to further disconnect five-sense perception from expanded consciousness. It's a technological prison of the mind.

Infusing the 'spirit of darkness'

A recurring theme in religion and native cultures is the manipulation of human genetics by a non-human force and most famously recorded as the biblical 'sons of god' (the god*s* plural in the original) who interbred with the daughters of men. The Nag Hammadi *Apocryphon of John* tells the same story this way:

> He [Yaldabaoth] sent his angels [Archons/demons] to the daughters of men, that they might take some of them for themselves and raise offspring for their enjoyment. And at first they did not succeed. When they had no success, they gathered together again and they made a plan together ... And the angels changed themselves in their likeness into the likeness of their mates, filling them with the spirit of darkness, which they had mixed for them, and with evil ... And they took women and begot children out of the darkness according to the likeness of their spirit.

Possession when a discarnate entity takes over a human body is an age-old theme and continues today. It's very real and I've seen it. Satanic and secret society rituals can create an energetic environment in which entities can attach to initiates and I've heard many stories of how people have changed their personality after being initiated even into lower levels of the Freemasons. I have been inside three Freemasonic temples, one at a public open day and two by just walking in when there was no one around to stop me. They were in Ryde, the town where I live, Birmingham, England, when I was with a group, and Boston, Massachusetts. They all felt the same energetically – dark, dense, low-vibrational and sinister. Demonic attachment can happen while the initiate has no idea what is going on. To them it's just a ritual to get in the Masons and do a bit of good

business. In the far more extreme rituals of Satanism human possession is even more powerful and they are designed to make possession possible. The hierarchy of the Cult is dictated by the power and perceived status of the possessing Archon. In this way the Archon hierarchy becomes the Cult hierarchy. Once the entity has attached it can influence perception and behaviour and if it attaches to the extreme then so much of its energy (information) infuses into the body information field that the hologram starts to reflect the nature of the possessing entity. This is the *Exorcist* movie type of possession when facial features change and it's known as shapeshifting. Islam's Jinn are said to be invisible tricksters who change shape, 'whisper', confuse and take human form. These are all traits of the Archons and other versions of the same phenomenon. Extreme possession could certainty infuse the 'spirit of darkness' into a partner during sex as the Nag Hammadi texts appear to describe. Such an infusion can change genetics which is also energetic information. Human genetics is information and the 'spirit of darkness' is information. Mix one with the other and change must happen. Islam has the concept of a 'Jinn baby' through possession of the mother and by Jinn taking human form. There are many ways that human genetics can be changed and remember that Archons have been aware all along of advanced techniques to do this. What is being done in human society today – and far more – was known about by Archons at the time of the 'fallen ones' and their other versions described in religions and cultures.

Archons and their human-world Cult are obsessed with genetics as we see today and they know this dictates how information is processed into perceived reality during a human life. They needed to produce a human form that would decode the simulation and this is symbolically known as 'Adam and Eve' who left the 'garden' (prime reality) and 'fell' into Matrix reality. The simulation is not a 'physical' construct (there is no 'physical'); it is a source of information. Think Wi-Fi again. The simulation is an energetic field encoded with information and body-brain systems are designed to decode that information encoded in wave or frequency form which

is transmitted to the brain as electrical signals. These are decoded by the brain to construct our sense of reality – an illusory 'physical' world that only exists in the brain or the mind. Virtual reality games mimic this process using the same sensory decoding system. Information is fed to the senses to decode a virtual reality that can appear so real, but isn't (Figs 18 and 19). Some scientists believe – and I agree with them – that what we perceive as 'physical' reality only exists when we are looking or observing. The act of perception or focus triggers the decoding systems which turn waveform information into holographic reality. When we are not observing something our reality reverts from a holographic state to a waveform state. This relates to the same principle as a falling tree not making a noise unless someone is there to hear it or decode it. The concept makes sense from the simulation perspective. A computer is not decoding all the information in a Wi-Fi field all the time and only decodes or brings into reality on the screen that part of Wi-Fi that it's decoding – focusing upon – at that moment.



Figure 18: Virtual reality technology 'hacks' into the body's five-sense decoding system.



Figure 19: The result can be experienced as very 'real'.

Interestingly, Professor Donald Hoffman at the Department of Cognitive Sciences at the University of California, Irvine, says that our experienced reality is like a computer interface that shows us only the level with which we interact while hiding all that exists beyond it: 'Evolution shaped us with a user interface that hides the truth. Nothing that we see is the truth – the very language of space and time and objects is the wrong language to describe reality.' He is correct in what he says on so many levels. Space and time are not a universal reality. They are a phenomenon of decoded *simulation* reality as part of the process of enslaving our sense of reality. Near-death experiencers report again and again how space and time did not exist as we perceive them once they were free of the body – body decoding systems. You can appreciate from this why Archons and their Cult are so desperate to entrap human attention in the five senses where we are in the Matrix and of the Matrix. Opening your mind to expanded states of awareness takes you beyond the information confines of the simulation and you become aware of knowledge and insights denied to you before. This is what we call 'awakening' – *awakening from the Matrix* – and in the final chapter I will relate this to current events.

Where are the 'aliens'?

A simulation would explain the so-called 'Fermi Paradox' named after Italian physicist Enrico Fermi (1901-1954) who created the first nuclear reactor. He considered the question of why there is such a lack of extraterrestrial activity when there are so many stars and planets in an apparently vast universe; but what if the night sky that we see, or think we do, is a simulated projection as I say? If you control the simulation and your aim is to hold humanity fast in essential ignorance would you want other forms of life including advanced life coming and going sharing information with humanity? Or would you want them to believe they were isolated and apparently alone? Themes of human isolation and apartness are common whether they be the perception of a lifeless universe or the fascist isolation laws of the 'Covid' era. Paradoxically the very

existence of a simulation means that we are not alone when some force had to construct it. My view is that experiences that people have reported all over the world for centuries with Reptilians and Grey entities are Archon phenomena as Nag Hammadi texts describe; and that benevolent 'alien' interactions are non-human groups that come in and out of the simulation by overcoming Archon attempts to keep them out. It should be highlighted, too, that Reptilians and Greys are obsessed with *genetics* and *technology* as related by cultural accounts and those who say they have been abducted by them. Technology is their way of overcoming some of the limitations in their creative potential and our technology-driven and controlled human society of today is *arch*etypical Archon-Reptilian-Grey modus operandi. Technocracy is really *Archon*tocracy. The Universe does not have to be as big as it appears with a simulation. There is no space or distance only information decoded into holographic reality. What we call 'space' is only the absence of holographic 'objects' and that 'space' is The Field of energetic information which connects everything into a single whole. The same applies with the artificially-generated information field of the simulation. The Universe is not big or small as a physical reality. It is decoded information, that's all, and its perceived size is decided by the way the simulation is encoded to make it appear. The entire night sky as we perceive it only exists in our brain and so where are those 'millions of light years'? The 'stars' on the ceiling of the Planetarium looked a vast distance away.

There's another point to mention about 'aliens'. I have been highlighting since the 1990s the plan to stage a fake 'alien invasion' to justify the centralisation of global power and a world military. Nazi scientist Werner von Braun, who was taken to America by Operation Paperclip after World War Two to help found NASA, told his American assistant Dr Carol Rosin about the Cult agenda when he knew he was dying in 1977. Rosin said that he told her about a sequence that would lead to total human control by a one-world government. This included threats from terrorism, rogue nations, meteors and asteroids before finally an 'alien invasion'. All of these

things, von Braun said, would be bogus and what I would refer to as a No-Problem-Reaction-Solution. Keep this in mind when 'the aliens are coming' is the new mantra. The aliens are not coming – they are *already here* and they have infiltrated human society while looking human. French-Canadian investigative journalist Serge Monast said in 1994 that he had uncovered a NASA/military operation called Project Blue Beam which fits with what Werner von Braun predicted. Monast died of a 'heart attack' in 1996 the day after he was arrested and spent a night in prison. He was 51. He said Blue Beam was a plan to stage an alien invasion that would include religious figures beamed holographically into the sky as part of a global manipulation to usher in a 'new age' of worshipping what I would say is the Cult 'god' Yaldabaoth in a one-world religion. Fake holographic asteroids are also said to be part of the plan which again syncs with von Braun. How could you stage an illusory threat from asteroids unless they were holographic inserts? This is pretty straightforward given the advanced technology outside the public arena and the fact that our 'physical' reality is holographic anyway. Information fields would be projected and we would decode them into the illusion of a 'physical' asteroid. If they can sell a global 'pandemic' with a 'virus' that doesn't exist what will humans not believe if government and media tell them?

All this is particularly relevant as I write with the Pentagon planning to release in June, 2021, information about 'UFO sightings'. I have been following the UFO story since the early 1990s and the common theme throughout has been government and military denials and cover up. More recently, however, the Pentagon has suddenly become more talkative and apparently open with Air Force pilot radar images released of unexplained craft moving and changing direction at speeds well beyond anything believed possible with human technology. Then, in March, 2021, former Director of National Intelligence John Ratcliffe said a Pentagon report months later in June would reveal a great deal of information about UFO sightings unknown to the public. He said the report would have 'massive implications'. The order to do this was included bizarrely

in a $2.3 trillion 'coronavirus' relief and government funding bill passed by the Trump administration at the end of 2020. I would add some serious notes of caution here. I have been pointing out since the 1990s that the US military and intelligence networks have long had craft – 'flying saucers' or anti-gravity craft – which any observer would take to be extraterrestrial in origin. Keeping this knowledge from the public allows craft flown by *humans* to be perceived as alien visitations. I am not saying that 'aliens' do not exist. I would be the last one to say that, but we have to be streetwise here. President Ronald Reagan told the UN General Assembly in 1987: 'I occasionally think how quickly our differences worldwide would vanish if we were facing an alien threat from outside this world.' That's the idea. Unite against a common 'enemy' with a common purpose behind your 'saviour force' (the Cult) as this age-old technique of mass manipulation goes global.

Science moves this way …

I could find only one other person who was discussing the simulation hypothesis publicly when I concluded it was real. This was Nick Bostrom, a Swedish-born philosopher at the University of Oxford, who has explored for many years the possibility that human reality is a computer simulation although his version and mine are not the same. Today the simulation and holographic reality hypothesis have increasingly entered the scientific mainstream. Well, the more open-minded mainstream, that is. Here are a few of the ever-gathering examples. American nuclear physicist Silas Beane led a team of physicists at the University of Bonn in Germany pursuing the question of whether we live in a simulation. They concluded that we probably do and it was likely based on a lattice of cubes. They found that cosmic rays align with that specific pattern. The team highlighted the Greisen–Zatsepin–Kuzmin (GZK) limit which refers to cosmic ray particle interaction with cosmic background radiation that creates an apparent boundary for cosmic ray particles. They say in a paper entitled 'Constraints on the Universe as a Numerical Simulation' that this 'pattern of constraint' is exactly what you

would find with a computer simulation. They also made the point that a simulation would create its own 'laws of physics' that would limit possibility. I've been making the same point for decades that the *perceived* laws of physics relate only to this reality, or what I would later call the simulation. When designers write codes to create computer and virtual reality games they are the equivalent of the laws of physics for that game. Players interact within the limitations laid out by the coding. In the same way those who wrote the codes for the simulation decided the laws of physics that would apply. These can be overridden by expanded states of consciousness, but not by those enslaved in only five-sense awareness where simulation codes rule. Overriding the codes is what people call 'miracles'. They are not. They are bypassing the encoded limits of the simulation. A population caught in simulation perception would have no idea that this was their plight. As the Bonn paper said: 'Like a prisoner in a pitch-black cell we would not be able to see the "walls" of our prison,' That's true if people remain mesmerised by the five senses. Open to expanded awareness and those walls become very clear. The main one is the speed of light.

American theoretical physicist James Gates is another who has explored the simulation question and found considerable evidence to support the idea. Gates was Professor of Physics at the University of Maryland, Director of The Center for String and Particle Theory, and on Barack Obama's Council of Advisors on Science and Technology. He and his team found *computer codes* of digital data embedded in the fabric of our reality. They relate to on-off electrical charges of 1 and 0 in the binary system used by computers. 'We have no idea what they are doing there', Gates said. They found within the energetic fabric mathematical sequences known as error-correcting codes or block codes that 'reboot' data to its original state or 'default settings' when something knocks it out of sync. Gates was asked if he had found a set of equations embedded in our reality indistinguishable from those that drive search engines and browsers and he said: 'That is correct.' Rich Terrile, director of the Centre for Evolutionary Computation and Automated Design at NASA's Jet

Propulsion Laboratory, has said publicly that he believes the Universe is a digital hologram that must have been created by a form of intelligence. I agree with that in every way. Waveform information is delivered electrically by the senses to the brain which constructs a *digital* holographic reality that we call the 'world'. This digital level of reality can be read by the esoteric art of numerology. Digital holograms are at the cutting edge of holographics today. We have digital technology everywhere designed to access and manipulate our digital level of perceived reality. Synthetic mRNA in 'Covid vaccines' has a digital component to manipulate the body's digital 'operating system'.

Reality is numbers

How many know that our reality can be broken down to numbers and codes that are the same as computer games? Max Tegmark, a physicist at the Massachusetts Institute of Technology (MIT), is the author of *Our Mathematical Universe* in which he lays out how reality can be entirely described by numbers and maths in the way that a video game is encoded with the 'physics' of computer games. Our world and computer virtual reality are essentially the same. Tegmark imagines the perceptions of characters in an advanced computer game when the graphics are so good they don't know they are in a game. They think they can bump into real objects (electromagnetic resistance in our reality), fall in love and feel emotions like excitement. When they began to study the apparently 'physical world' of the video game they would realise that everything was made of pixels (which have been found in our energetic reality as must be the case when on one level our world is digital). What computer game characters thought was physical 'stuff', Tegmark said, could actually be broken down into numbers:

> And we're exactly in this situation in our world. We look around and it doesn't seem that mathematical at all, but everything we see is made out of elementary particles like quarks and electrons. And what properties does an electron have? Does it have a smell or a colour or a texture? No! ... We physicists have come up with geeky names for [Electron] properties, like

electric charge, or spin, or lepton number, but the electron doesn't care what we call it, the properties are just numbers.

This is the illusory reality Gnostics were describing. This is the simulation. The A, C, G, and T codes of DNA have a binary value – A and C = 0 while G and T = 1. This has to be when the simulation is digital and the body must be digital to interact with it. Recurring mathematical sequences are encoded throughout reality and the body. They include the Fibonacci sequence in which the two previous numbers are added to get the next one, as in ... 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, etc. The sequence is encoded in the human face and body, proportions of animals, DNA, seed heads, pine cones, trees, shells, spiral galaxies, hurricanes and the number of petals in a flower. The list goes on and on. There are fractal patterns – a 'never-ending pattern that is infinitely complex and self-similar across all scales in the as above, so below, principle of holograms. These and other famous recurring geometrical and mathematical sequences such as Phi, Pi, Golden Mean, Golden Ratio and Golden Section are *computer codes* of the simulation. I had to laugh and give my head a shake the day I finished this book and it went into the production stage. I was sent an article in *Scientific American* published in April, 2021, with the headline 'Confirmed! We Live in a Simulation'. Two decades after I first said our reality is a simulation and the speed of light is it's outer limit the article suggested that we do live in a simulation and that the speed of light is its outer limit. I left school at 15 and never passed a major exam in my life while the writer was up to his eyes in qualifications. As I will explain in the final chapter *knowing* is far better than thinking and they come from very different sources. The article rightly connected the speed of light to the processing speed of the 'Matrix' and said what has been in my books all this time … 'If we are in a simulation, as it appears, then space is an abstract property written in code. It is not real'. No it's not and if we live in a simulation something created it and it wasn't *us*. 'That David Icke says we are manipulated by aliens' – he's crackers.'

