



ZWEIKAMPF

RAVNICA MONSTER DUELS



BY CHRISTIAN EICHORN

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Zweikampf: Ravnica Monster Duels — Version 1.0 ♦ Author & Layout: Christian Eichhorn ♦ **Editor:** John Parker ♦ **Character Art:** Ducere

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ZWEIKAMPF

WELCOME TO 'ZE EXCITING
WORLD OF ZWEIKAMPF, AN
INVENTION OF MY GLORIOUS
GUILD, 'ZE IZZET LEAGUE.

PEOPLE CALL ME
PROFESSOR LOHENGRIN
AND SO MUST YOU.

RAVNICA IS INHABITED
BY STRANGE CREATURES WE
CALL MONSTERS.

BY FORCING 'ZESE
CREATURES INTO MIZZIUM
BALLS, WE CAN TAME
'ZEM AND 'ZEY BECOME
ZWEIKAMPF MONSTERS.

HUNDREDS, IF NOT
'ZOUSANDS OF BATTLE-
HUNGRY PEOPLE ARE OUT
'ZERE IN THE STREETS AND
SEWERS OF RAVNICA RIGHT
NOW. 'ZEY EVOLVE THEIR
MONSTERS AND PIT 'ZEM
AGAINST EACH OTHER.

NOW RUN ALONG, CATCH
MONSTERS, AND CHALLENGE
ME TO A ZWEIKAMPF
-ONCE YOU ARE READY!

- PROF. LOHENGRIN



PROFESSOR LOHENGRIN BY DUCERE

INTRODUCTION

PROFESSOR LOHENGRIN'S INVENTION OF THE *Izzet ball* paved the way for an entirely new sport and recreational pleasure: the **Zweikampf**. Originally intended as portable containment units for failed experiments or field tests, Professor Lohengrin found his research assistants battling with the specimens instead. A tiny spark inside Lohengrin's brain ignited, creating an all-consuming ball of fiery ideas. Overnight, he and his attendants established an assembly line for *Izzet balls*, a Ravnica wide distribution network, and a special **Zweikampf** league called the Izzet League—no need to change any signs. **Zweikampf** mania took hold of Ravnica. It didn't take long before all guilds were in on the fun.

A warning: this supplement is neither balanced nor serious. It was conceived to have fun, not crunch numbers. In short, the supplement provides a framework to catch monsters, evolve them, and fight exciting battles. Ravnica offers the perfect environment for this favorite pastime of many. The best thing about it: this supplement is excellent for one-on-one play. To experience the world of **Zweikampf**, you need a copy of the *Dungeon Master's Guide*, the *Monster Manual*, and the *Guildmaster's Guide to Ravnica* (GGR). Copies of *Volo's Guide to Monsters* (VGM) and *Mordenkainen's Tome of Foes* (MTF) are helpful as well.

GLOSSARY

Term	Definition
Evolution	The process during which a monster changes shape and acquires new powers
Izzet Ball	An item with which one captures monsters
Izzet League	A guild and, confusingly, a Zweikampf league
Legendary Izzet Ball	Izzet balls built to circumvent the regular rule set
Monster	A creature that is sanctioned for a Zweikampf—see the Ravnica Monster table in the appendix
Roster	A set of up to six monsters a duelist can send into a Zweikampf
Tenacious Three	The Izzet League champions one must overcome to become the very best
Zweikampf	A special Ravnica duel using monsters
Zweikämpfer	A duelist or combatant who sends monsters into a Zweikampf
Sanctioned Shop	A shop that sells Zweikampf equipment

CHAPTER 0.

A ZWEIKAMPF CAMPAIGN

BEFORE STARTING A **ZWEIKAMPF** CAMPAIGN, there are considerations to be made. What do the players enjoy, what are their characters' goals and ambitions, and should **Zweikampf** be the main driving force behind the campaign or a supporting tool? This chapter presents important thoughts to start your **Zweikampf** campaign right.

NUMBER OF PLAYERS

The very first consideration to be made is the number of players. **Zweikampf** is best played with one to three players. Although six players and their characters can participate in a **Zweikampf**, the process of capturing monsters might become tedious. A general rule of thumb: A campaign with one to three players can focus on exploring Ravnica, capturing monsters, and advancing to the Izzet League. A campaign with four to six players should best use the **Zweikampf** rules as a supporting tool.

Then there is the unique opportunity for duet (one-on-one) play. A character could acquire a multitude of monsters they then dispatch outside of an official **Zweikampf** to thwart evil plots or conquer Ravnica.

MOTIVATION

The players can start a campaign with one or more of the following ambitions for their characters:

- ✦ Capture all 151 sanctioned **Zweikampf** monsters.

- ✦ Collect arena badges to fight in the Izzet League and become one of the **Tenacious Three** (who then must change their name, maybe the **Fabulous Four?**).

- ✦ Find some of the **Legendary Izzet Balls** to wreak havoc in Ravnica.

LAYERS UPON LAYERS

Just pursuing one's ambition to claw their way to the top of the **Zweikampf** world could grow stale. A pure **Zweikampf** campaign should introduce subplots to spice things up. Consider the following ideas:

- ✦ Participating in **Zweikampf** is costly. The characters must earn zinos to finance their hobby—nay calling! Robbing banks, assassinating **Zweikämpfer**, or capturing rats in the basement to evolve them are viable options.

- ✦ A rival shows up, beats the characters by using subtle spells like auras to influence the course of the battle— a clear violation of the **Zweikampf** rules. Let's show the bastard.

- ✦ An important guild official was supposedly captured with the *black Izzet ball*. The characters must find out who and why—and where the ball came from.

- ✦ A suspicious, shadowy guild rises. Their members are dressed in ridiculous uniforms with a big, red "R" on the front. Who could they be, and what are their goals? Surely, they aren't planning to steal all monsters and eradicate the other guilds...

CHAPTER 1.

THE ZWEIKAMPF

THIS CHAPTER EXPLAINS EVERYTHING ONE needs to know to participate in their first **Zweikampf**: How to capture monsters, how to add them to one's roster, how the combat flows, and how monsters change over time.

GETTING STARTED

There are two ways to start one's journey as a **Zweikämpfer**. The first—and more violent one—is to fight a monster and capture it. The second method is to join a guild and acquire one of their starting monsters. The Guild Starter table shows which guilds offer which monster. A special guild coordinator takes care of the distribution and explains more about the world of **Zweikampf**.