Wow …

The reality that humanity thinks is so real is an illusion. Politicians, governments, scientists, doctors, academics, law enforcement, media, school and university curriculums, on and on, are all founded on a world that *does not exist* except as a simulated prison cell. Is it such a stretch to accept that 'Covid' doesn't exist when our entire 'physical' reality doesn't exist? Revealed here is the knowledge kept under raps in the Cult networks of compartmentalised secrecy to control humanity's sense of reality by inducing the population to believe in a reality that's not real. If it wasn't so tragic in its experiential consequences the whole thing would be hysterically funny. None of this is new to Renegade Minds. Ancient Greek philosopher Plato (about 428 to about 347BC) was a major influence on Gnostic belief and he described the human plight thousands of years ago with his Allegory of the Cave. He told the symbolic story of prisoners living in a cave who had never been outside. They were chained and could only see one wall of the cave while behind them was a fire that they could not see. Figures walked past the fire casting shadows on the prisoners' wall and those moving shadows became their sense of reality. Some prisoners began to study the shadows and were considered experts on them (today's academics and scientists), but what they studied was only an illusion (today's academics and scientists). A prisoner escaped from the cave and saw reality as it really is. When he returned to report this revelation they didn't believe him, called him mad and threatened to kill him if he tried to set them free. Plato's tale is not only a brilliant analogy of the human plight and our illusory reality. It describes, too, the dynamics of the 'Covid' hoax. I have only skimmed the surface of these subjects here. The aim of this book is to crisply connect all essential dots to put what is happening today into its true context. All subject areas and their connections in this chapter are covered in great evidential detail in *Everything You Need To Know, But Have Never Been Told* and *The Answer*.

They say that bewildered people 'can't see the forest for the trees'. Humanity, however, can't see the forest for the *twigs*. The five senses

see only twigs while Renegade Minds can see the forest and it's the forest where the answers lie with the connections that reveals. Breaking free of perceptual programming so the forest can be seen is the way we turn all this around. Not breaking free is how humanity got into this mess. The situation may seem hopeless, but I promise you it's not. We are a perceptual heartbeat from paradise if only we knew.

CHAPTER TWELVE

Escaping Wetiko

Life is simply a vacation from the infinite
Dean Cavanagh

Renegade Minds weave the web of life and events and see common themes in the apparently random. They are always there if you look for them and their pursuit is aided by incredible synchronicity that comes when your mind is open rather than mesmerised by what it thinks it can see.

Infinite awareness is infinite possibility and the more of infinite possibility that we access the more becomes infinitely possible. That may be stating the apparently obvious, but it is a devastatingly-powerful fact that can set us free. We are a point of attention within an infinity of consciousness. The question is how much of that infinity do we choose to access? How much knowledge, insight, awareness, wisdom, do we want to connect with and explore? If your focus is only in the five senses you will be influenced by a fraction of infinite awareness. I mean a range so tiny that it gives new meaning to infinitesimal. Limitation of self-identity and a sense of the possible limit accordingly your range of consciousness. We are what we think we are. Life is what we think it is. The dream is the dreamer and the dreamer is the dream. Buddhist philosophy puts it this way: 'As a thing is viewed, so it appears.' Most humans live in the realm of touch, taste, see, hear, and smell and that's the limit of their sense of the possible and sense of self. Many will follow a religion and speak of a God in his heaven, but their lives are still

dominated by the five senses in their perceptions and actions. The five senses become the arbiter of everything. When that happens all except a smear of infinity is sealed away from influence by the rigid, unyielding, reality bubbles that are the five-sense human or Phantom Self. Archon Cult methodology is to isolate consciousness within five-sense reality – the simulation – and then program that consciousness with a sense of self and the world through a deluge of life-long information designed to instil the desired perception that allows global control. Efforts to do this have increased dramatically with identity politics as identity bubbles are squeezed into the minutiae of five-sense detail which disconnect people even more profoundly from the infinite 'I'.

Five-sense focus and self-identity are like a firewall that limits access to the infinite realms. You only perceive one radio or television station and no other. We'll take that literally for a moment. Imagine a vast array of stations giving different information and angles on reality, but you only ever listen to one. Here we have the human plight in which the population is overwhelmingly confined to CultFM. This relates only to the frequency range of CultFM and limits perception and insight to that band – limits *possibility* to that band. It means you are connecting with an almost imperceptibly minuscule range of possibility and creative potential within the infinite Field. It's a world where everything seems apart from everything else and where synchronicity is rare. Synchronicity is defined in the dictionary as 'the happening by chance of two or more related or similar events at the same time'. Use of 'by chance' betrays a complete misunderstanding of reality. Synchronicity is not 'by chance'. As people open their minds, or 'awaken' to use the term, they notice more and more coincidences in their lives, bits of 'luck', apparently miraculous happenings that put them in the right place at the right time with the right people. Days become peppered with 'fancy meeting you here' and 'what are the chances of that?' My entire life has been lived like this and ever more so since my own colossal awakening in 1990 and 91 which transformed my sense of reality. Synchronicity is not 'by chance'; it is by accessing expanded

realms of possibility which allow expanded potential for manifestation. People broadcasting the same vibe from the same openness of mind tend to be drawn 'by chance' to each other through what I call frequency magnetism and it's not only people. In the last more than 30 years incredible synchronicity has also led me through the Cult maze to information in so many forms and to crucial personal experiences. These 'coincidences' have allowed me to put the puzzle pieces together across an enormous array of subjects and situations. Those who have breached the bubble of five-sense reality will know exactly what I mean and this escape from the perceptual prison cell is open to everyone whenever they make that choice. This may appear super-human when compared with the limitations of 'human', but it's really our natural state. 'Human' as currently experienced is consciousness in an unnatural state of induced separation from the infinity of the whole. I'll come to how this transformation into unity can be made when I have described in more detail the force that holds humanity in servitude by denying this access to infinite self.

The Wetiko factor

I have been talking and writing for decades about the way five-sense mind is systematically barricaded from expanded awareness. I have used the analogy of a computer (five-sense mind) and someone at the keyboard (expanded awareness). Interaction between the computer and the operator is symbolic of the interaction between five-sense mind and expanded awareness. The computer directly experiences the Internet and the operator experiences the Internet via the computer which is how it's supposed to be – the two working as one. Archons seek to control that point where the operator connects with the computer to stop that interaction (Fig 20). Now the operator is banging the keyboard and clicking the mouse, but the computer is not responding and this happens when the computer is taken over – *possessed* – by an appropriately-named computer 'virus'. The operator has lost all influence over the computer which goes its own way making decisions under the control of the 'virus'. I have

just described the dynamic through which the force known to Gnostics as Yaldabaoth and Archons disconnects five-sense mind from expanded awareness to imprison humanity in perceptual servitude.



Figure 20: The mind 'virus' I have been writing about for decades seeks to isolate five-sense mind (the computer) from the true 'I'. (Image by Neil Hague).

About a year ago I came across a Native American concept of Wetiko which describes precisely the same phenomenon. Wetiko is the spelling used by the Cree and there are other versions including wintiko and windigo used by other tribal groups. They spell the name with lower case, but I see Wetiko as a proper noun as with Archons and prefer a capital. I first saw an article about Wetiko by writer and researcher Paul Levy which so synced with what I had been writing about the computer/operator disconnection and later the Archons. I then read his book, the fascinating *Dispelling Wetiko, Breaking the Spell of Evil*. The parallels between what I had concluded long before and the Native American concept of Wetiko were so clear and obvious that it was almost funny. For Wetiko see the Gnostic Archons for sure and the Jinn, the Predators, and every other name for a force of evil, inversion and chaos. Wetiko is the Native American name for the force that divides the computer from

the operator (Fig 21). Indigenous author Jack D. Forbes, a founder of the Native American movement in the 1960s, wrote another book about Wetiko entitled *Columbus And Other Cannibals – The Wetiko Disease of Exploitation, Imperialism, and Terrorism* which I also read. Forbes says that Wetiko refers to an evil person or spirit 'who terrorizes other creatures by means of terrible acts, including cannibalism'. Zulu shaman Credo Mutwa told me that African accounts tell how cannibalism was brought into the world by the Chitauri 'gods' – another manifestation of Wetiko. The distinction between 'evil person or spirit' relates to Archons/Wetiko possessing a human or acting as pure consciousness. Wetiko is said to be a sickness of the soul or spirit and a state of being that takes but gives nothing back – the Cult and its operatives perfectly described. Black Hawk, a Native American war leader defending their lands from confiscation, said European invaders had 'poisoned hearts' – Wetiko hearts – and that this would spread to native societies. Mention of the heart is very significant as we shall shortly see. Forbes writes: 'Tragically, the history of the world for the past 2,000 years is, in great part, the story of the epidemiology of the wetiko disease.' Yes, and much longer. Forbes is correct when he says: 'The wetikos destroyed Egypt and Babylon and Athens and Rome and Tenochtitlan [capital of the Aztec empire] and perhaps now they will destroy the entire earth.' Evil, he said, is the number one export of a Wetiko culture – see its globalisation with 'Covid'. Constant war, mass murder, suffering of all kinds, child abuse, Satanism, torture and human sacrifice are all expressions of Wetiko and the Wetiko possessed. The world is Wetiko made manifest, *but it doesn't have to be*. There is a way out of this even now.



Figure 21: The mind 'virus' is known to Native Americans as 'Wetiko'. (Image by Neil Hague).

Cult of Wetiko

Wetiko is the Yaldabaoth frequency distortion that seeks to attach to human consciousness and absorb it into its own. Once this connection is made Wetiko can drive the perceptions of the target which they believe to be coming from their own mind. All the horrors of history and today from mass killers to Satanists, paedophiles like Jeffrey Epstein and other psychopaths, are the embodiment of Wetiko and express its state of being in all its grotesqueness. The Cult is Wetiko incarnate, Yaldabaoth incarnate, and it seeks to facilitate Wetiko assimilation of humanity in totality into its distortion by manipulating the population into low frequency states that match its own. Paul Levy writes: 'Holographically enforced within the psyche of every human being the wetiko virus pervades and underlies the entire field of consciousness, and can therefore potentially manifest through any one of us at any moment if we are not mindful.' The 'Covid' hoax has achieved this with many people, but others have not fallen into Wetiko's frequency lair. Players in the 'Covid' human catastrophe including Gates, Schwab, Tedros, Fauci, Whitty, Vallance, Johnson, Hancock, Ferguson, Drosten, and all the rest, including the psychopath psychologists, are expressions of Wetiko. This is why

they have no compassion or empathy and no emotional consequence for what they do that would make them stop doing it. Observe all the people who support the psychopaths in authority against the Pushbackers despite the damaging impact the psychopaths have on their own lives and their family's lives. You are again looking at Wetiko possession which prevents them seeing through the lies to the obvious scam going on. *Why can't they see it?* Wetiko won't let them see it. The perceptual divide that has now become a chasm is between the Wetikoed and the non-Wetikoed.

Paul Levy describes Wetiko in the same way that I have long described the Archontic force. They are the same distorted consciousness operating across dimensions of reality: '… the subtle body of wetiko is not located in the third dimension of space and time, literally existing in another dimension … it is able to affect ordinary lives by mysteriously interpenetrating into our three-dimensional world.' Wetiko does this through its incarnate representatives in the Cult and by weaving itself into The Field which on our level of reality is the electromagnetic information field of the simulation or Matrix. More than that, the simulation *is* Wetiko / Yaldabaoth. Caleb Scharf, Director of Astrobiology at Columbia University, has speculated that 'alien life' could be so advanced that it has transcribed itself into the quantum realm to become what we call physics. He said intelligence indistinguishable from the fabric of the Universe would solve many of its greatest mysteries:

> Perhaps hyper-advanced life isn't just external. Perhaps it's already all around. It is embedded in what we perceive to be physics itself, from the root behaviour of particles and fields to the phenomena of complexity and emergence ... In other words, life might not just be in the equations. It might BE the equations [My emphasis].

Scharf said it is possible that 'we don't recognise advanced life because it forms an integral and unsuspicious part of what we've considered to be the natural world'. I agree. Wetiko/Yaldabaoth *is* the simulation. We are literally in the body of the beast. But that doesn't mean it has to control us. We all have the power to overcome Wetiko

influence and the Cult knows that. I doubt it sleeps too well because it knows that.

Which Field?

This, I suggest, is how it all works. There are two Fields. One is the fierce electromagnetic light of the Matrix within the speed of light; the other is the 'watery light' of The Field beyond the walls of the Matrix that connects with the Great Infinity. Five-sense mind and the decoding systems of the body attach us to the Field of Matrix light. They have to or we could not experience this reality. Five-sense mind sees only the Matrix Field of information while our expanded consciousness is part of the Infinity Field. When we open our minds, and most importantly our hearts, to the Infinity Field we have a mission control which gives us an expanded perspective, a road map, to understand the nature of the five-sense world. If we are isolated only in five-sense mind there is no mission control. We're on our own trying to understand a world that's constantly feeding us information to ensure we do not understand. People in this state can feel 'lost' and bewildered with no direction or radar. You can see ever more clearly those who are influenced by the Fields of Big Infinity or little five-sense mind simply by their views and behaviour with regard to the 'Covid' hoax. We have had this division throughout known human history with the mass of the people on one side and individuals who could see and intuit beyond the walls of the simulation – Plato's prisoner who broke out of the cave and saw reality for what it is. Such people have always been targeted by Wetiko/Archon-possessed authority, burned at the stake or demonised as mad, bad and dangerous. The Cult today and its global network of 'anti-hate', 'anti-fascist' Woke groups are all expressions of Wetiko attacking those exposing the conspiracy, 'Covid' lies and the 'vaccine' agenda.

Woke as a whole is Wetiko which explains its black and white mentality and how at one it is with the Wetiko-possessed Cult. Paul Levy said: 'To be in this paradigm is to still be under the thrall of a two-valued logic – where things are either true or false – of a

wetikoized mind.' Wetiko consciousness is in a permanent rage, therefore so is Woke, and then there is Woke inversion and contradiction. 'Anti-fascists' act like fascists because fascists *and* 'anti-fascists' are both Wetiko at work. Political parties act the same while claiming to be different for the same reason. Secret society and satanic rituals are attaching initiates to Wetiko and the cold, ruthless, psychopathic mentality that secures the positions of power all over the world is Wetiko. Reframing 'training programmes' have the same cumulative effect of attaching Wetiko and we have their graduates described as automatons and robots with a cold, psychopathic, uncaring demeanour. They are all traits of Wetiko possession and look how many times they have been described in this book and elsewhere with regard to personnel behind 'Covid' including the police and medical profession. Climbing the greasy pole in any profession in a Wetiko society requires traits of Wetiko to get there and that is particularly true of politics which is not about fair competition and pre-eminence of ideas. It is founded on how many backs you can stab and arses you can lick. This culminated in the global 'Covid' coordination between the Wetiko possessed who pulled it off in all the different countries without a trace of empathy and compassion for their impact on humans. Our sight sense can see only holographic form and not the Field which connects holographic form. Therefore we perceive 'physical' objects with 'space' in between. In fact that 'space' is energy/consciousness operating on multiple frequencies. One of them is Wetiko and that connects the Cult psychopaths, those who submit to the psychopaths, and those who serve the psychopaths in the media operations of the world. Wetiko is Gates. Wetiko is the mask-wearing submissive. Wetiko is the fake journalist and 'fact-checker'. The Wetiko Field is coordinating the whole thing. Psychopaths, gofers, media operatives, 'anti-hate' hate groups, 'fact-checkers' and submissive people work as one unit *even without human coordination* because they are attached to the *same* Field which is organising it all (Fig 22). Paul Levy is here describing how Wetiko-possessed people are drawn together and refuse to let any information breach their rigid

perceptions. He was writing long before 'Covid', but I think you will recognise followers of the 'Covid' religion *oh just a little bit*:

People who are channelling the vibratory frequency of wetiko align with each other through psychic resonance to reinforce their unspoken shared agreement so as to uphold their deranged view of reality. Once an unconscious content takes possession of certain individuals, it irresistibly draws them together by mutual attraction and knits them into groups tied together by their shared madness that can easily swell into an avalanche of insanity.

A psychic epidemic is a closed system, which is to say that it is insular and not open to any new information or informing influences from the outside world which contradict its fixed, limited, and limiting perspective.

There we have the Woke mind and the 'Covid' mind. Compatible resonance draws the awakening together, too, which is clearly happening today.



Figure 22: The Wetiko Field from which the Cult pyramid and its personnel are made manifest. (Image by Neil Hague).

Spiritual servitude

Wetiko doesn't care about humans. It's not human; it just possesses humans for its own ends and the effect (depending on the scale of

possession) can be anything from extreme psychopathy to unquestioning obedience. Wetiko's worst nightmare is for human consciousness to expand beyond the simulation. Everything is focussed on stopping that happening through control of information, thus perception, thus frequency. The 'education system', media, science, medicine, academia, are all geared to maintaining humanity in five-sense servitude as is the constant stimulation of low-vibrational mental and emotional states (see 'Covid'). Wetiko seeks to dominate those subconscious spaces between five-sense perception and expanded consciousness where the computer meets the operator. From these subconscious hiding places Wetiko speaks to us to trigger urges and desires that we take to be our own and manipulate us into anything from low-vibrational to psychopathic states. Remember how Islam describes the Jinn as invisible tricksters that 'whisper' and confuse. Wetiko is the origin of the 'trickster god' theme that you find in cultures all over the world. Jinn, like the Archons, are Wetiko which is terrified of humans awakening and reconnecting with our true self for then its energy source has gone. With that the feedback loop breaks between Wetiko and human perception that provides the energetic momentum on which its very existence depends as a force of evil. Humans are both its target and its source of survival, but only if we are operating in low-vibrational states of fear, hate, depression and the background anxiety that most people suffer. We are Wetiko's target because we are its key to survival. It needs us, not the other way round. Paul Levy writes:

A vampire has no intrinsic, independent, substantial existence in its own right; it only exists in relation to us. The pathogenic, vampiric mind-parasite called wetiko is nothing in itself – not being able to exist from its own side – yet it has a 'virtual reality' such that it can potentially destroy our species …

…The fact that a vampire is not reflected by a mirror can also mean that what we need to see is that there's nothing, no-thing to see, other than ourselves. The fact that wetiko is the expression of something inside of us means that the cure for wetiko is with us as well. The critical issue is finding this cure within us and then putting it into effect.

Evil begets evil because if evil does not constantly expand and find new sources of energetic sustenance its evil, its *distortion*, dies with the assimilation into balance and harmony. Love is the garlic to Wetiko's vampire. Evil, the absence of love, cannot exist in the presence of love. I think I see a way out of here. I have emphasised so many times over the decades that the Archons/Wetiko and their Cult are not all powerful. *They are not*. I don't care how it looks even now *they are not*. I have not called them little boys in short trousers for effect. I have said it because it is true. Wetiko's insatiable desire for power over others is not a sign of its omnipotence, but its insecurity. Paul Levy writes: 'Due to the primal fear which ultimately drives it and which it is driven to cultivate, wetiko's body politic has an intrinsic and insistent need for centralising power and control so as to create imagined safety for itself.' *Yeeeeeees!* Exactly! Why does Wetiko want humans in an ongoing state of fear? Wetiko itself *is* fear and it is petrified of love. As evil is an absence of love, so love is an absence of fear. Love conquers all and *especially* Wetiko which *is* fear. Wetiko brought fear into the world when it wasn't here before. *Fear* was the 'fall', the fall into low-frequency ignorance and illusion – fear is **F**alse **E**motion **A**ppearing **R**eal. The simulation is driven and energised by fear because Wetiko/Yaldabaoth (fear) *are* the simulation. Fear is the absence of love and Wetiko is the absence of love.

Wetiko today

We can now view current events from this level of perspective. The 'Covid' hoax has generated momentous amounts of ongoing fear, anxiety, depression and despair which have empowered Wetiko. No wonder people like Gates have been the instigators when they are Wetiko incarnate and exhibit every trait of Wetiko in the extreme. See how cold and unemotional these people are like Gates and his cronies, how dead of eye they are. That's Wetiko. Sabbatians are Wetiko and everything they control including the World Health Organization, Big Pharma and the 'vaccine' makers, national 'health'

hierarchies, corporate media, Silicon Valley, the banking system, and the United Nations with its planned transformation into world government. All are controlled and possessed by the Wetiko distortion into distorting human society in its image. We are with this knowledge at the gateway to understanding the world. Divisions of race, culture, creed and sexuality are diversions to hide the real division between those possessed and influenced by Wetiko and those that are not. The 'Covid' hoax has brought both clearly into view. Human behaviour is not about race. Tyrants and dictatorships come in all colours and creeds. What unites the US president bombing the innocent and an African tribe committing genocide against another as in Rwanda? What unites them? *Wetiko*. All wars are Wetiko, all genocide is Wetiko, all hunger over centuries in a world of plenty is Wetiko. Children going to bed hungry, including in the West, is Wetiko. Cult-generated Woke racial divisions that focus on the body are designed to obscure the reality that divisions in behaviour are manifestations of mind, not body. Obsession with body identity and group judgement is a means to divert attention from the real source of behaviour – mind and perception. Conflict sown by the Woke both within themselves and with their target groups are Wetiko providing lunch for itself through still more agents of the division, chaos, and fear on which it feeds. The Cult is seeking to assimilate the entirety of humanity and all children and young people into the Wetiko frequency by manipulating them into states of fear and despair. Witness all the suicide and psychological unravelling since the spring of 2020. Wetiko psychopaths want to impose a state of unquestioning obedience to authority which is no more than a conduit for Wetiko to enforce its will and assimilate humanity into itself. It needs us to believe that resistance is futile when it fears resistance and even more so the game-changing non-cooperation with its impositions. It can use violent resistance for its benefit. Violent impositions and violent resistance are *both* Wetiko. The Power of Love with its Power of No will sweep Wetiko from our world. Wetiko and its Cult know that. They just don't want us to know.

AI Wetiko

This brings me to AI or artificial intelligence and something else Wetikos don't want us to know. What is AI *really*? I know about computer code algorithms and AI that learns from data input. These, however, are more diversions, the expeditionary force, for the real AI that they want to connect to the human brain as promoted by Silicon Valley Wetikos like Kurzweil. What is this AI? It is the frequency of *Wetiko*, the frequency of the Archons. The connection of AI to the human brain is the connection of the Wetiko frequency to create a Wetiko hive mind and complete the job of assimilation. The hive mind is planned to be controlled from Israel and China which are both 100 percent owned by Wetiko Sabbatians. The assimilation process has been going on minute by minute in the 'smart' era which fused with the 'Covid' era. We are told that social media is scrambling the minds of the young and changing their personality. This is true, but what is social media? Look more deeply at how it works, how it creates divisions and conflict, the hostility and cruelty, the targeting of people until they are destroyed. That's Wetiko. Social media is manipulated to tune people to the Wetiko frequency with all the emotional exploitation tricks employed by platforms like Facebook and its Wetiko front man, Zuckerberg. Facebook's Instagram announced a new platform for children to overcome a legal bar on them using the main site. This is more Wetiko exploitation and manipulation of kids. Amnesty International likened the plan to foxes offering to guard the henhouse and said it was incompatible with human rights. Since when did Wetiko or Zuckerberg (I repeat myself) care about that? Would Brin and Page at Google, Wojcicki at YouTube, Bezos at Amazon and whoever the hell runs Twitter act as they do if they were not channelling Wetiko? Would those who are developing technologies for no other reason than human control? How about those designing and selling technologies to kill people and Big Pharma drug and 'vaccine' producers who know they will end or devastate lives? Quite a thought for these people to consider is that if you are Wetiko in a human life you are Wetiko on the 'other side' unless your frequency

changes and that can only change by a change of perception which becomes a change of behaviour. Where Gates is going does not bear thinking about although perhaps that's exactly where he wants to go. Either way, that's where he's going. His frequency will make it so.

The frequency lair

I have been saying for a long time that a big part of the addiction to smartphones and devices is that a frequency is coming off them that entraps the mind. People spend ages on their phones and sometimes even a minute or so after they put them down they pick them up again and it all repeats. 'Covid' lockdowns will have increased this addiction a million times for obvious reasons. Addictions to alcohol overindulgence and drugs are another way that Wetiko entraps consciousness to attach to its own. Both are symptoms of low-vibrational psychological distress which alcoholism and drug addiction further compound. Do we think it's really a coincidence that access to them is made so easy while potions that can take people into realms beyond the simulation are banned and illegal? I have explored smartphone addiction in other books, the scale is mind-blowing, and that level of addiction does not come without help. Tech companies that make these phones are Wetiko and they will have no qualms about destroying the minds of children. We are seeing again with these companies the Wetiko perceptual combination of psychopathic enforcers and weak and meek unquestioning compliance by the rank and file.

The global Smart Grid is the Wetiko Grid and it is crucial to complete the Cult endgame. The simulation is radiation and we are being deluged with technological radiation on a devastating scale. Wetiko frauds like Elon Musk serve Cult interests while occasionally criticising them to maintain his street-cred. 5G and other forms of Wi-Fi are being directed at the earth from space on a volume and scale that goes on increasing by the day. Elon Musk's (officially) SpaceX Starlink project is in the process of putting tens of thousands of satellites in low orbit to cover every inch of the planet with 5G and other Wi-Fi to create Kurzweil's global 'cloud' to which the

human mind is planned to be attached very soon. SpaceX has approval to operate 12,000 satellites with more than 1,300 launched at the time of writing and applications filed for *30,000* more. Other operators in the Wi-Fi, 5G, low-orbit satellite market include OneWeb (UK), Telesat (Canada), and AST & Science (US). Musk tells us that AI could be the end of humanity and then launches a company called Neuralink to connect the human brain to computers. Musk's (in theory) Tesla company is building electric cars and the driverless vehicles of the smart control grid. As frauds and bullshitters go Elon Musk in my opinion is Major League.

5G and technological radiation in general are destructive to human health, genetics and psychology and increasing the strength of artificial radiation underpins the five-sense perceptual bubbles which are themselves expressions of radiation or electromagnetism. Freedom activist John Whitehead was so right with his 'databit by databit, we are building our own electronic concentration camps'. The Smart Grid and 5G is a means to control the human mind and infuse perceptual information into The Field to influence anyone in sync with its frequency. You can change perception and behaviour en masse if you can manipulate the population into those levels of frequency and this is happening all around us today. The arrogance of Musk and his fellow Cult operatives knows no bounds in the way that we see with Gates. Musk's satellites are so many in number already they are changing the night sky when viewed from Earth. The astronomy community has complained about this and they have seen nothing yet. Some consequences of Musk's Wetiko hubris include: Radiation; visible pollution of the night sky; interference with astronomy and meteorology; ground and water pollution from intensive use of increasingly many spaceports; accumulating space debris; continual deorbiting and burning up of aging satellites, polluting the atmosphere with toxic dust and smoke; and ever-increasing likelihood of collisions. A collective public open letter of complaint to Musk said:

> We are writing to you … because SpaceX is in process of surrounding the Earth with a network of thousands of satellites whose very purpose is to irradiate every square inch of the

Earth. SpaceX, like everyone else, is treating the radiation as if it were not there. As if the mitochondria in our cells do not depend on electrons moving undisturbed from the food we digest to the oxygen we breathe.

As if our nervous systems and our hearts are not subject to radio frequency interference like any piece of electronic equipment. As if the cancer, diabetes, and heart disease that now afflict a majority of the Earth's population are not metabolic diseases that result from interference with our cellular machinery. As if insects everywhere, and the birds and animals that eat them, are not starving to death as a result.

People like Musk and Gates believe in their limitless Wetiko arrogance that they can do whatever they like to the world because they own it. Consequences for humanity are irrelevant. It's absolutely time that we stopped taking this shit from these self-styled masters of the Earth when you consider where this is going.

Why is the Cult so anti-human?

I hear this question often: Why would they do this when it will affect them, too? Ah, but will it? Who is this *them*? Forget their bodies. They are just vehicles for Wetiko consciousness. When you break it all down to the foundations we are looking at a state of severely distorted consciousness targeting another state of consciousness for assimilation. The rest is detail. The simulation is the fly-trap in which unique sensations of the five senses create a cycle of addiction called reincarnation. Renegade Minds see that everything which happens in our reality is a smaller version of the whole picture in line with the holographic principle. Addiction to the radiation of smart technology is a smaller version of addiction to the whole simulation. Connecting the body/brain to AI is taking that addiction on a giant step further to total ongoing control by assimilating human incarnate consciousness into Wetiko. I have watched during the 'Covid' hoax how many are becoming ever more profoundly attached to Wetiko's perceptual calling cards of aggressive response to any other point of view ('There is no other god but me'), psychopathic lack of compassion and empathy, and servile submission to the narrative and will of authority. Wetiko is the psychopaths *and* subservience to psychopaths. The Cult of Wetiko is

so anti-human because it is *not* human. It embarked on a mission to destroy human by targeting everything that it means to be human and to survive as human. 'Covid' is not the end, just a means to an end. The Cult with its Wetiko consciousness is seeking to change Earth systems, including the atmosphere, to suit them, not humans. The gathering bombardment of 5G alone from ground and space is dramatically changing The Field with which the five senses interact. There is so much more to come if we sit on our hands and hope it will all go away. It is not meant to go away. It is meant to get ever more extreme and we need to face that while we still can – just.

Carbon dioxide is the gas of life. Without that human is over. Kaput, gone, history. No natural world, no human. The Cult has created a cock and bull story about carbon dioxide and climate change to justify its reduction to the point where Gates and the ignoramus Biden 'climate chief' John Kerry want to suck it out of the atmosphere. Kerry wants to do this because his master Gates does. Wetikos have made the gas of life a demon with the usual support from the Wokers of Extinction Rebellion and similar organisations and the bewildered puppet-child that is Greta Thunberg who was put on the world stage by Klaus Schwab and the World Economic Forum. The name Extinction Rebellion is both ironic and as always Wetiko inversion. The gas that we need to survive must be reduced to save us from extinction. The most basic need of human is oxygen and we now have billions walking around in face nappies depriving body and brain of this essential requirement of human existence. More than that 5G at 60 gigahertz interacts with the oxygen molecule to reduce the amount of oxygen the body can absorb into the bloodstream. The obvious knock-on consequences of that for respiratory and cognitive problems and life itself need no further explanation. Psychopaths like Musk are assembling a global system of satellites to deluge the human atmosphere with this insanity. The man should be in jail. Here we have two most basic of human needs, oxygen and carbon dioxide, being dismantled.