There are no strings attached or costs involved—one must only join the guild, blindly accept their values as one's own, and adhere to the seemingly arbitrary orders of the guildmaster.

CAPTURING MONSTERS

IZZET BALLS

Using a special item called an *Izzet ball*, characters can capture monsters and add them to their inventory or store them in a vault. There is a variety of *Izzet balls* in circulation, and sanctioned **Zweikampf** shops readily sell them for a fixed price. *Izzet balls* work on all creatures, but only “monsters,” as defined by the Izzet League (see appendix), are eligible for an official **Zweikampf**.

GUILD STARTER

Guild	Monster	Coordinator
Azorius Senate	Monodrone	Sarawiya (<i>gynosphinx</i>)
Boros Legion	Kindling (see chapter 4)	Aurose (<i>deva</i>)
House Dimir	Shade (see chapter 4)	Quen (<i>vampire</i>)
Golgari Swarm	Giant Rat	Sas'sarin (<i>devkarin lich</i>)
Gruul Clans	Boarling (see chapter 4)	Krom (<i>sunder shaman</i>) (GGR)
Izzet League	Mephit (see chapter 4)	Professor Lohengrin (<i>archmage</i>)
Orzhov Syndicate	Shade (see chapter 4)	Rym (<i>deathpact angel</i>) (GGR)
Cult of Rakdos	Prankster (see chapter 4)	Mor'gannon (<i>horned devil</i>)
Selesnya Conclave	Twig Blight	Osmor (<i>treant</i>)
Simic Combine	Giant Crab	Ks'ar Or'so (<i>aboleth</i>)

IZZET BALL TYPES AND PRICES

Type	Price
Common	5 zinos
Uncommon	50 zinos
Rare	250 zinos
Very Rare	500 zinos

SPECIAL RULES

Although *Izzet balls* are a marvel of technology and magic, they are not perfect tools for imprisoning creatures. The following special rules apply:

- ✦ Creatures with a CR equal to or higher than half the character's level (rounded up) aren't affected by the *Izzet ball's* charm effect. Once they are dispatched or released, they are hostile to their captor and may attack or seek retribution otherwise. For example, a character of level 4 or below can't control a **griffon**.
- ✦ Humanoids and creatures with a CR of 4 or higher aren't affected by the *Izzet ball's* charm effect. Once they are dispatched or released, they are hostile to their captor and may attack or seek retribution otherwise. For example, a character can never control an **umber hulk**, independent of character level.
- ✦ Dying creatures that are captured by an *Izzet ball* continue making death saving throws. They must roll a saving throw every 10 minutes until they are dead or stable.
- ✦ Creatures inside the ball don't recover hit points. They can be healed by casting healing spells directly onto the ball, onto the creature, or by bringing them to dedicated Izzet facilities. Izzet shops readily offer healing free of charge.
- ✦ A character can never have more than six monsters dispatched at one time. Dispatching an additional monster results in a random one being freed of the *Izzet ball's* charm effect. The monster is then hostile to its captor and may attack or seek retribution otherwise.

IZZET BALL

Wondrous item, rarity varies

An *Izzet ball* can hold one creature indefinitely, or until the end of its natural life-span. While inside the ball, the creature doesn't require air, food, drink, or sleep.

Capturing. As an action, you can throw this ball at a creature within 30 feet of you. The target must succeed on a Constitution saving throw or be reduced in size and captured within the ball. A creature can fail its Constitution saving throw willingly. The Constitution saving throw's DC is 20 plus the respective ball's DC modifier. The creature adds its current hit points to its roll to determine the result of the saving throw.

Binding. A creature is permanently bound to a ball that captured it, and only one creature can be bound to a ball at a time. It automatically fails saving throws to be recaptured using its ball and can't be captured by different *Izzet balls*. Additionally, the creature is charmed by you. It regards you as a friendly acquaintance and adheres to your commands.

Dispatching. As an action, you can dispatch a creature from a ball. It appears in an unoccupied space within 30 feet of you and instantly grows to its original size.

Releasing. As an action, you can release a creature from the ball, ending the binding. The binding also ends if the ball is destroyed. A ball has an AC of 10, 5 hit points, and is immune to psychic damage.

Modification Slot. You can modify a monster by equipping the *Izzet ball* with special modifications.

Type	DC Modifier
Common	+0
Uncommon	+5
Rare	+10
Very Rare	+25

LEGENDARY IZZET BALLS

Rumor has it that Professor Lohengrin developed classified *Izzet balls* with properties that circumvent the special rules, the **Legendary Izzet Balls**. These *Izzet balls* can serve as rewards for completing dangerous quests or inspiration for dark plots. They are not available in sanctioned **Zweikampf** shops.

THE WHITE IZZET BALL

The *white Izzet ball* instantly heals a captured creature to full hit points.

THE TECHNO IZZET BALL

A *techno Izzet ball* has three modification slots, instead of one.

THE SCARLET IZZET BALL

The *scarlet Izzet ball* can only capture monsters already bound to another *Izzet ball*. The previous binding is broken and the creature's capture is guaranteed; it automatically fails the saving throw and is charmed.

THE MIZZIUM IZZET BALL

The *mizzium Izzet ball* can capture and charm creatures (not humanoids) of CR 10 or lower. The creature's capture is guaranteed; it automatically fails the saving throw and is charmed—independent of the character's level.

THE BLACK IZZET BALL

The *black Izzet ball* can capture and charm only humanoids of CR 10 or lower. The humanoid's capture is guaranteed; it automatically fails the saving throw and is charmed—independent of the character's level.

EVOLVING MONSTERS

Ravnica **Zweikampf** monsters can evolve. After gaining enough experience, their physical characteristics and skills change in a tumultuous transformation—an evolution occurs. Some monsters spin themselves into a cocoon and emerge after a handful of minutes. Others simply mutate while spectators stare in amazement. An evolution can also change the conduct and character traits of a monster, but this change isn't codified into a ruleset. It rather depends on the characters' treatment of their monsters. The Ravnica Monsters tables 1 and 2 (see appendix) show the monsters' evolution chains from F-class (CR 0) to X-class (CR 3)—a row represents an evolution chain.