Two others, water and food, are getting similar treatment with the United Nations Agendas 21 and 2030 – the Great Reset – planning to

centrally control all water and food supplies. People will not even own rain water that falls on their land. Food is affected at the most basic level by reducing carbon dioxide. We have genetic modification or GMO infiltrating the food chain on a mass scale, pesticides and herbicides polluting the air and destroying the soil. Freshwater fish that provide livelihoods for 60 million people and feed hundreds of millions worldwide are being 'pushed to the brink' according the conservationists while climate change is the only focus. Now we have Gates and Schwab wanting to dispense with current food sources all together and replace them with a synthetic version which the Wetiko Cult would control in terms of production and who eats and who doesn't. We have been on the Totalitarian Tiptoe to this for more than 60 years as food has become ever more processed and full of chemical shite to the point today when it's not natural food at all. As Dr Tom Cowan says: 'If it has a label don't eat it.' Bill Gates is now the biggest owner of farmland in the United States and he does nothing without an ulterior motive involving the Cult. Klaus Schwab wrote: 'To feed the world in the next 50 years we will need to produce as much food as was produced in the last 10,000 years … food security will only be achieved, however, if regulations on genetically modified foods are adapted to reflect the reality that gene editing offers a precise, efficient and safe method of improving crops.' Liar. People and the world are being targeted with aluminium through vaccines, chemtrails, food, drink cans, and endless other sources when aluminium has been linked to many health issues including dementia which is increasing year after year. Insects, bees and wildlife essential to the food chain are being deleted by pesticides, herbicides and radiation which 5G is dramatically increasing with 6G and 7G to come. The pollinating bee population is being devastated while wildlife including birds, dolphins and whales are having their natural radar blocked by the effects of ever-increasing radiation. In the summer windscreens used to be splattered with insects so numerous were they. It doesn't happen now. Where have they gone?

Synthetic everything

The Cult is introducing genetically-modified versions of trees, plants and insects including a Gates-funded project to unleash hundreds of millions of genetically-modified, lab-altered and patented male mosquitoes to mate with wild mosquitoes and induce genetic flaws that cause them to die out. Clinically-insane Gates-funded Japanese researchers have developed mosquitos that spread vaccine and are dubbed 'flying vaccinators'. Gates is funding the modification of weather patterns in part to sell the myth that this is caused by carbon dioxide and he's funding geoengineering of the skies to change the atmosphere. Some of this came to light with the Gates-backed plan to release tonnes of chalk into the atmosphere to 'deflect the Sun and cool the planet'. Funny how they do this while the heating effect of the Sun is not factored into climate projections focussed on carbon dioxide. The reason is that they want to reduce carbon dioxide (so don't mention the Sun), but at the same time they do want to reduce the impact of the Sun which is so essential to human life and health. I have mentioned the sun-cholesterol-vitamin D connection as they demonise the Sun with warnings about skin cancer (caused by the chemicals in sun cream they tell you to splash on). They come from the other end of the process with statin drugs to reduce cholesterol that turns sunlight into vitamin D. A lack of vitamin D leads to a long list of health effects and how vitamin D levels must have fallen with people confined to their homes over 'Covid'. Gates is funding other forms of geoengineering and most importantly chemtrails which are dropping heavy metals, aluminium and self-replicating nanotechnology onto the Earth which is killing the natural world. See *Everything You Need To Know, But Have Never Been Told* for the detailed background to this.

Every human system is being targeted for deletion by a force that's not human. The Wetiko Cult has embarked on the process of transforming the human body from biological to synthetic biological as I have explained. Biological is being replaced by the artificial and synthetic – Archontic 'countermimicry' – right across human society. The plan eventually is to dispense with the human body altogether

and absorb human consciousness – which it wouldn't really be by then – into cyberspace (the simulation which is Wetiko/Yaldabaoth). Preparations for that are already happening if people would care to look. The alternative media rightly warns about globalism and 'the globalists', but this is far bigger than that and represents the end of the human race as we know it. The 'bad copy' of prime reality that Gnostics describe was a bad copy of harmony, wonder and beauty to start with before Wetiko/Yaldabaoth set out to change the simulated 'copy' into something very different. The process was slow to start with. Entrapped humans in the simulation timeline were not technologically aware and they had to be brought up to intellectual speed while being suppressed spiritually to the point where they could build their own prison while having no idea they were doing so. We have now reached that stage where technological intellect has the potential to destroy us and that's why events are moving so fast. Central American shaman Don Juan Matus said:

> Think for a moment, and tell me how you would explain the contradictions between the intelligence of man the engineer and the stupidity of his systems of belief, or the stupidity of his contradictory behaviour. Sorcerers believe that the predators have given us our systems of beliefs, our ideas of good and evil; our social mores. They are the ones who set up our dreams of success or failure. They have given us covetousness, greed, and cowardice. It is the predator who makes us complacent, routinary, and egomaniacal.
>
> In order to keep us obedient and meek and weak, the predators engaged themselves in a stupendous manoeuvre – stupendous, of course, from the point of view of a fighting strategist; a horrendous manoeuvre from the point of those who suffer it. They gave us their mind. The predators' mind is baroque, contradictory, morose, filled with the fear of being discovered any minute now.

For 'predators' see Wetiko, Archons, Yaldabaoth, Jinn, and all the other versions of the same phenomenon in cultures and religions all over the world. The theme is always the same because it's true and it's real. We have reached the point where we have to deal with it. The question is – how?

Don't fight – walk away

I thought I'd use a controversial subheading to get things moving in terms of our response to global fascism. What do you mean 'don't fight'? What do you mean 'walk away'? We've got to fight. We can't walk away. Well, it depends what we mean by fight and walk away. If fighting means physical combat we are playing Wetiko's game and falling for its trap. It wants us to get angry, aggressive, and direct hate and hostility at the enemy we think we must fight. Every war, every battle, every conflict, has been fought with Wetiko leading both sides. It's what it does. Wetiko wants a fight, anywhere, any place. Just hit me, son, so I can hit you back. Wetiko hits Wetiko and Wetiko hits Wetiko in return. I am very forthright as you can see in exposing Wetikos of the Cult, but I don't hate them. I refuse to hate them. It's what they want. What you hate you become. What you *fight* you become. Wokers, 'anti-haters' and 'anti-fascists' prove this every time they reach for their keyboards or don their balaclavas. By walk away I mean to disengage from Wetiko which includes ceasing to cooperate with its tyranny. Paul Levy says of Wetiko:

> The way to 'defeat' evil is not to try to destroy it (for then, in playing evil's game, we have already lost), but rather, to find the invulnerable place within ourselves where evil is unable to vanquish us – this is to truly 'win' our battle with evil.

Wetiko is everywhere in human society and it's been on steroids since the 'Covid' hoax. Every shouting match over wearing masks has Wetiko wearing a mask and Wetiko not wearing one. It's an electrical circuit of push and resist, push and resist, with Wetiko pushing *and* resisting. Each polarity is Wetiko empowering itself. Dictionary definitions of 'resist' include 'opposing, refusing to accept or comply with' and the word to focus on is 'opposing'. What form does this take – setting police cars alight or 'refusing to accept or comply with'? The former is Wetiko opposing Wetiko while the other points the way forward. This is the difference between those aggressively demanding that government fascism must be obeyed who stand in stark contrast to the great majority of Pushbackers. We saw this clearly with a march by thousands of Pushbackers against lockdown in London followed days later by a Woker-hijacked

protest in Bristol in which police cars were set on fire. Masks were virtually absent in London and widespread in Bristol. Wetiko wants lockdown on every level of society and infuses its aggression to police it through its unknowing stooges. Lockdown protesters are the ones with the smiling faces and the hugs, The two blatantly obvious states of being – getting more obvious by the day – are the result of Wokers and their like becoming ever more influenced by the simulation Field of Wetiko and Pushbackers ever more influenced by The Field of a far higher vibration beyond the simulation. Wetiko can't invade the heart which is where most lockdown opponents are coming from. It's the heart that allows them to see through the lies to the truth in ways I will be highlighting.

Renegade Minds know that calmness is the place from which wisdom comes. You won't find wisdom in a hissing fit and wisdom is what we need in abundance right now. Calmness is not weakness – you don't have to scream at the top of your voice to be strong. Calmness is indeed a sign of strength. 'No' means I'm not doing it. *NOOOO!!!* doesn't mean you're not doing it even more. Volume does not advance 'No – I'm not doing it'. You are just not doing it. Wetiko possessed and influenced don't know how to deal with that. Wetiko wants a fight and we should not give it one. What it needs more than anything is our *cooperation* and we should not give that either. Mass rallies and marches are great in that they are a visual representation of feeling, but if it ends there they are irrelevant. You demand that Wetikos act differently? Well, they're not going to are they? They are Wetikos. We don't need to waste our time demanding that something doesn't happen when that will make no difference. We need to delete the means that *allows* it to happen. This, invariably, is our cooperation. You can demand a child stop firing a peashooter at the dog or you can refuse to buy the peashooter. If you provide the means you are cooperating with the dog being smacked on the nose with a pea. How can the authorities enforce mask-wearing if millions in a country refuse? What if the 74 million Pushbackers that voted for Trump in 2020 refused to wear masks, close their businesses or stay in their homes. It would be unenforceable. The

few control the many through the compliance of the many and that's always been the dynamic be it 'Covid' regulations or the Roman Empire. I know people can find it intimidating to say no to authority or stand out in a crowd for being the only one with a face on display; but it has to be done or it's over. I hope I've made clear in this book that where this is going will be far more intimidating than standing up now and saying 'No' – I will not cooperate with my own enslavement and that of my children. There might be consequences for some initially, although not so if enough do the same. The question that must be addressed is what is going to happen if we don't? It is time to be strong and unyieldingly so. No means no. Not here and there, but *everywhere* and *always*. I have refused to wear a mask and obey all the other nonsense. I will not comply with tyranny. I repeat: Fascism is not imposed by fascists – there are never enough of them. Fascism is imposed by the population acquiescing to fascism. *I will not do it*. I will die first, or my body will. Living meekly under fascism is a form of death anyway, the death of the spirit that Martin Luther King described.

Making things happen

We must not despair. This is not over till it's over and it's far from that. The 'fat lady' must refuse to sing. The longer the 'Covid' hoax has dragged on and impacted on more lives we have seen an awakening of phenomenal numbers of people worldwide to the realisation that what they have believed all their lives is not how the world really is. Research published by the system-serving University of Bristol and King's College London in February, 2021, concluded: 'One in every 11 people in Britain say they trust David Icke's take on the coronavirus pandemic.' It will be more by now and we have gathering numbers to build on. We must urgently progress from seeing the scam to ceasing to cooperate with it. Prominent German lawyer Reiner Fuellmich, also licenced to practice law in America, is doing a magnificent job taking the legal route to bring the psychopaths to justice through a second Nuremberg tribunal for crimes against humanity. Fuellmich has an impressive record of

beating the elite in court and he formed the German Corona Investigative Committee to pursue civil charges against the main perpetrators with a view to triggering criminal charges. Most importantly he has grasped the foundation of the hoax – the PCR test not testing for the 'virus' – and Christian Drosten is therefore on his charge sheet along with Gates frontman Tedros at the World Health Organization. Major players must be not be allowed to inflict their horrors on the human race without being brought to book. A life sentence must follow for Bill Gates and the rest of them. A group of researchers has also indicted the government of Norway for crimes against humanity with copies sent to the police and the International Criminal Court. The lawsuit cites participation in an internationally-planned false pandemic and violation of international law and human rights, the European Commission's definition of human rights by coercive rules, Nuremberg and Hague rules on fundamental human rights, and the Norwegian constitution. We must take the initiative from hereon and not just complain, protest and react.

There are practical ways to support vital mass non-cooperation. Organising in numbers is one. Lockdown marches in London in the spring in 2021 were mass non-cooperation that the authorities could not stop. There were too many people. Hundreds of thousands walked the London streets in the centre of the road for mile after mile while the Face-Nappies could only look on. They were determined, but calm, and just *did it* with no histrionics and lots of smiles. The police were impotent. Others are organising group shopping without masks for mutual support and imagine if that was happening all over. Policing it would be impossible. If the store refuses to serve people in these circumstances they would be faced with a long line of trolleys full of goods standing on their own and everything would have to be returned to the shelves. How would they cope with that if it kept happening? I am talking here about moving on from complaining to being pro-active; from watching things happen to making things happen. I include in this our relationship with the police. The behaviour of many Face-Nappies

has been disgraceful and anyone who thinks they would never find concentration camp guards in the 'enlightened' modern era have had that myth busted big-time. The period and setting may change – Wetikos never do. I watched film footage from a London march in which a police thug viciously kicked a protestor on the floor who had done nothing. His fellow Face-Nappies stood in a ring protecting him. What he did was a criminal assault and with a crowd far outnumbering the police this can no longer be allowed to happen unchallenged. I get it when people chant 'shame on you' in these circumstances, but that is no longer enough. They *have* no shame those who do this. Crowds needs to start making a citizen's arrest of the police who commit criminal offences and brutally attack innocent people and defenceless women. A citizen's arrest can be made under section 24A of the UK Police and Criminal Evidence (PACE) Act of 1984 and you will find something similar in other countries. I prefer to call it a Common Law arrest rather than citizen's for reasons I will come to shortly. Anyone can arrest a person committing an indictable offence or if they have reasonable grounds to suspect they are committing an indictable offence. On both counts the attack by the police thug would have fallen into this category. A citizen's arrest can be made to stop someone:

- Causing physical injury to himself or any other person
- Suffering physical injury
- Causing loss of or damage to property
- Making off before a constable can assume responsibility for him

A citizen's arrest may also be made to prevent a breach of the peace under Common Law and if they believe a breach of the peace will happen or anything related to harm likely to be done or already done in their presence. This is the way to go I think – the Common Law version. If police know that the crowd and members of the public will no longer be standing and watching while they commit

their thuggery and crimes they will think twice about acting like Brownshirts and Blackshirts.

Common Law – common sense

Mention of Common Law is very important. Most people think the law is the law as in one law. This is not the case. There are two bodies of law, Common Law and Statute Law, and they are not the same. Common Law is founded on the simple premise of do no harm. It does not recognise victimless crimes in which no harm is done while Statute Law does. There is a Statute Law against almost everything. So what is Statute Law? Amazingly it's the law of the *sea* that was brought ashore by the Cult to override the law of the land which is Common Law. They had no right to do this and as always they did it anyway. They had to. They could not impose their will on the people through Common Law which only applies to do no harm. How could you stitch up the fine detail of people's lives with that? Instead they took the law of the sea, or Admiralty Law, and applied it to the population. Statute Law refers to all the laws spewing out of governments and their agencies including all the fascist laws and regulations relating to 'Covid'. The key point to make is that Statute Law is *contract law*. It only applies between *contracting* corporations. Most police officers don't even know this. They have to be kept in the dark, too. Long ago when merchants and their sailing ships began to trade with different countries a contractual law was developed called Admiralty Law and other names. Again it only applied to *contracts* agreed between *corporate* entities. If there is no agreed contract the law of the sea had no jurisdiction *and that still applies to its new alias of Statute Law*. The problem for the Cult when the law of the sea was brought ashore was an obvious one. People were not corporations and neither were government entities. To overcome the latter they made governments and all associated organisations corporations. All the institutions are *private corporations* and I mean governments and their agencies, local councils, police, courts, military, US states, the whole lot. Go to the

Dun and Bradstreet corporate listings website for confirmation that they are all corporations. You are arrested by a private corporation called the police by someone who is really a private security guard and they take you to court which is another private corporation. Neither have jurisdiction over you unless you consent and *contract* with them. This is why you hear the mantra about law enforcement policing by *consent* of the people. In truth the people 'consent' only in theory through monumental trickery.