Generally speaking, monsters evolve by participating in a **Zweikampf**. However, it is not at all feasible for players to grind for evolutions. Instead, a campaign should focus on the fun parts of **Zweikampf**: exploring Ravnica to search for unknown monsters. Therefore, monsters evolve the following ways:

- ✦ A character can pick one monster to train and spend one week of downtime to evolve it. During this week, the character fights against wild monsters and other **Zweikämpfer**. Additionally, the player can roll on Magic Item Table A in chapter 7 of the *Dungeon Master's Guide* to determine what wagers they won from duels during the downtime.
- ✦ At the DM's discretion, a monster can evolve after it participates in around ten duels. To the character's surprise, the monster changes its shape and assumes its new form after winning a **Zweikampf**.
- ✦ Important: A monster can't evolve if the character is not of a high enough level to control it. For example, if a character of 4th level spends one week of downtime to evolve a **giant spider**, they have no success. Naturally, a character can catch a monster of a class they can't control.

MODIFYING MONSTERS

Each *Izzet ball* offers one slot into which a character can install a modification. Modifications are sold in sanctioned **Zweikampf** shops where characters can also purchase *Izzet balls*. Modifications follow these special rules:

- ✦ One *Izzet ball* can hold one modification.
- ✦ A monster must attune to the modification during a long rest.
- ✦ When a modification is removed from the *Izzet ball*, it no longer applies to the monster. A new modification can then be installed.

SPECIAL MOVES (SM)

A monster learns a special move by installing an SM modification. There are sixteen SM modifications, detailed under “Maneuvers” of the Battle Master fighter archetype in the *Player’s Handbook*. The superiority die, and the number of uses before finishing a long rest, depends on the monster’s class, as detailed under the SM Dice table. Each SM costs 250 zinos.

SM DICE

Class	Superiority Die	Uses
F (CR 0)	d4	2
D (CR 1/8)	d4	2
C (CR 1/4)	d6	2
B (CR 1/2)	d6	3
A (CR 1)	d8	3
S (CR 2)	d10	4
X (CR 3)	d12	4

SPECIAL INCANTATION (SI)

A monster learns a special incantation by installing an SI modification. These are based on spells from chapter 11 of the *Player’s Handbook*. The monster can cast this spell once per short rest. The SI Modification table shows which spells are available. Each SI costs 250 zinos.

Save DC and Magic Attacks. If a monster does not already have a spellcasting ability assigned, for example from an Innate Spellcasting trait, its spellcasting ability is always its highest possible, choosing from Intelligence, Wisdom, or Charisma.

Spell save DC = 10 + spellcasting ability modifier

Spell attack modifier = 2 + spellcasting ability modifier

SI MODIFICATION

Spell

Bane

Bless

Burning hands

Color spray

Cure wounds

Faerie fire

Guiding bolt

Hellish rebuke

Hunter’s mark

Mage armor

Magic missile

Ray of sickness

Searing smite

Shield

Shield of faith

Thunder wave

Thunderous smite

LEVELING UP CHARACTERS

Depending on the type of campaign, there are two ways to handle experience gain and leveling up for characters. If the exciting world of **Zweikampf** only plays a minor role in an ongoing campaign—for relaxation and humor mayhap—the characters level up as usual. For other methods, consult the rules hereafter.

SHORT CAMPAIGN

If a campaign solely evolves around **Zweikampf**, the characters level up depending on the number of monsters they have captured. The Level Up table shows how many monsters a character must catch to advance to the next level. Important to note:

- ✦ The monster count is per group, allowing characters to level up together.
- ✦ Capturing a monster of a higher evolution does not count as capturing all lower monsters on the evolution chain. For example, capturing an S-class **awakened tree** counts as one monster, not five.

Remember: Creatures with a CR equal to or higher than half the character's level aren't affected by the *Izzet ball's* charm effect. A character must therefore reach level 6 before they can dispatch the mightiest X-class monsters of CR 3.

ALTERNATIVE RULE: LONG CAMPAIGN

For a long **Zweikampf** campaign, consider the following alternative rule. Creatures with a CR equal to or higher than one quarter the character's level aren't affected by the *Izzet ball's* charm effect. A character must therefore reach level 12 before they can dispatch the mightiest X-class monsters of CR 3.

The Charm Effect table shows which monsters characters can safely dispatch, depending on their level.

LEVEL UP

Character level	Monster Count
1	—
2	5
3	10
4	15
5	20
6	25
7	30
8	35
9	40
10	45
11	50
12	55
13	60
14	65
15	70
16	80
17	90
18	110
19	130
20	150

CHARM EFFECT TABLE

Character level	CR Half Level	CR Quarter Level
1	1/2	1/4
2	1	1/2
3	1	1/2
4	2	1
5	2	1
6	3	1
7	3	1
8	3	2
9	3	2
10	3	2
11	3	2
12	3	3

DISPATCHING MONSTERS — A ZWEIKAMPF

A **Zweikampf** follows easy to understand rules which don't differ significantly from usual combat:

- ✦ Typically, before engaging in a **Zweikampf**, the combatants agree to a friendly wager. A wager can range from a copper zib to an apartment deed in Precinct One.
- ✦ Before the **Zweikampf**, each combatant picks six monsters from their inventory to form their roster. If a combatant has less than six monsters, they might be at a disadvantage from the start. The characters can freely determine the order in which they dispatch their monsters.
- ✦ Alternative rule: Guildmasters and champions have a predetermined roster as detailed in chapter 2. The roster also determines the order in which they dispatch their monsters. To increase the difficulty of the campaign, allow the enemy combatants to mix up the order of their monsters.
- ✦ Despite it being called a duel, more than two combatants can enter a **Zweikampf**. For example, two players can send in two monsters each to combat a foe with four monsters. Or five players can send in five monsters total to combat a foe with five monsters. However, there can still be only six monsters involved on each side.
- ✦ The players roll initiative for their monsters and assume control of the monster during the **Zweikampf**.
- ✦ Monsters start the **Zweikampf** 30 feet apart, measuring from their exterior, not center.
- ✦ A monster can use its action as usual. The only action not available is "Use an object" except to take *potions of healing*. A monster can quaff a *potion of healing* (any desired rarity) from the character's inventory—no other potions or tools are allowed unless otherwise explained under "Modifying Monsters."

✦ A monster can use its action to be switched for a different monster. This action provokes an attack of opportunity. The character can then dispatch a different monster, rolling initiative for it.

✦ After a monster falls to 0 hit points, the character can dispatch a new monster from their roster.

✦ A regular **Zweikampf** is never deadly. When a monster falls to 0 hit points, it is stable and can be safely recovered. The emphasis lies on regular—not all adhere to this rule, especially if they are up to evil.