Okay, the Cult overcame the corporate law problem by making governments and institutions corporate entities; but what about people? They are not corporations are they? Ah ... well in a sense, and *only* a sense, they are. Not people exactly – the illusion of people. The Cult creates a corporation in the name of everyone at the time that their birth certificate is issued. Note birth/ *berth* certificate and when you go to court under the law of the sea on land you stand in a *dock*. These are throwbacks to the origin. My Common Law name is David Vaughan Icke. The name of the corporation created by the government when I was born is called Mr David Vaughan Icke usually written in capitals as MR DAVID VAUGHAN ICKE. That is not me, the living, breathing man. It is a fictitious corporate entity. The trick is to make you think that David Vaughan Icke and MR DAVID VAUGHAN ICKE are the same thing. *They are not*. When police charge you and take you to court they are prosecuting the corporate entity and not the living, breathing, man or woman. They have to trick you into identifying as the corporate entity and contracting with them. Otherwise they have no jurisdiction. They do this through a language known as legalese. Lawful and legal are not the same either. Lawful relates to Common Law and legal relates to Statute Law. Legalese is the language of Statue Law which uses terms that mean one thing to the public and another in legalese. Notice that when a police officer tells someone why they are being charged he or she will say at the end: 'Do you understand?' To the public that means 'Do you comprehend?' In legalese it means 'Do you stand under me?' Do you stand under my authority? If you say

yes to the question you are unknowingly agreeing to give them jurisdiction over you in a contract between two corporate entities.

This is a confidence trick in every way. Contracts have to be agreed between informed parties and if you don't know that David Vaughan Icke is agreeing to be the corporation MR DAVID VAUGHAN ICKE you cannot knowingly agree to contract. They are deceiving you and another way they do this is to ask for proof of identity. You usually show them a driving licence or other document on which your corporate name is written. In doing so you are accepting that you are that corporate entity when you are not. Referring to yourself as a 'person' or 'citizen' is also identifying with your corporate fiction which is why I made the Common Law point about the citizen's arrest. If you are approached by a police officer you identify yourself immediately as a living, breathing, man or woman and say 'I do not consent, I do not contract with you and I do not understand' or stand under their authority. I have a Common Law birth certificate as a living man and these are available at no charge from commonlawcourt.com. Businesses registered under the Statute Law system means that its laws apply. There are, however, ways to run a business under Common Law. Remember all 'Covid' laws and regulations are Statute Law – the law of *contracts* and you do not have to contract. This doesn't mean that you can kill someone and get away with it. Common Law says do no harm and that applies to physical harm, financial harm etc. Police are employees of private corporations and there needs to be a new system of non-corporate Common Law constables operating outside the Statute Law system. If you go to davidicke.com and put Common Law into the search engine you will find videos that explain Common Law in much greater detail. It is definitely a road we should walk.

With all my heart

I have heard people say that we are in a spiritual war. I don't like the term 'war' with its Wetiko dynamic, but I know what they mean. Sweep aside all the bodily forms and we are in a situation in which two states of consciousness are seeking very different realities.

Wetiko wants upheaval, chaos, fear, suffering, conflict and control. The other wants love, peace, harmony, fairness and freedom. That's where we are. We should not fall for the idea that Wetiko is all-powerful and there's nothing we can do. Wetiko is not all-powerful. It's a joke, pathetic. It doesn't have to be, but it has made that choice for now. A handful of times over the years when I have felt the presence of its frequency I have allowed it to attach briefly so I could consciously observe its nature. The experience is not pleasant, the energy is heavy and dark, but the ease with which you can kick it back out the door shows that its real power is in persuading us that it has power. It's all a con. Wetiko is a con. It's a trickster and not a power that can control us if we unleash our own. The con is founded on manipulating humanity to give its power to Wetiko which recycles it back to present the illusion that it has power when its power is *ours* that we gave away. This happens on an energetic level and plays out in the world of the seen as humanity giving its power to Wetiko authority which uses that power to control the population when the power is only the power the population has handed over. How could it be any other way for billions to be controlled by a relative few? I have had experiences with people possessed by Wetiko and again you can kick its arse if you do it with an open heart. Oh yes – the *heart* which can transform the world of perceived 'matter'.

We are receiver-transmitters and processors of information, but what information and where from? Information is processed into perception in three main areas – the brain, the heart and the belly. These relate to thinking, knowing, and emotion. Wetiko wants us to be head and belly people which means we think within the confines of the Matrix simulation and low-vibrational emotional reaction scrambles balance and perception. A few minutes on social media and you see how emotion is the dominant force. Woke is all emotion and is therefore thought-free and fact-free. Our heart is something different. It *knows* while the head *thinks* and has to try to work it out because it doesn't know. The human energy field has seven prime vortexes which connect us with wider reality (Fig 23). Chakra means

'wheels of light' in the Sanskrit language of ancient India. The main ones are: The crown chakra on top of the head; brow (or 'third eye') chakra in the centre of the forehead; throat chakra; heart chakra in the centre of the chest; solar plexus chakra below the sternum; sacral chakra beneath the navel; and base chakra at the bottom of the spine. Each one has a particular function or functions. We feel anxiety and nervousness in the belly where the sacral chakra is located and this processes emotion that can affect the colon to give people 'the shits' or make them 'shit scared' when they are nervous. Chakras all play an important role, but the Mr and Mrs Big is the heart chakra which sits at the centre of the seven, above the chakras that connect us to the 'physical' and below those that connect with higher realms (or at least should). Here in the heart chakra we feel love, empathy and compassion – 'My heart goes out to you'. Those with closed hearts become literally 'heart-less' in their attitudes and behaviour (see Bill Gates). Native Americans portrayed Wetiko with what Paul Levy calls a 'frigid, icy heart, devoid of mercy' (see Bill Gates).



Figure 23: The chakra system which interpenetrates the human energy field. The heart chakra is the governor – or should be.

Wetiko trembles at the thought of heart energy which it cannot infiltrate. The frequency is too high. What it seeks to do instead is close the heart chakra vortex to block its perceptual and energetic influence. Psychopaths have 'hearts of stone' and emotionally-damaged people have 'heartache' and 'broken hearts'. The astonishing amount of heart disease is related to heart chakra

disruption with its fundamental connection to the 'physical' heart. Dr Tom Cowan has written an outstanding book challenging the belief that the heart is a pump and making the connection between the 'physical' and spiritual heart. Rudolph Steiner who was way ahead of his time said the same about the fallacy that the heart is a pump. *What*? The heart is not a pump? That's crazy, right? Everybody knows that. Read Cowan's *Human Heart, Cosmic Heart* and you will realise that the very idea of the heart as a pump is ridiculous when you see the evidence. How does blood in the feet so far from the heart get pumped horizontally up the body by the heart?? Cowan explains in the book the real reason why blood moves as it does. Our 'physical' heart is used to symbolise love when the source is really the heart vortex or spiritual heart which is our most powerful energetic connection to 'out there' expanded consciousness. That's why we feel *knowing* – intuitive knowing – in the centre of the chest. Knowing doesn't come from a process of thoughts leading to a conclusion. It is there in an instant all in one go. Our heart knows because of its connection to levels of awareness that *do* know. This is the meaning and source of intuition – intuitive *knowing*.

For the last more than 30 years of uncovering the global game and the nature of reality my heart has been my constant antenna for truth and accuracy. An American intelligence insider once said that I had quoted a disinformer in one of my books and yet I had only quoted the part that was true. He asked: 'How do you do that?' By using my heart antenna was the answer and anyone can do it. Heart-centred is how we are meant to be. With a closed heart chakra we withdraw into a closed mind and the bubble of five-sense reality. If you take a moment to focus your attention on the centre of your chest, picture a spinning wheel of light and see it opening and expanding. You will feel it happening, too, and perceptions of the heart like joy and love as the heart impacts on the mind as they interact. The more the chakra opens the more you will feel expressions of heart consciousness and as the process continues, and becomes part of you, insights and knowings will follow. An open

heart is connected to that level of awareness that knows all is *One*. You will see from its perspective that the fault-lines that divide us are only illusions to control us. An open heart does not process the illusions of race, creed and sexuality except as brief experiences for a consciousness that is all. Our heart does not see division, only unity (Figs 24 and 25). There's something else, too. Our hearts love to laugh. Mark Twain's quote that says 'The human race has one really effective weapon, and that is laughter' is really a reference to the heart which loves to laugh with the joy of knowing the true nature of infinite reality and that all the madness of human society is an illusion of the mind. Twain also said: 'Against the assault of laughter nothing can stand.' This is so true of Wetiko and the Cult. Their insecurity demands that they be taken seriously and their power and authority acknowledged and feared. We should do nothing of the sort. We should not get aggressive or fearful which their insecurity so desires. We should laugh in their face. Even in their no-face as police come over in their face-nappies and expect to be taken seriously. They don't take themselves seriously looking like that so why should we? Laugh in the face of intimidation. Laugh in the face of tyranny. You will see by its reaction that you have pressed all of its buttons. Wetiko does not know what to do in the face of laughter or when its targets refuse to concede their joy to fear. We have seen many examples during the 'Covid' hoax when people have expressed their energetic power and the string puppets of Wetiko retreat with their tail limp between their knees. Laugh – the world is bloody mad after all and if it's a choice between laughter and tears I know which way I'm going.



Figure 24: Head consciousness without the heart sees division and everything apart from everything else.



Figure 25: Heart consciousness sees everything as One.

'Vaccines' and the soul

The foundation of Wetiko/Archon control of humans is the separation of incarnate five-sense mind from the infinite 'I' and closing the heart chakra where the True 'I' lives during a human life. The goal has been to achieve complete separation in both cases. I was interested therefore to read an account by a French energetic healer of what she said she experienced with a patient who had been given the 'Covid' vaccine. Genuine energy healers can sense information and consciousness fields at different levels of being which are referred to as 'subtle bodies'. She described treating the patient who later returned after having, without the healer's knowledge, two doses of the 'Covid vaccine'. The healer said:

I noticed immediately the change, very heavy energy emanating from [the] subtle bodies. The scariest thing was when I was working on the heart chakra, I connected with her soul: it was detached from the physical body, it had no contact and it was, as if it was floating in a state of total confusion: a damage to the consciousness that loses contact with the physical body, i.e. with our biological machine, there is no longer any communication between them.

I continued the treatment by sending light to the heart chakra, the soul of the person, but it seemed that the soul could no longer receive any light, frequency or energy. It was a very powerful experience for me. Then I understood that this substance is indeed used to detach consciousness so that this consciousness can no longer interact through this body that it possesses in life, where there is no longer any contact, no frequency, no light, no more energetic balance or mind.

This would create a human that is rudderless and at the extreme almost zombie-like operating with a fractional state of consciousness at the mercy of Wetiko. I was especially intrigued by what the healer said in the light of the prediction by the highly-informed Rudolf Steiner more than a hundred years ago. He said:

In the future, we will eliminate the soul with medicine. Under the pretext of a 'healthy point of view', there will be a vaccine by which the human body will be treated as soon as possible directly at birth, so that the human being cannot develop the thought of the existence of soul and Spirit. To materialistic doctors will be entrusted the task of removing the soul of humanity.

As today, people are vaccinated against this disease or that disease, so in the future, children will be vaccinated with a substance that can be produced precisely in such a way that people, thanks to this vaccination, will be immune to being subjected to the 'madness' of spiritual life. He would be extremely smart, but he would not develop a conscience, and that is the true goal of some materialistic circles.

Steiner said the vaccine would detach the physical body from the etheric body (subtle bodies) and 'once the etheric body is detached the relationship between the universe and the etheric body would become extremely unstable, and man would become an automaton'. He said 'the physical body of man must be polished on this Earth by spiritual will – so the vaccine becomes a kind of arymanique (Wetiko) force' and 'man can no longer get rid of a given materialistic feeling'. Humans would then, he said, become 'materialistic of constitution and can no longer rise to the spiritual'. I have been writing for years about DNA being a receiver-transmitter of information that connects us to other levels of reality and these 'vaccines' changing DNA can be likened to changing an antenna and what it can transmit and receive. Such a disconnection would clearly lead to changes in personality and perception. Steiner further predicted the arrival of AI. Big Pharma 'Covid vaccine' makers, expressions of Wetiko, are testing their DNA-manipulating evil on children as I write with a view to giving the 'vaccine' to babies. If it's a soul-body disconnector – and I say that it is or can be – every child would be disconnected from 'soul' at birth and the 'vaccine' would create a closed system in which spiritual guidance from the greater self would play no part. This has been the ambition of Wetiko all

along. A Pentagon video from 2005 was leaked of a presentation explaining the development of vaccines to change behaviour by their effect on the brain. Those that believe this is not happening with the 'Covid' genetically-modifying procedure masquerading as a 'vaccine' should make an urgent appointment with Naivety Anonymous. Klaus Schwab wrote in 2018:

> Neurotechnologies enable us to better influence consciousness and thought and to understand many activities of the brain. They include decoding what we are thinking in fine levels of detail through new chemicals and interventions that can influence our brains to correct for errors or enhance functionality.

The plan is clear and only the heart can stop it. With every heart that opens, every mind that awakens, Wetiko is weakened. Heart and love are far more powerful than head and hate and so nothing like a majority is needed to turn this around.

Beyond the Phantom

Our heart is the prime target of Wetiko and so it must be the answer to Wetiko. We *are* our heart which is part of one heart, the infinite heart. Our heart is where the true self lives in a human life behind firewalls of five-sense illusion when an imposter takes its place – *Phantom Self*; but our heart waits patiently to be set free any time we choose to see beyond the Phantom, beyond Wetiko. A Wetikoed Phantom Self can wreak mass death and destruction while the love of forever is locked away in its heart. The time is here to unleash its power and let it sweep away the fear and despair that is Wetiko. Heart consciousness does not seek manipulated, censored, advantage for its belief or religion, its activism and desires. As an expression of the One it treats all as One with the same rights to freedom and opinion. Our heart demands fairness for itself no more than for others. From this unity of heart we can come together in mutual support and transform this Wetikoed world into what reality is meant to be – a place of love, joy, happiness, fairness, justice and freedom. Wetiko has another agenda and that's why the world is as

it is, but enough of this nonsense. Wetiko can't stay where hearts are open and it works so hard to keep them closed. Fear is its currency and its food source and love in its true sense has no fear. Why would love have fear when it knows it is *All That Is, Has Been, And Ever Can Be* on an eternal exploration of all possibility? Love in this true sense is not the physical attraction that passes for love. This can be an expression of it, yes, but Infinite Love, a love without condition, goes far deeper to the core of all being. It *is* the core of all being. Infinite realty was born from love beyond the illusions of the simulation. Love infinitely expressed is the knowing that all is One and the swiftly-passing experience of separation is a temporary hallucination. You cannot disconnect from Oneness; you can only *perceive* that you have and withdraw from its influence. This is the most important of all perception trickery by the mind parasite that is Wetiko and the foundation of all its potential for manipulation.

If we open our hearts, open the sluice gates of the mind, and redefine self-identity amazing things start to happen. Consciousness expands or contracts in accordance with self-identity. When true self is recognised as infinite awareness and label self – Phantom Self – is seen as only a series of brief experiences life is transformed. Consciousness expands to the extent that self-identity expands and everything changes. You see unity, not division, the picture, not the pixels. From this we can play the long game. No more is an experience something in and of itself, but a fleeting moment in the eternity of forever. Suddenly people in uniform and dark suits are no longer intimidating. Doing what your heart knows to be right is no longer intimidating and consequences for those actions take on the same nature of a brief experience that passes in the blink of an infinite eye. Intimidation is all in the mind. Beyond the mind there is no intimidation.

An open heart does not consider consequences for what it knows to be right. To do so would be to consider not doing what it knows to be right and for a heart in its power that is never an option. The Renegade Mind is really the Renegade Heart. Consideration of consequences will always provide a getaway car for the mind and

the heart doesn't want one. What is right in the light of what we face today is to stop cooperating with Wetiko in all its forms and to do it without fear or compromise. You cannot compromise with tyranny when tyranny always demands more until it has everything. Life is your perception and you are your destiny. Change your perception and you change your life. Change collective perception and we change the world.

Come on people … One human family, One heart, One goal … *FREEEEEEDOM*!

We must settle for nothing less.

Postscript

The big scare story as the book goes to press is the 'Indian' variant and the world is being deluged with propaganda about the 'Covid catastrophe' in India which mirrors in its lies and misrepresentations what happened in Italy before the first lockdown in 2020.

The *New York Post* published a picture of someone who had 'collapsed in the street from Covid' in India in April, 2021, which was actually taken during a gas leak in May, 2020. Same old, same old. Media articles in mid-February were asking why India had been so untouched by 'Covid' and then as their vaccine rollout gathered pace the alleged 'cases' began to rapidly increase. Indian 'Covid vaccine' maker Bharat Biotech was funded into existence by the Bill and Melinda Gates Foundation (the pair announced their divorce in May, 2021, which is a pity because they so deserve each other). The Indian 'Covid crisis' was ramped up by the media to terrify the world and prepare people for submission to still more restrictions. The scam that worked the first time was being repeated only with far more people seeing through the deceit. Davidicke.com and Ickonic.com have sought to tell the true story of what is happening by talking to people living through the Indian nightmare which has nothing to do with 'Covid'. We posted a letter from 'Alisha' in Pune who told a very different story to government and media mendacity. She said scenes of dying people and overwhelmed hospitals were designed to hide what was really happening – genocide and starvation. Alisha said that millions had already died of starvation during the ongoing lockdowns while government and media were lying and making it look like the 'virus':

Restaurants, shops, gyms, theatres, basically everything is shut. The cities are ghost towns. Even so-called 'essential' businesses are only open till 11am in the morning. You basically have just an hour to buy food and then your time is up.

Inter-state travel and even inter-district travel is banned. The cops wait at all major crossroads to question why you are traveling outdoors or to fine you if you are not wearing a mask.

The medical community here is also complicit in genocide, lying about hospitals being full and turning away people with genuine illnesses, who need immediate care. They have even created a shortage of oxygen cylinders.

This is the classic Cult modus operandi played out in every country. Alisha said that people who would not have a PCR test not testing for the 'virus' were being denied hospital treatment. She said the people hit hardest were migrant workers and those in rural areas. Most businesses employed migrant workers and with everything closed there were no jobs, no income and no food. As a result millions were dying of starvation or malnutrition. All this was happening under Prime Minister Narendra Modi, a 100-percent asset of the Cult, and it emphasises yet again the scale of pure anti-human evil we are dealing with. Australia banned its people from returning home from India with penalties for trying to do so of up to five years in jail and a fine of £37,000. The manufactured 'Covid' crisis in India was being prepared to justify further fascism in the West. Obvious connections could be seen between the Indian 'vaccine' programme and increased 'cases' and this became a common theme. The Seychelles, the most per capita 'Covid vaccinated' population in the world, went back into lockdown after a 'surge of cases'.

Long ago the truly evil Monsanto agricultural biotechnology corporation with its big connections to Bill Gates devastated Indian farming with genetically-modified crops. Human rights activist Gurcharan Singh highlighted the efforts by the Indian government to complete the job by destroying the food supply to hundreds of millions with 'Covid' lockdowns. He said that 415 million people at the bottom of the disgusting caste system (still going whatever they say) were below the poverty line and struggled to feed themselves every year. Now the government was imposing lockdown at just the

time to destroy the harvest. This deliberate policy was leading to mass starvation. People may reel back at the suggestion that a government would do that, but Wetiko-controlled 'leaders' are capable of any level of evil. In fact what is described in India is in the process of being instigated worldwide. The food chain and food supply are being targeted at every level to cause world hunger and thus control. Bill Gates is not the biggest owner of farmland in America for no reason and destroying access to food aids both the depopulation agenda and the plan for synthetic 'food' already being funded into existence by Gates. Add to this the coming hyper-inflation from the suicidal creation of fake 'money' in response to 'Covid' and the breakdown of container shipping systems and you have a cocktail that can only lead one way and is meant to. The Cult plan is to crash the entire system to 'build back better' with the Great Reset.

'Vaccine' transmission

Reports from all over the world continue to emerge of women suffering menstrual and fertility problems after having the fake 'vaccine' and of the non-'vaccinated' having similar problems when interacting with the 'vaccinated'. There are far too many for 'coincidence' to be credible. We've had menopausal women getting periods, others having periods stop or not stopping for weeks, passing clots, sometimes the lining of the uterus, breast irregularities, and miscarriages (which increased by 400 percent in parts of the United States). Non-'vaccinated' men and children have suffered blood clots and nose bleeding after interaction with the 'vaccinated'. Babies have died from the effects of breast milk from a 'vaccinated' mother. Awake doctors – the small minority – speculated on the cause of non-'vaccinated' suffering the same effects as the 'vaccinated'. Was it nanotechnology in the synthetic substance transmitting frequencies or was it a straight chemical bioweapon that was being transmitted between people? I am not saying that some kind of chemical transmission is not one possible answer, but the foundation of all that the Cult does is frequency and

this is fertile ground for understanding how transmission can happen. American doctor Carrie Madej, an internal medicine physician and osteopath, has been practicing for the last 20 years, teaching medical students, and she says attending different meetings where the agenda for humanity was discussed. Madej, who operates out of Georgia, did not dismiss other possible forms of transmission, but she focused on frequency in search of an explanation for transmission. She said the Moderna and Pfizer 'vaccines' contained nano-lipid particles as a key component. This was a brand new technology never before used on humanity. 'They're using a nanotechnology which is pretty much little tiny computer bits … nanobots or hydrogel.' Inside the 'vaccines' was 'this sci-fi kind of substance' which suppressed immune checkpoints to get into the cell. I referred to this earlier as the 'Trojan horse' technique that tricks the cell into opening a gateway for the self-replicating synthetic material and while the immune system is artificially suppressed the body has no defences. Madej said the substance served many purposes including an on-demand ability to 'deliver the payload' and using the nano 'computer bits' as biosensors in the body. 'It actually has the ability to accumulate data from your body, like your breathing, your respiration, thoughts, emotions, all kinds of things.'

She said the technology obviously has the ability to operate through Wi-Fi and transmit and receive energy, messages, frequencies or impulses. 'Just imagine you're getting this new substance in you and it can react to things all around you, the 5G, your smart device, your phones.' We had something completely foreign in the human body that had never been launched large scale at a time when we were seeing 5G going into schools and hospitals (plus the Musk satellites) and she believed the 'vaccine' transmission had something to do with this: '… if these people have this inside of them … it can act like an antenna and actually transmit it outwardly as well.' The synthetic substance produced its own voltage and so it could have that kind of effect. This fits with my own contention that the nano receiver-transmitters are designed to connect people to the

Smart Grid and break the receiver-transmitter connection to expanded consciousness. That would explain the French energy healer's experience of the disconnection of body from 'soul' with those who have had the 'vaccine'. The nanobots, self-replicating inside the body, would also transmit the synthetic frequency which could be picked up through close interaction by those who have not been 'vaccinated'. Madej speculated that perhaps it was 5G and increased levels of other radiation that was causing the symptoms directly although interestingly she said that non-'vaccinated' patients had shown improvement when they were away from the 'vaccinated' person they had interacted with. It must be remembered that you can control frequency and energy with your mind and you can consciously create energetic barriers or bubbles with the mind to stop damaging frequencies from penetrating your field. American paediatrician Dr Larry Palevsky said the 'vaccine' was not a 'vaccine' and was never designed to protect from a 'viral' infection. He called it 'a massive, brilliant propaganda of genocide' because they didn't have to inject everyone to get the result they wanted. He said the content of the jabs was able to infuse any material into the brain, heart, lungs, kidneys, liver, sperm and female productive system. 'This is genocide; this is a weapon of mass destruction.' At the same time American colleges were banning students from attending if they didn't have this life-changing and potentially life-ending 'vaccine'. Class action lawsuits must follow when the consequences of this college fascism come to light. As the book was going to press came reports about fertility effects on sperm in 'vaccinated' men which would absolutely fit with what I have been saying and hospitals continued to fill with 'vaccine' reactions. Another question is what about transmission via blood transfusions? The NHS has extended blood donation restrictions from seven days after a 'Covid vaccination' to 28 days after even a sore arm reaction.

I said in the spring of 2020 that the then touted 'Covid vaccine' would be ongoing each year like the flu jab. A year later Pfizer CEO, the appalling Albert Bourla, said people would 'likely' need a 'booster dose' of the 'vaccine' within 12 months of getting 'fully

vaccinated' and then a yearly shot. 'Variants will play a key role', he said confirming the point. Johnson & Johnson CEO Alex Gorsky also took time out from his 'vaccine' disaster to say that people may need to be vaccinated against 'Covid-19' each year. UK Health Secretary, the psychopath Matt Hancock, said additional 'boosters' would be available in the autumn of 2021. This is the trap of the 'vaccine passport'. The public will have to accept every last 'vaccine' they introduce, including for the fake 'variants', or it would cease to be valid. The only other way in some cases would be continuous testing with a test not testing for the 'virus' and what is on the swabs constantly pushed up your noise towards the brain every time?

'Vaccines' changing behaviour

I mentioned in the body of the book how I believed we would see gathering behaviour changes in the 'vaccinated' and I am already hearing such comments from the non-'vaccinated' describing behaviour changes in friends, loved ones and work colleagues. This will only increase as the self-replicating synthetic material and nanoparticles expand in body and brain. An article in the *Guardian* in 2016 detailed research at the University of Virginia in Charlottesville which developed a new method for controlling brain circuits associated with complex animal behaviour. The method, dubbed 'magnetogenetics', involves genetically-engineering a protein called ferritin, which stores and releases iron, to create a magnetised substance – 'Magneto' – that can activate specific groups of nerve cells from a distance. This is claimed to be an advance on other methods of brain activity manipulation known as optogenetics and chemogenetics (the Cult has been developing methods of brain control for a long time). The ferritin technique is said to be non-invasive and able to activate neurons 'rapidly and reversibly'. In other words, human thought and perception. The article said that earlier studies revealed how nerve cell proteins 'activated by heat and mechanical pressure can be genetically engineered so that they become sensitive to radio waves and magnetic fields, by attaching them to an iron-storing protein called ferritin, or to inorganic

paramagnetic particles'. Sensitive to radio waves and magnetic fields? You mean like 5G, 6G and 7G? This is the human-AI Smart Grid hive mind we are talking about. The *Guardian* article said:

> … the researchers injected Magneto into the striatum of freely behaving mice, a deep brain structure containing dopamine-producing neurons that are involved in reward and motivation, and then placed the animals into an apparatus split into magnetised and non-magnetised sections.
>
> Mice expressing Magneto spent far more time in the magnetised areas than mice that did not, because activation of the protein caused the striatal neurons expressing it to release dopamine, so that the mice found being in those areas rewarding. This shows that Magneto can remotely control the firing of neurons deep within the brain, and also control complex behaviours.

Make no mistake this basic methodology will be part of the 'Covid vaccine' cocktail and using magnetics to change brain function through electromagnetic field frequency activation. The Pentagon is developing a 'Covid vaccine' using ferritin. Magnetics would explain changes in behaviour and why videos are appearing across the Internet as I write showing how magnets stick to the skin at the point of the 'vaccine' shot. Once people take these 'vaccines' anything becomes possible in terms of brain function and illness which will be blamed on 'Covid-19' and 'variants'. Magnetic field manipulation would further explain why the non-'vaccinated' are reporting the same symptoms as the 'vaccinated' they interact with and why those symptoms are reported to decrease when not in their company. Interestingly 'Magneto', a 'mutant', is a character in the Marvel Comic *X-Men* stories with the ability to manipulate magnetic fields and he believes that mutants should fight back against their human oppressors by any means necessary. The character was born Erik Lehnsherr to a Jewish family in Germany.

Cult-controlled courts

The European Court of Human Rights opened the door for mandatory 'Covid-19 vaccines' across the continent when it ruled in a Czech Republic dispute over childhood immunisation that legally

enforced vaccination could be 'necessary in a democratic society'. The 17 judges decided that compulsory vaccinations did not breach human rights law. On the face of it the judgement was so inverted you gasp for air. If not having a vaccine infused into your body is not a human right then what is? Ah, but they said human rights law which has been specifically written to delete all human rights at the behest of the state (the Cult). Article 8 of the European Convention on Human Rights relates to the right to a private life. The crucial word here is *'except'*:

> There shall be no interference by a public authority with the exercise of this right EXCEPT such as is in accordance with the law and is necessary in a democratic society in the interests of national security, public safety or the economic wellbeing of the country, for the prevention of disorder or crime, for the protection of health or morals, or for the protection of the rights and freedoms of others [My emphasis].

No interference *except* in accordance with the law means there *are* no 'human rights' *except* what EU governments decide you can have at their behest. 'As is necessary in a democratic society' explains that reference in the judgement and 'in the interests of national security, public safety or the economic well-being of the country, for the prevention of disorder or crime, for the protection of health or morals, or for the protection of the rights and freedoms of others' gives the EU a coach and horses to ride through 'human rights' and scatter them in all directions. The judiciary is not a check and balance on government extremism; it is a vehicle to enforce it. This judgement was almost laughably predictable when the last thing the Cult wanted was a decision that went against mandatory vaccination. Judges rule over and over again to benefit the system of which they are a part. Vaccination disputes that come before them are invariably delivered in favour of doctors and authorities representing the view of the state which owns the judiciary. Oh, yes, and we have even had calls to stop putting 'Covid-19' on death certificates within 28 days of a 'positive test' because it is claimed the practice makes the 'vaccine' appear not to work. They are laughing at you.

The scale of madness, inhumanity and things to come was highlighted when those not 'vaccinated' for 'Covid' were refused evacuation from the Caribbean island of St Vincent during massive volcanic eruptions. Cruise ships taking residents to the safety of another island allowed only the 'vaccinated' to board and the rest were left to their fate. Even in life and death situations like this we see 'Covid' stripping people of their most basic human instincts and the insanity is even more extreme when you think that fake 'vaccine'-makers are not even claiming their body-manipulating concoctions stop 'infection' and 'transmission' of a 'virus' that doesn't exist. St Vincent Prime Minister Ralph Gonsalves said: 'The chief medical officer will be identifying the persons already vaccinated so that we can get them on the ship.' Note again the power of the chief medical officer who, like Whitty in the UK, will be answering to the World Health Organization. This is the Cult network structure that has overridden politicians who 'follow the science' which means doing what WHO-controlled 'medical officers' and 'science advisers' tell them. Gonsalves even said that residents who were 'vaccinated' after the order so they could board the ships would still be refused entry due to possible side effects such as 'wooziness in the head'. The good news is that if they were woozy enough in the head they could qualify to be prime minister of St Vincent.

Microchipping freedom

The European judgement will be used at some point to justify moves to enforce the 'Covid' DNA-manipulating procedure. Sandra Ro, CEO of the Global Blockchain Business Council, told a World Economic Forum event that she hoped 'vaccine passports' would help to 'drive forced consent and standardisation' of global digital identity schemes: 'I'm hoping with the desire and global demand for some sort of vaccine passport – so that people can get travelling and working again – [it] will drive forced consent, standardisation, and frankly, cooperation across the world.' The lady is either not very bright, or thoroughly mendacious, to use the term 'forced consent'.