✦ A **Zweikampf** is lost when one's last monster falls unconscious. The loser hands over the wager, the combatants shake hands, and part amicably.

✦ No outside interference is allowed during a **Zweikampf**. The characters aren't allowed to cast spells on their monsters or equip them with unsanctioned items. In official duels, the participants and their monsters are watched by judges who use the *detect magic* spell.

✦ If a **Zweikämpfer** suspects foul play, they can appeal to the Izzet League and accuse the evildoer. The Izzet League supports the accuser to find justice.

✦ Alternative rule: Duels between ground based monsters and flying monsters with ranged attacks can be unfair. A monster always has access to a ranged attack, throwing rocks or other items in the vicinity. Such an attack has a range of 20/60 ft. and deals 1d4 damage. The ability modifier is Strength or Dexterity (monster's choice).

CHAPTER 2.

INSTITUTIONAL FRAMEWORK

THIS CHAPTER EXPLAINS ALL OFFICIAL institutions of the **Zweikampf** world.

The smallest but most important gear in the machine is the **Zweikämpfer**. Sanctioned shops sell equipment a **Zweikämpfer** needs to follow their calling. The guilds award *guild signets* to whoever beats their guildmasters in the arena. Then, a **Zweikämpfer** can advance to the final challenge, the Izzet League, and face the **Tenacious Three**.

A RANDOM ZWEIKÄMPFER

Thousands of duelists, called **Zweikämpfer**, swarm across and beneath Ravnica to capture monsters and pit them in duels. Everybody wants to be the very best—the dream of many being to reach the 1st place in the Izzet League and challenge Professor Lohengrin to a **Zweikampf**. Others are completionists and only want to capture all 151 known monsters.

During their journey, the characters might encounter random **Zweikämpfer** on the streets or in forgotten catacombs who yearn for battle. Roll on the A Random Zweikämpfer Appears table (see appendix 3 (1d4 + 1) times to determine what monsters a **Zweikämpfer** has in their roster. The table only includes F, D and C class monsters, as most experienced **Zweikämpfer** compete in the league and don't bother with random street duels. Random encounters therefore don't spoil the surprise of the higher evolutions.

SANCTIONED SHOPS

One can find special Izzet shops across Ravnica. They sell equipment, heal monsters, and offer helpful tips. All shops are operated by a copy of one of Lohengrin's attendants called Belle, using the *simulacrum* spell. The real Belle can be found in Nivix. She is a tall vedalken, who wears a long, pink wig. In general, Belle and her copies are helpful, but she loves a good joke and is known to pull a prank now and again.

SHOP STOCK

Type	Price in zinos
Antitoxin (vial)	25
Chain (10 feet)	5
Counsel	Free
Crowbar	2
Fishing tackle	1
Healing a monster	Free
Hunting trap	5
Potion of healing (common)	50
Potion of healing (greater)	250
Potion of healing (superior)	2500
Special Moves (SM)	250
Special Incantation (SI)	250
Izzet ball (common)	5
Izzet ball (uncommon)	50
Izzet ball (rare)	250
Izzet ball (very rare)	500

THE GUILD ARENAS

Each guild, aside from the Izzet League, operates an arena where **Zweikämpfer** can challenge the guildmaster to earn medals in the form of *guild signets* (GGR). However, before a **Zweikämpfer** is allowed to appear before a guildmaster, they must defeat a guild official, called a screener. Their respective rosters are detailed below. The characters have free choice of how their *guild signet* is presented. It can be a ring as usual, or a pendant, ribbon, or badge. Important to note: the characters only receive one *guild signet* for their group, not one each. A **Zweikämpfer** who has earned at least six of the nine *guild signets* also earns the honor of participating in the Izzet League.

In general, arenas are spacious areas, most often 600 feet in diameter. The **Zweikämpfer** stand on the sidelines while spectators crowd the nearby ranks. A stadium announcer is always present who makes excessive comments about the battle and pushes the audience into a frenzy. Some screeners and guildmasters send special monsters into a *Zweikampf*—for which they have a special Izzet League permit—offering more variety and filling thematic holes.

AZORIUS SENATE

The Azorius Senate arena is located on a plaza near New Prahv—the three pillars loom above the duelists, reminding them to fight in accordance with the rules. Enforcers make sure everything goes smoothly.

Screening. Before facing Isperia, the characters must fight Lavinia (lawful neutral female human **veteran**). Lavinia's roster consists of an **orange faerie dragon**, a **quadrone**, a storm drake (**hippogriff**), and a **giant eagle**.

Guildmaster Isperia. The roster of guildmaster **Isperia** (GGR) consists of a gale drake (**manticore**), a **pentadrone**, a **peryton**, and an **owlbear**.

After defeating Isperia, the characters receive an *Azorius guild signet*. If the characters were respectful and didn't try to bend the rules, each of them also receives an *Azorius charm*.

BOROS LEGION

The Boros Legion arena lies in the center of Sunhome. Human, goblin, and minotaur soldiers cheer on the **Zweikämpfer** from the fortress's battlements while their monsters engage in glorious combat.

Screening. Before facing Aurelia, the characters must fight Guildmage Tajic (lawful good male human **firefist** GGR). Tajic's roster consists of a **fire snake**, a **warhorse**, an armored badger (**ankheg**), and a **skyjec roc** (GGR). Tajic has a special permit to dispatch his roc from the Izzet League, despite it not being on the official monster list.

Guildmaster Aurelia. The roster of **Aurelia** (GGR) consists of a flame-kin (**azer**), a **pegasus**, a **griffon**, and a **quaggoth**. After defeating Aurelia, the characters receive a *Boros guild signet*. If the characters fought ferociously and with honor, each of them also receives a *Boros charm*.

HOUSE DIMIR

House Dimir's arena is hard to find, as it is hidden in the Undercity, far away from Duskmantle.

Dimir guides offer their services to lead interested **Zweikämpfer** to the arena, but often with ulterior motives. A converted secret prison serves as the Dimir stadium. Prisoners cheer on the fighters from their cells, which span ten floors above the arena. Mindmages monitor the duels from bridges above the battleground which crisscross between the different floors.

Screening. Before facing Lazav, the characters must fight Etrata (lawful evil female **vampire**). Etrata's roster consists of a **carrion crawler**, a carrion drake (**giant vulture**), a **death dog**, and a **darkmantle**. When Etrata is on the verge of defeat, she attempts to Charm her challenger and fuddle their orders.