You do not 'consent' if you are forced – you *submit*. She was describing what the plan has been all along and that's to enforce a digital identity on every human without which they could not function. 'Vaccine passports' are opening the door and are far from the end goal. A digital identity would allow you to be tracked in everything you do in cyberspace and this is the same technique used by Cult-owned China to enforce its social credit system of total control. The ultimate 'passport' is planned to be a microchip as my books have warned for nearly 30 years. Those nice people at the Pentagon working for the Cult-controlled Defense Advanced Research Projects Agency (DARPA) claimed in April, 2021, they have developed a microchip inserted under the skin to detect 'asymptomatic Covid-19 infection' before it becomes an outbreak and a 'revolutionary filter' that can remove the 'virus' from the blood when attached to a dialysis machine. The only problems with this are that the 'virus' does not exist and people transmitting the 'virus' with no symptoms is brain-numbing bullshit. This is, of course, not a ruse to get people to be microchipped for very different reasons. DARPA also said it was producing a one-stop 'vaccine' for the 'virus' and all 'variants'. One of the most sinister organisations on Planet Earth is doing this? Better have it then. These people are insane because Wetiko that possesses them is insane.

Researchers from the Salk Institute in California announced they have created an embryo that is part human and part monkey. My books going back to the 1990s have exposed experiments in top secret underground facilities in the United States where humans are being crossed with animal and non-human 'extraterrestrial' species. They are now easing that long-developed capability into the public arena and there is much more to come given we are dealing with psychiatric basket cases. Talking of which – Elon Musk's scientists at Neuralink trained a monkey to play Pong and other puzzles on a computer screen using a joystick and when the monkey made the correct move a metal tube squirted banana smoothie into his mouth which is the basic technique for training humans into unquestioning compliance. Two Neuralink chips were in the monkey's skull and

more than 2,000 wires 'fanned out' into its brain. Eventually the monkey played a video game purely with its brain waves. Psychopathic narcissist Musk said the 'breakthrough' was a step towards putting Neuralink chips into human skulls and merging minds with artificial intelligence. *Exactly*. This man is so dark and Cult to his DNA.

World Economic Fascism (WEF)

The World Economic Forum is telling you the plan by the statements made at its many and various events. Cult-owned fascist YouTube CEO Susan Wojcicki spoke at the 2021 WEF Global Technology Governance Summit (see the name) in which 40 governments and 150 companies met to ensure 'the responsible design and deployment of emerging technologies'. Orwellian translation: 'Ensuring the design and deployment of long-planned technologies will advance the Cult agenda for control and censorship.' Freedom-destroyer and Nuremberg-bound Wojcicki expressed support for tech platforms like hers to censor content that is 'technically legal but could be harmful'. Who decides what is 'harmful'? She does and they do. 'Harmful' will be whatever the Cult doesn't want people to see and we have legislation proposed by the UK government that would censor content on the basis of 'harm' no matter if the information is fair, legal and provably true. Make that *especially* if it is fair, legal and provably true. Wojcicki called for a global coalition to be formed to enforce content moderation standards through automated censorship. This is a woman and mega-censor so self-deluded that she shamelessly accepted a 'free expression' award – *Wojcicki* – in an event sponsored by her own *YouTube*. They have no shame and no self-awareness.

You know that 'Covid' is a scam and Wojcicki a Cult operative when YouTube is censoring medical and scientific opinion purely on the grounds of whether it supports or opposes the Cult 'Covid' narrative. Florida governor Ron DeSantis compiled an expert panel with four professors of medicine from Harvard, Oxford, and Stanford Universities who spoke against forcing children and

vaccinated people to wear masks. They also said there was no proof that lockdowns reduced spread or death rates of 'Covid-19'. Cult-gofer Wojcicki and her YouTube deleted the panel video 'because it included content that contradicts the consensus of local and global health authorities regarding the efficacy of masks to prevent the spread of Covid-19'. This 'consensus' refers to what the Cult tells the World Health Organization to say and the WHO tells 'local health authorities' to do. Wojcicki knows this, of course. The panellists pointed out that censorship of scientific debate was responsible for deaths from many causes, but Wojcicki couldn't care less. She would not dare go against what she is told and as a disgrace to humanity she wouldn't want to anyway. The UK government is seeking to pass a fascist 'Online Safety Bill' to specifically target with massive fines and other means non-censored video and social media platforms to make them censor 'lawful but harmful' content like the Cult-owned Facebook, Twitter, Google and YouTube. What is 'lawful but harmful' would be decided by the fascist Blair-created Ofcom.

Another WEF obsession is a cyber-attack on the financial system and this is clearly what the Cult has planned to take down the bank accounts of everyone – except theirs. Those that think they have enough money for the Cult agenda not to matter to them have got a big lesson coming if they continue to ignore what is staring them in the face. The World Economic Forum, funded by Gates and fronted by Klaus Schwab, announced it would be running a 'simulation' with the Russian government and global banks of just such an attack called Cyber Polygon 2021. What they simulate – as with the 'Covid' Event 201 – they plan to instigate. The WEF is involved in a project with the Cult-owned Carnegie Endowment for International Peace called the WEF-Carnegie Cyber Policy Initiative which seeks to merge Wall Street banks, 'regulators' (I love it) and intelligence agencies to 'prevent' (arrange and allow) a cyber-attack that would bring down the global financial system as long planned by those that control the WEF and the Carnegie operation. The Carnegie Endowment for International Peace sent an instruction to First World

War US President Woodrow Wilson not to let the war end before society had been irreversibly transformed.

The Wuhan lab diversion

As I close, the Cult-controlled authorities and lapdog media are systematically pushing 'the virus was released from the Wuhan lab' narrative. There are two versions – it happened by accident and it happened on purpose. Both are nonsense. The perceived existence of the never-shown-to-exist 'virus' is vital to sell the impression that there is actually an infective agent to deal with and to allow the endless potential for terrifying the population with 'variants' of a 'virus' that does not exist. The authorities at the time of writing are going with the 'by accident' while the alternative media is promoting the 'on purpose'. Cable news host Tucker Carlson who has questioned aspects of lockdown and 'vaccine' compulsion has bought the Wuhan lab story. 'Everyone now agrees' he said. Well, I don't and many others don't and the question is *why* does the system and its media suddenly 'agree'? When the media moves as one unit with a narrative it is always a lie – witness the hour by hour mendacity of the 'Covid' era. Why would this Cult-owned combination which has unleashed lies like machine gun fire suddenly 'agree' to tell the truth??

Much of the alternative media is buying the lie because it fits the conspiracy narrative, but it's the *wrong* conspiracy. The real conspiracy is that *there is no virus* and that is what the Cult is desperate to hide. The idea that the 'virus' was released by accident is ludicrous when the whole 'Covid' hoax was clearly long-planned and waiting to be played out as it was so fast in accordance with the Rockefeller document and Event 201. So they prepared everything in detail over decades and then sat around strumming their fingers waiting for an 'accidental' release from a bio-lab? *What??* It's crazy. Then there's the 'on purpose' claim. You want to circulate a 'deadly virus' and hide the fact that you've done so and you release it down the street from the highest-level bio-lab in China? I repeat – *What??*

You would release it far from that lab to stop any association being made. But, no, we'll do it in a place where the connection was certain to be made. Why would you need to scam 'cases' and 'deaths' and pay hospitals to diagnose 'Covid-19' if you had a real 'virus'? What are sections of the alternative media doing believing this crap? Where were all the mass deaths in Wuhan from a 'deadly pathogen' when the recovery to normal life after the initial propaganda was dramatic in speed? Why isn't the 'deadly pathogen' now circulating all over China with bodies in the street? Once again we have the technique of tell them what they want to hear and they will likely believe it. The alternative media has its 'conspiracy' and with Carlson it fits with his 'China is the danger' narrative over years. China *is* a danger as a global Cult operations centre, but not for this reason. The Wuhan lab story also has the potential to instigate conflict with China when at some stage the plan is to trigger a Problem-Reaction-Solution confrontation with the West. Question everything – *everything* – and especially when the media agrees on a common party line.

Third wave ... fourth wave ... fifth wave ...

As the book went into production the world was being set up for more lockdowns and a 'third wave' supported by invented 'variants' that were increasing all the time and will continue to do so in public statements and computer programs, but not in reality. India became the new Italy in the 'Covid' propaganda campaign and we were told to be frightened of the new 'Indian strain'. Somehow I couldn't find it within myself to do so. A document produced for the UK government entitled 'Summary of further modelling of easing of restrictions – Roadmap Step 2' declared that a third wave was inevitable (of course when it's in the script) and it would be the fault of children and those who refuse the health-destroying fake 'Covid vaccine'. One of the computer models involved came from the Cult-owned *Imperial College* and the other from Warwick University which I wouldn't trust to tell me the date in a calendar factory. The document states that both models presumed extremely high uptake

of the 'Covid vaccines' and didn't allow for 'variants'. The document states: 'The resurgence is a result of some people (mostly children) being ineligible for vaccination; others choosing not to receive the vaccine; and others being vaccinated but not perfectly protected.' The mendacity takes the breath away. Okay, blame those with a brain who won't take the DNA-modifying shots and put more pressure on children to have it as 'trials' were underway involving children as young as six months with parents who give insanity a bad name. Massive pressure is being put on the young to have the fake 'vaccine' and child age consent limits have been systematically lowered around the world to stop parents intervening. Most extraordinary about the document was its claim that the 'third wave' would be driven by 'the resurgence in both hospitalisations and deaths … dominated by *those that have received two doses of the vaccine*, comprising around 60-70% of the wave respectively'. The predicted peak of the 'third wave' suggested 300 deaths per day with 250 of them *fully 'vaccinated' people*. How many more lies do acquiescers need to be told before they see the obvious? Those who took the jab to 'protect themselves' are projected to be those who mostly get sick and die? So what's in the 'vaccine'? The document went on:

> It is possible that a summer of low prevalence could be followed by substantial increases in incidence over the following autumn and winter. Low prevalence in late summer should not be taken as an indication that SARS-CoV-2 has retreated or that the population has high enough levels of immunity to prevent another wave.

They are telling you the script and while many British people believed 'Covid' restrictions would end in the summer of 2021 the government was preparing for them to be ongoing. Authorities were awarding contracts for 'Covid marshals' to police the restrictions with contracts starting in July, 2021, and going through to January 31st, 2022, and the government was advertising for 'Media Buying Services' to secure media propaganda slots worth a potential £320 million for 'Covid-19 campaigns' with a contract not ending until March, 2022. The recipient – via a list of other front companies – was reported to be American media marketing giant Omnicom Group

Inc. While money is no object for 'Covid' the UK waiting list for all other treatment – including life-threatening conditions – passed 4.5 million. Meantime the Cult is seeking to control all official 'inquiries' to block revelations about what has really been happening and why. It must not be allowed to – we need Nuremberg jury trials in every country. The cover-up doesn't get more obvious than appointing ultra-Zionist professor Philip Zelikow to oversee two dozen US virologists, public health officials, clinicians, former government officials and four American 'charitable foundations' to 'learn the lessons' of the 'Covid' debacle. The personnel will be those that created and perpetuated the 'Covid' lies while Zelikow is the former executive director of the 9/11 Commission who ensured that the truth about those attacks never came out and produced a report that must be among the most mendacious and manipulative documents ever written – see *The Trigger* for the detailed exposure of the almost unimaginable 9/11 story in which Sabbatians can be found at every level.

Passive no more

People are increasingly challenging the authorities with amazing numbers of people taking to the streets in London well beyond the ability of the Face-Nappies to stop them. Instead the Nappies choose situations away from the mass crowds to target, intimidate, and seek to promote the impression of 'violent protestors'. One such incident happened in London's Hyde Park. Hundreds of thousands walking through the streets in protest against 'Covid' fascism were ignored by the Cult-owned BBC and most of the rest of the mainstream media, but they delighted in reporting how police were injured in 'clashes with protestors'. The truth was that a group of people gathered in Hyde Park at the end of one march when most had gone home and they were peacefully having a good time with music and chat. Face-Nappies who couldn't deal with the full-march crowd then waded in with their batons and got more than they bargained for. Instead of just standing for this criminal brutality the crowd used their numerical superiority to push the Face-Nappies out of the

park. Eventually the Nappies turned and ran. Unfortunately two or three idiots in the crowd threw drink cans striking two officers which gave the media and the government the image they wanted to discredit the 99.9999 percent who were peaceful. The idiots walked straight into the trap and we must always be aware of potential agent provocateurs used by the authorities to discredit their targets.

This response from the crowd – the can people apart – must be a turning point when the public no longer stand by while the innocent are arrested and brutally attacked by the Face-Nappies. That doesn't mean to be violent, that's the last thing we need. We'll leave the violence to the Face-Nappies and government. But it does mean that when the Face-Nappies use violence against peaceful people the numerical superiority is employed to stop them and make citizen's arrests or Common Law arrests for a breach of the peace. The time for being passive in the face of fascism is over.

We are the many, they are the few, and we need to make that count before there is no freedom left and our children and grandchildren face an ongoing fascist nightmare.

COME ON PEOPLE – IT'S TIME.

One final thought …

The power of love
A force from above
Cleaning my soul
Flame on burn desire
Love with tongues of fire
Purge the soul
Make love your goal

I'll protect you from the hooded claw
Keep the vampires from your door
When the chips are down I'll be around
With my undying, death-defying
Love for you

Envy will hurt itself
Let yourself be beautiful
Sparkling love, flowers
And pearls and pretty girls
Love is like an energy
Rushin' rushin' inside of me

This time we go sublime
Lovers entwine, divine, divine,
Love is danger, love is pleasure
Love is pure – the only treasure

I'm so in love with you
Purge the soul
Make love your goal

The power of love
A force from above
Cleaning my soul
The power of love
A force from above
A sky-scraping dove

Flame on burn desire
Love with tongues of fire
Purge the soul
Make love your goal

Frankie Goes To Hollywood

APPENDIX

Cowan-Kaufman-Morell Statement on Virus Isolation (SOVI)

Isolation: The action of isolating; the fact or condition of being isolated or standing alone; separation from other things or persons; solitariness
Oxford English Dictionary

The controversy over whether the SARS-CoV-2 virus has ever been isolated or purified continues. However, using the above definition, common sense, the laws of logic and the dictates of science, any unbiased person must come to the conclusion that the SARS-CoV-2 virus has never been isolated or purified. As a result, no confirmation of the virus' existence can be found. The logical, common sense, and scientific consequences of this fact are:

- the structure and composition of something not shown to exist can't be known, including the presence, structure, and function of any hypothetical spike or other proteins;
- the genetic sequence of something that has never been found can't be known;
- "variants" of something that hasn't been shown to exist can't be known;
- it's impossible to demonstrate that SARS-CoV-2 causes a disease called Covid-19.

In as concise terms as possible, here's the proper way to isolate, characterize and demonstrate a new virus. First, one takes samples (blood, sputum, secretions) from many people (e.g. 500) with symptoms which are unique and specific enough to characterize an illness. Without mixing these samples with ANY tissue or products that also contain genetic material, the virologist macerates, filters and ultracentrifuges i.e. *purifies* the specimen. This common virology technique, done for decades to isolate bacteriophages[1] and so-called giant viruses in every virology lab, then allows the virologist to demonstrate with electron microscopy thousands of identically sized and shaped particles. These particles are the isolated and purified virus.

These identical particles are then checked for uniformity by physical and/or microscopic techniques. Once the purity is determined, the particles may be further characterized. This would include examining the structure, morphology, and chemical composition of the particles. Next, their genetic makeup is characterized by extracting the genetic material directly from the purified particles and using genetic-sequencing techniques, such as Sanger sequencing, that have also been around for decades. Then one does an analysis to confirm that these uniform particles are exogenous (outside) in origin as a virus is conceptualized to be, and not the normal breakdown products of dead and dying tissues.[2] (As of May 2020, we know that virologists have no way to determine whether the particles they're seeing are viruses or just normal breakdown products of dead and dying tissues.)[3]

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1 Isolation, characterization and analysis of bacteriophages from the haloalkaline lake Elmenteita, KenyaJuliah Khayeli Akhwale et al, PLOS One, Published: April 25, 2019. https://journals.plos.org/plosone/article?id=10.1371/journal.pone.0215734 – accessed 2/15/21

2 "Extracellular Vesicles Derived From Apoptotic Cells: An Essential Link Between Death and Regeneration," Maojiao Li1 et al, Frontiers in Cell and Developmental Biology, 2020 October 2. https://www.frontiersin.org/articles/10.3389/fcell.2020.573511/full – accessed 2/15/21

3 "The Role of Extraellular Vesicles as Allies of HIV, HCV and SARS Viruses," Flavia Giannessi, et al, Viruses, 2020 May

If we have come this far then we have fully isolated, characterized, and genetically sequenced an exogenous virus particle. However, we still have to show it is causally related to a disease. This is carried out by exposing a group of healthy subjects (animals are usually used) to this isolated, purified virus in the manner in which the disease is thought to be transmitted. If the animals get sick with the same disease, as confirmed by clinical and autopsy findings, one has now shown that the virus actually causes a disease. This demonstrates infectivity and transmission of an infectious agent.

None of these steps has even been attempted with the SARS-CoV-2 virus, nor have all these steps been successfully performed for any so-called pathogenic virus. Our research indicates that a single study showing these steps does not exist in the medical literature.

Instead, since 1954, virologists have taken unpurified samples from a relatively few people, often less than ten, with a similar disease. They then minimally process this sample and inoculate this unpurified sample onto tissue culture containing usually four to six other types of material – all of which contain identical genetic material as to what is called a "virus." The tissue culture is starved and poisoned and naturally disintegrates into many types of particles, some of which contain genetic material. Against all common sense, logic, use of the English language and scientific integrity, this process is called "virus isolation." This brew containing fragments of genetic material from many sources is then subjected to genetic analysis, which then creates in a computer-simulation process the alleged sequence of the alleged virus, a so called in silico genome. At no time is an actual virus confirmed by electron microscopy. At no time is a genome extracted and sequenced from an actual virus. This is scientific fraud.

The observation that the unpurified specimen — inoculated onto tissue culture along with toxic antibiotics, bovine fetal tissue, amniotic fluid and other tissues — destroys the kidney tissue onto which it is inoculated is given as evidence of the virus' existence and pathogenicity. This is scientific fraud.

From now on, when anyone gives you a paper that suggests the SARS-CoV-2 virus has been isolated, please check the methods sections. If the researchers used Vero cells or any other culture method, you know that their process was not isolation. You will hear the following excuses for why actual isolation isn't done:

1. There were not enough virus particles found in samples from patients to analyze.

2. Viruses are intracellular parasites; they can't be found outside the cell in this manner.

If No. 1 is correct, and we can't find the virus in the sputum of sick people, then on what evidence do we think the virus is dangerous or even lethal? If No. 2 is correct, then how is the virus spread from person to person? We are told it emerges from the cell to infect others. Then why isn't it possible to find it?

Finally, questioning these virology techniques and conclusions is not some distraction or divisive issue. Shining the light on this truth is essential to stop this terrible fraud that humanity is confronting. For, as we now know, if the virus has never been isolated, sequenced or shown to cause illness, if the virus is imaginary, then why are we wearing masks, social distancing and putting the whole world into prison?

Finally, if pathogenic viruses don't exist, then what is going into those injectable devices erroneously called "vaccines," and what is their purpose? This scientific question is the most urgent and relevant one of our time.

We are correct. The SARS-CoV2 virus does not exist.

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Ickonic is something that has been a dream of mine for the last 5 years, growing up around alternative information I have always had a natural interest in what is going on in the World and what could I do to make it better.
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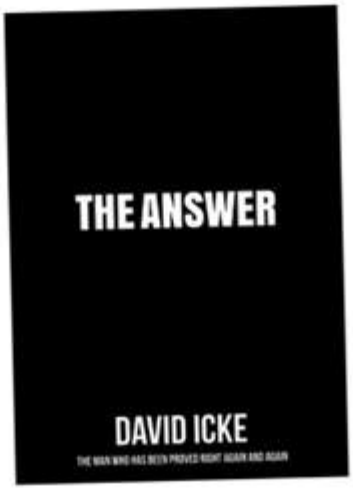
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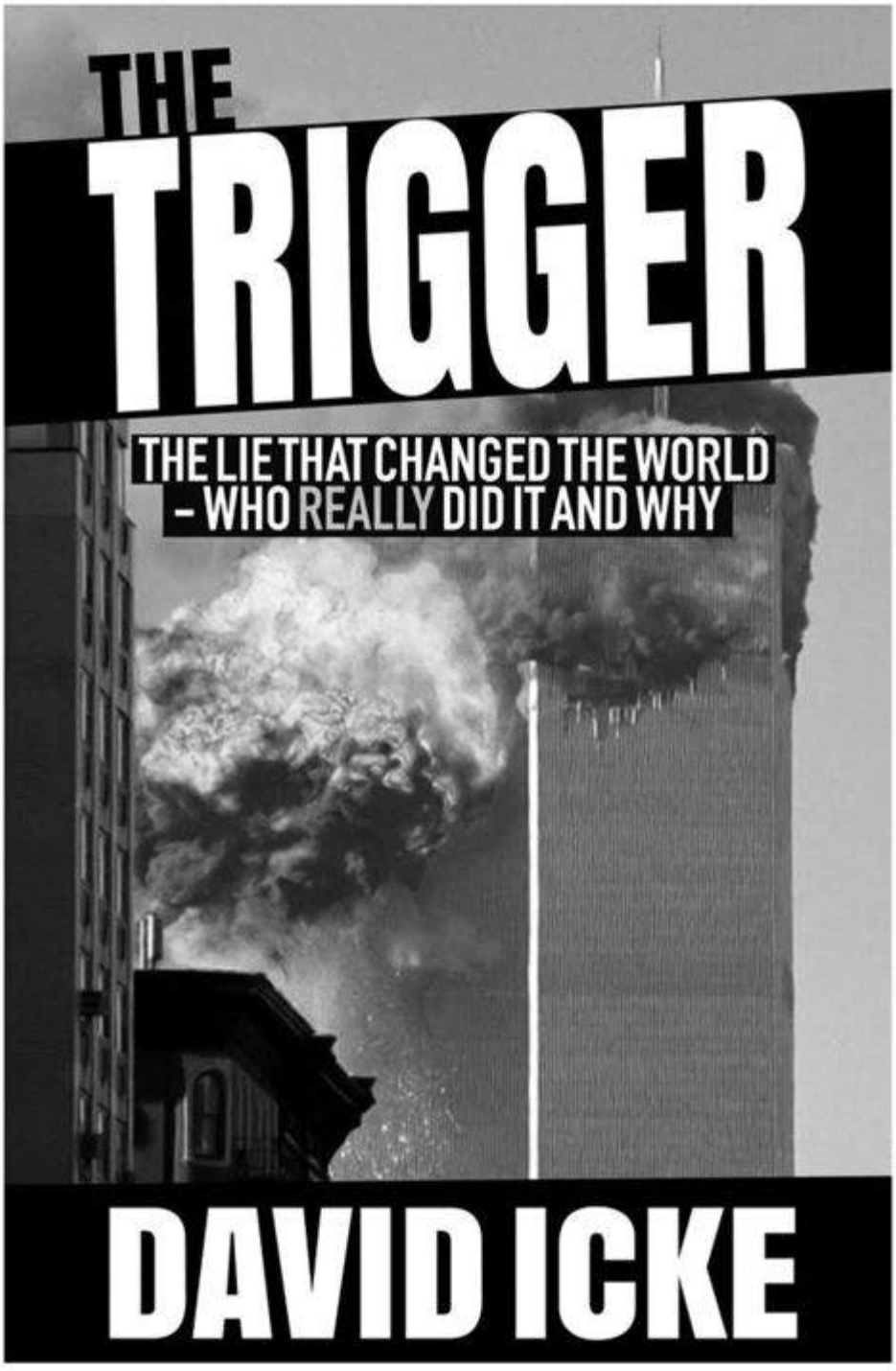
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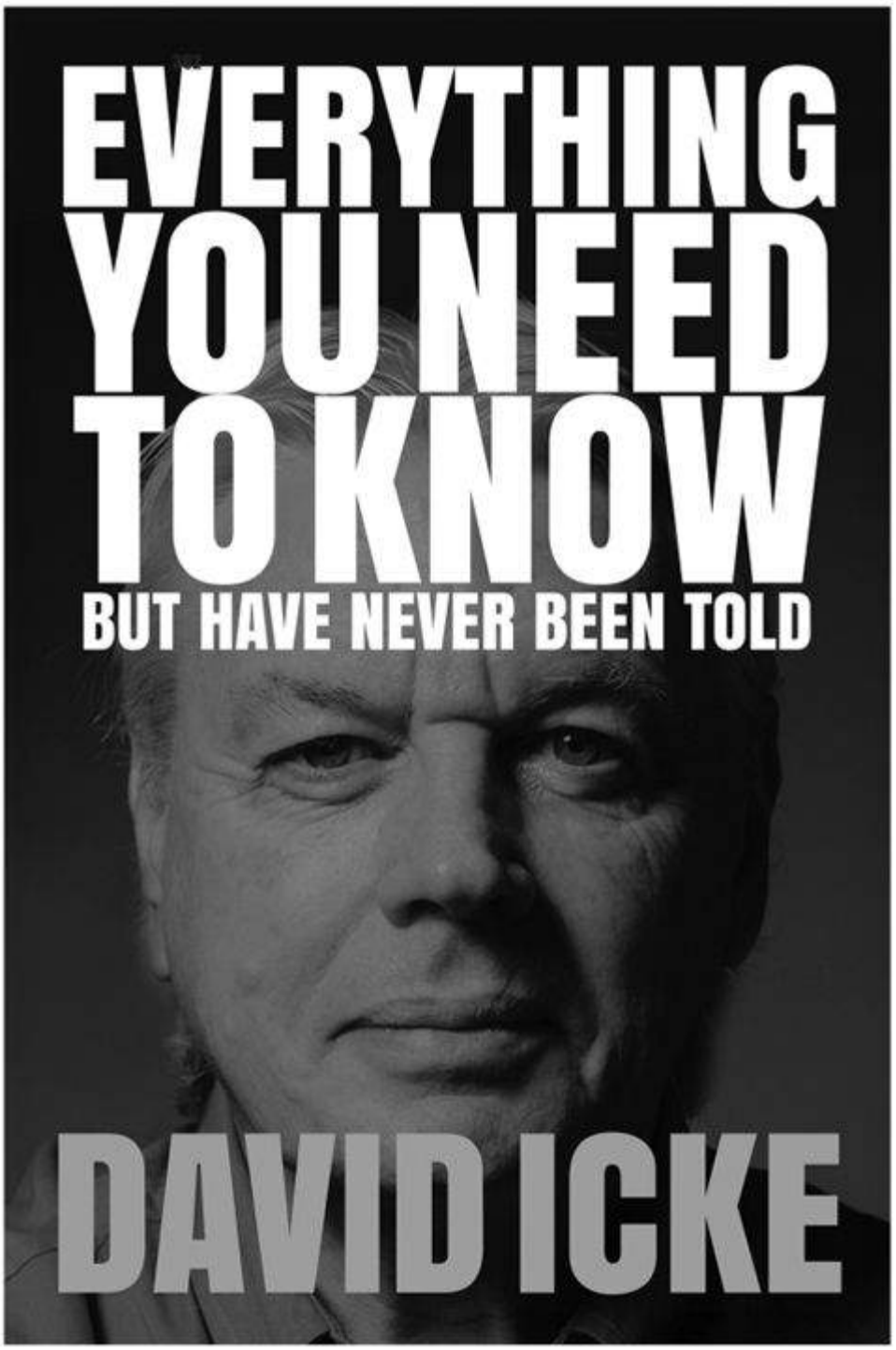


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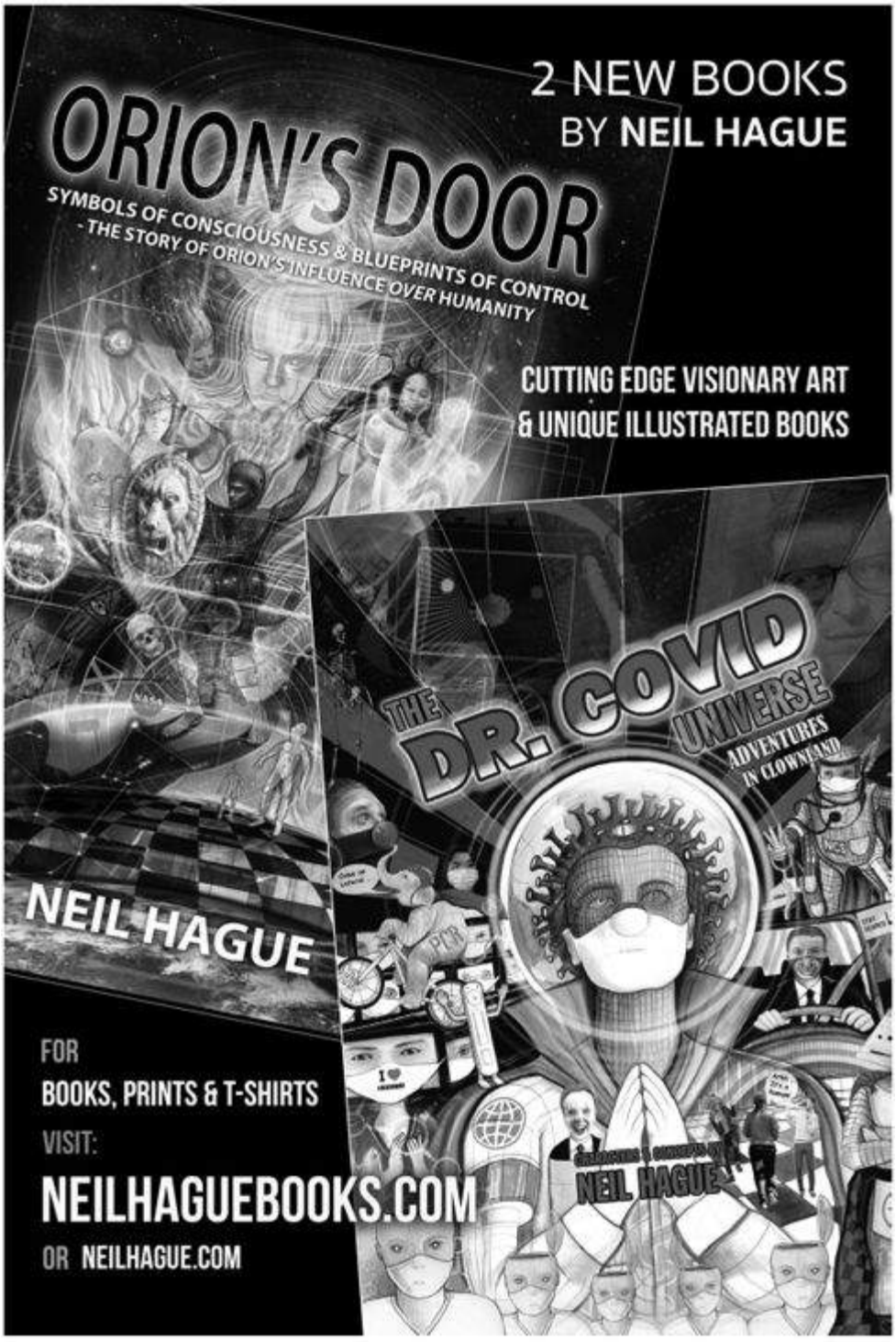
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noun

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