Guildmaster Lazav. Every time the characters challenge **Lazav** (GGR), he appears in a different form, assuming they return for a rematch if they lost the first round. The roster of Lazav consists of a **grick**, a **hook horror**, a **flying horror** (GGR), and a **marrow gnawer** (see chapter 4). After defeating Lazav, the characters receive a *Dimir guild signet*. If the characters did not only come for a **Zweikampf**, but also to kill or spy on Lazav, each of them also receives a *Dimir charm*.

GOLGARI SWARM

The Golgari Swarm welcomes **Zweikämpfer** in the great amphitheater of Korozda. The arena, in the heart of the cathedral, is overgrown with fungus and mushrooms, and the stench of rot assaults the combatants' nostrils. The ranks are crowded with devkarin, kraul, and other dark creatures who never see the light of day during their short, miserable lives.

Screening. Before facing Jarad, the characters must fight Izeni (neutral evil female devkarin **Golgari shaman** GGR). She has a **giant spider**, a **ghast**, and a **myconid adult** in her roster. As her last monster, Izeni creates a **giant scorpion** with her *giant insect* spell (special Izzet permit) and sends it into the arena.

Guildmaster Jarad. The roster of **Jarad Vod Savo** (GGR) consists of a **grell**, a **myconid sovereign**, an **ochre jelly**, and a goliath beetle (**rhinoceros**). After defeating Jarad, the characters receive a *Golgari guild signet*. If the characters didn't use any healing magic or potions during the **Zweikampf**, each of them also receives a *Golgari charm*.

GRUUL CLANS

The Gruul Clans use Skarrg as their stadium. On a rubble-filled pasture, white monoliths mark the confines of the arena. The scent of roasted batterboar wafts through the air, while rabid berserkers cheer on the **Zweikämpfer**—sending spittle and bones across Skarrg. During the night, the great bonfire casts long shadows across the battlefield, making night-battles especially entertaining.

Screening. Before facing Borborygmus, the characters must fight the two-headed ogre Ruric Thar (chaotic evil male **ettin**). He has a **dire wolf**, a **brown bear**, a **tiger**, and a batterboar (**giant boar**) in his roster.

Guildmaster Borborygmus. The roster of Borborygmus consists of a cave bear (**polar bear**), a maaka (**saber-toothed tiger**), a raktusk (**giant elk**), and a war lizard (**allosaurus**). After defeating Borborygmus, the characters receive a *Gruul guild signet*. If the characters partake in a batterboar feast after the **Zweikampf**, eating Ruric Thar's defeated monster, each of them also receives a *Gruul charm*.

ORZHOV SYNDICATE

The Orzhov arena is located on a plaza in front of Orzhova. Orzhov giants secure the premises, and hundreds of indentured spirits float above the battlefield to enjoy the show and make sure everything goes according to the rules—or what the Orzhov make of them.

Screening. Before facing the Obzedat, the characters must fight the interim screener Rym (**deathpact angel**). She is also the Orzhov Syndicate's guild coordinator and serves both functions in absence of a better candidate—the prior screener Teysa Karlov is rotting in prison, for now. Rym's roster consists of a **shadow**, a **ghoul**, a **winged thrull**, a **dust mephit**, and an **indentured spirit** (GGR).

The Obzedat Guildmasters. Each of the five Obzedat dispatches a different monster during the **Zweikampf** according to the Obzedat Monsters table. The duel starts with five monsters in the arena on the Obzedat's side; the characters must follow suit. After defeating the Obzedat, the characters receive an *Orzhov guild signet*. After their victory, the characters can each purchase an *Orzhov charm* for one symbolic zino or a vial of their blood.

OBZEDAT MONSTERS

Name	Monster
Enezsku	Battle thrull (see chapter 4)
Fautomni	Nightmare (special Izzet permission)
Karlof	Gargoyle (special Izzet permission)
Vuliev	Ghast
Xii Xaxosz	Death dog

CULT OF RAKDOS

Rakdos's arena is located on the Festival Grounds in Rix Maadi. Fire shows illuminate the combatants and send black clouds billowing across the sand; high-wire acrobats dance on tightropes that span across the battleground; little devils dance to the sound of canonized performers.

Screening. Before facing Rakdos, the characters must defeat Judith, the Scourge Diva (chaotic evil female human **blood witch** GGR). Her roster consists of a **grave scarab** (see chapter 4), a **cackler** (GGR), a **giant constrictor snake**, and a **death dog**.

Guildmaster Rakdos. The roster of Rakdos consists of a **spined devil**, a **bearded devil** (special Izzet permit), a **hellhound**, and a **fire snake**. After defeating Rakdos, the characters receive a *Rakdos guild signet*. If the characters are sly and attempt to exploit every weakness, each of them also receives a *Rakdos charm*.

SELESNYA CONCLAVE

The arena of the Selesnya Conclave lies on a platform built on one of Vitu-Ghazi's strongest branches. Elves trickle colorful leaves from the boughs above and eagles pull colorful ribbons, soaring through the air. The scent of bork and saffron lies in the air while monsters struggle with claws against paws.

Screening. Before facing Trostani, the characters must defeat Emmara Tandris (lawful good female elf **horncaller** GGR). Her roster consists of a **vine blight**, a **giant poisonous snake**, a **pseudo dragon**, and a **black bear**.

Guildmaster Trostani. When the time to duel **Trostani** (GGR) arrives, the three dryads emerge from the branch that carries the arena to face the characters. Their roster consists of an **awakened tree**, a **giant constrictor snake**, and a **winter wolf**. After defeating Trostani, the characters receive a *Selesnya guild signet*. If the characters fought with care and treated their monsters well, each of them also receives a *Selesnya charm*.

SIMIC COMBINE

The Simic Combine arena is located in Zonot Seven. A submerged glass dome has a clear view into the illuminated water above, offering glimpses of schools of colorful fish and gigantic benthids. This arena is a special one: It is a huge pool of water that counts as difficult terrain for all monsters without a swimming speed. Vedalken and humans watch the **Zweikampf** from the ranks, while merfolk swim and watch from the sidelines inside the arena pool.

Screening. Before facing Zegana, the characters must defeat the sentient ooze Specimen 89. It has the statistics of a **black pudding** but can telepathically communicate with creatures within 600 feet of it. Its roster consists of an **ochre jelly**, a **hunter shark**, an inkeye benthid (**giant octopus**), and a **category 1 krasis** (GGR) with the Aquatic adaptation from the Minor Adaptations table.

Prime Speaker Zegana. The roster of Zegana consists of a **killer whale**, a **giant toad**, and two **category 1 krasis** which both have the Aquatic adaptation from the Minor Adaptations table. One krasis also has the Acidic Skin adaptation and the other the Armored Hide adaptation from the Major Adaptations table. After defeating Trostani, the characters receive a *Simic guild signet*. If the characters only fought with monsters that have a swimming speed, each of them also receives a *Simic charm*.

THE IZZET LEAGUE

A **Zweikämpfer** who has won at least six of the nine *guild signets* has earned the honor to participate in the Izzet League. The Izzet League's arena is located in a triple-secure, sound-proof chamber in the heart of Nivix. Izzet chemists and their experiments watch from behind shatterproof glass and cheer on the **Zweikämpfer** with shouts and fireworks. However, standing inside the arena, you hear nothing but an eerie silence.

Confusingly, the Izzet League isn't a league, but a series of challenges the characters must overcome to gain the opportunity to fight Professor Lohengrin himself. Rumor has it that the reward for defeating the professor is a *mizzium Izzet ball*. The challenges consist of the strongest and most famous **Zweikämpfer** in all Ravnica, the **Tenacious Three**. Their rosters and characteristics are explained below.

IX'TRA SPICE

Ix'tra Spice (lawful good female **dryad**) is the pride of the Selesnya Conclave. She made it into the **Tenacious Three** as the only real guild representative, and biodegradable posters of her plaster the trees of Precinct Three. All sprouts and shoots want to be her when they are all grown up. Ix'tra Spice has red chili peppers growing on her body, forming a skirt and top, contrasting her green body. The following table shows her roster:

IX'TRA SPICE'S MONSTERS

Monster	Modification
Awakened tree	SI: <i>cure wounds</i>
Giant constrictor snake	
Myconid sovereign	
Winter wolf	SI: <i>shield</i>
Owlbear	
Raktusk (giant elk)	SI: <i>hunter's mark</i>

THE MASKED KÄMPFER

Counter to popular belief, Jace Beleren hasn't abandoned Ravnica to walk the planes. He is just out there every day, catching monsters and living the **Zweikämpfer** life. Behind a mask of molten mizzium, hides the Living Guild-pact, Jace. The enigmatic duelist conceals his identity to escape his duties and slack off in the **Tenacious Three** lounge. His fans call him the Masked Kämpfer. The following table shows his roster:

THE MASKED KÄMPFER'S MONSTERS

Monster	Modification
Displacer beast	
Æther hound (see chapter 4)	
Phase spider	SI: <i>faerie fire</i>
Spectator	
Giant eagle	SI: <i>hunter's mark</i>
Category 1 krasis (GGR)	Flight and Grabber adaptations

GOTHIC

Gothic (neutral female human **noble**), real name Alix Karlov, is the daughter of Teysa and an officially unknown third party. Unofficially, everybody knows that Tajic is Alix's father. Rebelling against the Orzhov Syndicate, Gothic became a **Zweikämpfer** and quickly rose through the ranks. She wears gloomy, black makeup and conducts herself likewise. The following table shows her roster:

GOTHIC'S MONSTERS

Monster	Modification
Hook horror	SM: Trip Attack
Mummy	SM: Precision Attack
Flying horror (GGR)	SI: <i>bane</i>
Gibbering moulder	
Grell	
Carrion drake (see chapter 4)	

For 'ze last time:

Please leave 'ze TT-lounge as you have found it. I am not your Kindermädchen!

And congratulations to whoever ate my yogurt. This time, I poisoned it. You can get the antidote from my office.

Ph

PROFESSOR LOHENGRIN

Professor Lohengrin, the mad genius who invented the **Zweikampf**, is the commander of the **Tenacious Three** and can only be challenged once the characters have overcome Ix'tra Spice, The Masked Kämpfer, and Gothic. Once the characters have defeated the professor, he takes them to his secret laboratory and hands them the legendary *mizzium Izzet ball*.

Seeing that the characters are the mightiest **Zweikämpfer** of all, he can also task them with a final quest—to save or destroy Ravnica, depending on what is more enjoyable. Additionally, Professor Lohengrin also shows the characters a secret passage. Following it, he says, the characters can find Niv-Mizzet, who is interested in meeting and fighting them—in a **Zweikampf**, of course.

The following table shows the professor's roster:

PROFESSOR LOHENGRIN'S MONSTERS

Monster	Modification
Tri-critical mephit (see chapter 4)	
Carbon matrix mephit (see chapter 4)	
Vulcanized mephit (see chapter 4)	
Category 1 krasis (GGR)	Acidic Skin and Armored Hide adaptations
Category 1 krasis (GGR)	Venomous Sting, Flight, and Regeneration adaptations
Blistercoil weird (GGR)	Yes, you read that right.

NIV-MIZZET

Naturally, Niv-Mizzet, the dragon guildmaster of the Izzet League indulges in **Zweikampf** as well. However, in his vanity, he wants to stand above all and has a very special roster. He is still waiting for worthy challengers in his aerie. If the characters defeat Niv-Mizzet, he shortly considers roasting them on the spot, but then hands them their reward: the *scarlet Izzet ball*. The following table shows Niv-Mizzet's roster:

NIV-MIZZET'S MONSTERS

Monster	Modification
Pseudodragon	
Black dragon wyrmling	SI: ray of sickness
Bronze dragon wyrmling	
Green dragon wyrmling	
Silver dragon wyrmling	
White dragon wyrmling	SI: cure wounds

FINALLY, SOME FRESH
FACES. I HAVE LONG GROWN
WEARY OF LOHENGRIN'S
CHALLENGES. IT IS A
LONESOME LIFE AT THE
TOP, FIGURATIVELY AND
LITERALLY—AS YOU CAN SEE.

NOW, WHAT HAVE YOU
BROUGHT ME? I HOPE
SOMETHING THAT SPITS FIRE
AND LIGHTNING, THOSE ARE
MY FAVORITES.

- NIV-MIZZET



CHAPTER 3.

MONSTERS IN RAVNICA

MONSTERS HIDE IN RAVNICA IN EVERY NOOK and cranny, under every stone and pebble. Finding and capturing them is the bread and butter of a **Zweikämpfer**. This chapter details how characters can start their **Zweikampf** journey, and introduces locations where characters can expand their roster.

The Ravnica Monsters tables 1 and 2 (see appendix) show all sanctioned monsters. These, the **Zweikämpfer** can send into battle without further scrutiny. However, this doesn't mean the characters can't capture other monsters. For example, if the characters were to capture a **gelatinous cube**, they can visit Professor Lohengrin. He gives special permission to use extra-ordinary monsters in official duels—for a fee. These monsters don't have an evolution chain and are therefore not included in the official list. Carrying on that premise, they can't be encountered using the tables found in this chapter.

Monster Hunting. There are two possible ways to find and capture new monsters in Ravnica. Either the characters encounter them naturally during an adventure, or they go on a monster hunt. The tables found hereafter randomize monster encounters during such a hunt. A hunt involves 2 hours of scouting, searching for tracks, dodging shifty figures, and excitement. Per day, the characters can attempt eight hunts without risking exhaustion, assuming they don't travel between neighborhoods or precincts. For ease of use, assume 1 hour of travel on foot between neighborhoods and 3 hours of travel on foot between precincts.

ENCOUNTER TYPES

Most important of all, there are **Monster** encounters. The characters find one or more monsters "in the wild" and can attempt to catch them. The chance to encounter a monster depends on location and rarity. **Trainer** encounters are friendly or unfriendly duelists who want to duel the characters. Roll on the A Random Zweikämpfer Appears table (appendix) to determine their roster. **Trouble** encounters involve NPCs who aren't playing the game and want to spoil the characters' fun. They either want to rob, kill, or evict the characters, depending on their location.

Monster Encounter. This encounter type is straight forward. The characters can fight the monster and capture it. Depending on their location, this might make waves. For example, the characters could catch a noble's pup in plain sight. They better make a run for it then or be really stealthy—always have the rules for chases handy.

Trainer Encounter. When the characters encounter a trainer, they are challenged to an official **Zweikampf**. It is possible to just simply decline, but this lowers the characters' standing within the **Zweikampf** community. After declining too many challenges, the other duelists ridicule the characters for being poltroons, and laughter follows them everywhere. Losing a **Zweikampf** is of no further consequence, neither to the characters' resources nor reputation—unless they agreed to a wager or cheated.

Getting into Trouble. The six precincts and their numerous neighborhoods are very different in terms of law enforcement and guild affiliation. The reason behind the trouble mechanic is to make hunts exciting and to “encourage” the characters to explore different parts of Ravnica.

The characters can get into trouble with all guilds if they poach in their controlled areas. The neighborhood subsections offer short guidance on who the characters can get into trouble with and how difficult it is to elude repercussions.

The characters have complete freedom in their handling of the situation, but the type of guild strongly dictates how receptive their forces are to imaginative solutions. For example, Azorius Senate troops aren’t easily intimidated, while Orzhov Syndicate thugs are easily bribed. However, a simple persuasion attempt is the most common solution. Simply running away and waiting for things to cool off is always an option. Use best judgement in all circumstances.

EMERGENCY LAWS

EFFECTIVE IMMEDIATELY, THE AZORIUS SENATE ENACTS THE FOLLOWING EMERGENCY LAWS.

§1 TERMINOLOGY

1. NON-SANCTIONED DUEL: A ZWEIKAMPF BETWEEN INDIVIDUALS WITHOUT AZORIUS GUILD AFFILIATION OR SPECIAL PERMIT.

2. IZZET BALL: A CONTRAPTION TO CATCH CREATURES PRODUCED AND SOLD BY THE IZZET LEAGUE.

§2

NON-SANCTIONED DUELS ON AZORIUS GUILD PREMISES ARE PROHIBITED.

§3

CARRYING EMPTY IZZET BALLS ON AZORIUS GUILD PREMISES IS PROHIBITED.

PRECINCT ONE

TENTH DISTRICT PLAZA

The Tenth District Plaza is a tranquil meeting place for the rich and famous with the highest arrester density in all Ravnica. A great area to catch exotic pets for sure, but the risk of trouble is extremely high.

Trouble. If the characters get into trouble, they must succeed on a DC 15 Charisma (Persuasion) check or get evicted for one day. This escalates to a 50 zino fine and then arrest for repeat offenders.

TENTH DISTRICT PLAZA HUNT ENCOUNTERS

d100	Type	Description
1 - 50	Trouble	Two veterans and one precognitive mage (GGR)
51 - 75	Trouble	Two guards
76 - 85	Monster	Dog pup (jackal)
86 - 90	Monster	Eagle
91 - 95	Monster	Owl
96 - 98	Monster	Servitor thrull (GGR)
99	Monster	Blink dog
100	Monster	Pseudodragon

CHAMBER OF THE GUILDPACT

The Chamber of the Guildpact is a veritable hive, bustling with activity. Although there are many guards around, they have a hard time patrolling the structure’s twisted corridors.

Trouble. If the characters get into trouble, they must succeed on a DC 15 Charisma (Persuasion) check or get evicted for one day. This escalates to a 50 zino fine and then arrest for repeat offenders.

CHAMBER OF THE GUILDPACT HUNT ENCOUNTERS

d100	Type	Description
1 - 50	Trouble	Two veterans and one precognitive mage (GGR)
51 - 70	Monster	Cat
71 - 80	Monster	Eagle
81 - 90	Monster	Owl
91 - 95	Monster	Hunter eagle (see chapter 4)
96 - 99	Monster	Giant owl
100	Monster	Blink dog

PLAZA EAST

Plaza East is the home of many dignitaries, where carriages go to and fro in the morning and evening. While the officials are hard at work, back-room dealing and backstabbing, servants walk their pets.

Trouble. If the characters get into trouble, they must succeed on a DC 12 Charisma (Persuasion) check or be fined 10 zinos each. This escalates to arrest for repeat offenders.

PLAZA EAST HUNT ENCOUNTERS

d100	Type	Description
1 - 20	Trouble	Four guards
21 - 40	Trainer	One trainer demands a Zweikampf!
41 - 70	Monster	Dog pup (jackal)
71 - 80	Monster	Drake (hawk)
81 - 90	Monster	Pony
91 - 95	Monster	Mastiff
96 - 100	Monster	Riding horse

PLAZA WEST

Orzhov nightclubs and restaurants dominate this area of Precinct One. Security is more lax than in other areas, but Orzhov thugs are on the prowl as well.

Trouble. If the characters get into trouble, they must succeed on a DC 14 Charisma (Persuasion) check or be fined 50 zinos each. This escalates to severe beating for repeat offenders.

PLAZA WEST HUNT ENCOUNTERS

d100	Type	Description
1 - 20	Trouble	Three thugs and one acolyte
21 - 40	Trouble	Four guards
41 - 50	Trainer	One trainer demands a Zweikampf!
51 - 70	Monster	Cat
71 - 80	Monster	Dog pup (jackal)
81 - 90	Monster	Drake (hawk)
91 - 95	Monster	Shade (see chapter 4)
96 - 100	Monster	Prankster (see chapter 4)

PLAZA SOUTH

Plaza South features many shops, merchants, and crafters. The Orzhov Syndicate has a tight leash on many, running racketeering schemes collecting tithes.

Trouble. If the characters get into trouble, they must succeed on a DC 14 Charisma (Persuasion) check or be fined 10 zinos each. This escalates to severe beating for repeat offenders.

Sanctioned Shop. A sanctioned Izzet League shop is located on Plaza South.

PLAZA SOUTH HUNT ENCOUNTERS

d100	Type	Description
1 - 20	Trouble	Three thugs and one acolyte
21 - 40	Trouble	Four guards
41 - 50	Trainer	One trainer demands a Zweikampf!
51 - 70	Monster	Cat
71 - 80	Monster	Servitor thrull (CGR)
81 - 98	Monster	Shade (see chapter 4)
99	Monster	Winged thrull (CGR)
100	Monster	Shadow

Decree of the Ghost Council

The Orzhov Syndicate must adapt to thrive in the new world that is dominated by Zweikampf.

Henceforth, all trespassers who break into guild premises to kill or abduct thrulls, spirits, and other guild property shall be arrested and interrogated.

Their monsters shall be confiscated and be brought before the Obzedat. The creatures will either die and brought back as ghosts or given into the care of loyal guild members.

— Pontiff Ahsahod

ORZHOVA

In the Orzhov Syndicate guildhall, a good haul awaits **Zweikämpfer** bold enough to go hunting here. The risk is high, and many inhabitants of Ravnica have vanished in these halls, never to return. Others have returned as indentured spirits.

Trouble. If the characters get into trouble, they must succeed on a DC 15 Charisma (Persuasion) check or get evicted for one day. This escalates to arrest and imprisonment for repeat offenders.

ORZHOVA HUNT ENCOUNTERS

d100	Type	Description
1 - 20	Trouble	Two veterans and one priest
21 - 40	Trouble	Three thugs and one acolyte
41 - 60	Trouble	Four guards
61 - 80	Monster	Homunculus
81 - 90	Monster	Servitor thrull (GGR)
91 - 98	Monster	Winged thrull (GGR)
99	Monster	Indenture spirit (GGR)
100	Monster	Battle thrull (see chapter 4)

VIZKOPA BANK

Zweikämpfer who go on a hunt in and around the Vizkopa Bank must be mad or extremely skilled. Living and undead guards patrol the premises and ancient vaults. Dealing with intruders is a short process; the vaults can secure prisoners just as well as treasures.

Trouble. If the characters get into trouble, they must succeed on a DC 15 Charisma (Persuasion) check or get arrested and imprisoned.

VIZKOPA BANK HUNT ENCOUNTERS

d100	Type	Description
1 - 20	Trouble	Two knights and four gargoyles
21 - 40	Trouble	Two veterans and one priest
41 - 70	Trouble	Six guards
71 - 80	Monster	Winged thrull (GGR)
81 - 90	Monster	Shadow
91 - 95	Monster	Indenture spirit (GGR)
96 - 100	Monster	Battle thrull (see chapter 4)

Report

The number of Zweikampf related break-ins and robberies has increased one hundred thirteen-fold in recent weeks.

We have dispatched additional arresters but the recruits prove to be inadequate. It is imperative that we train and equip our troops better to uphold the law and the good reputation of the Senate.

I request additional funding to acquire improved equipment:

- ❖ 10,000 Izzet balls (common)
- ❖ 1,000 potions of healing
- ❖ 1,000 eagles or owls

- Arrester Mara Laine

PRECINCT TWO

NEW PRAHV

In the Azorius Senate guildhall, bureaucrats, judges, emissaries, and other dignitaries carry out their duties in the three gigantic columns that make up New Prahv. Naturally, the security in and around New Prahv is tighter than the eye of a needle.

Trouble. If the characters get into trouble, they must succeed on a DC 15 Charisma (Persuasion) check or get evicted for one day. This escalates to arrest for repeat offenders.

NEW PRAHV HUNT ENCOUNTERS

d100	Type	Description
1 - 30	Trouble	One lawmage (GGR) and two knights
31 - 50	Trouble	Two veterans and one precognitive mage (GGR)
51 - 80	Trouble	Four guards
81 - 85	Monster	Snapper drake (blood hawk)
86 - 90	Monster	Monodrone
91 - 95	Monster	Duodrone
96 - 100	Monster	Giant Eagle

WHITESTONE AND GRIFFIN HEIGHTS

Whitestone and Griffin Heights are residential districts. Potential gains aren't high, but at least the risk isn't high either.

Sanctioned Shop. A sanctioned Izzet League shop is located in Griffin Heights.

Trouble. If the characters get into trouble, they must succeed on a DC 14 Charisma (Persuasion) check or be fined 10 zinos each.

WHITESTONE AND GRIFFIN HEIGHTS HUNT ENCOUNTERS

d100	Type	Description
1 - 20	Trouble	Four guards
21 - 40	Trainer	One trainer demands a Zweikampf!
41 - 60	Monster	Spider
61 - 80	Monster	Cat
81 - 90	Monster	Riding horse
91 - 100	Monster	Servitor thrull (GGR)

AUGUSTIN STATION AND MILLENNIAL PLATFORM

Augustin Station is the largest airship harbor in the Tenth District. The most popular destination is the Millennial Platform, a floating island for the rich and famous. Reroll results of 91 or higher and 20 or lower on the table if the characters hunt around Augustin Station. The full range of encounters is only available on the Millennial Platform.

Trouble. If the characters get into trouble, they must succeed on a DC 13 Charisma (Persuasion) check or get evicted for one day. This escalates to a fine of 50 zinos and then arrest for repeat offenders.

AUGUSTIN STATION AND PLATFORM HUNT ENCOUNTERS

d100	Type	Description
1 - 20	Trouble	Two veterans and one precognitive mage (GGR)
21 - 30	Trouble	Four guards
31 - 50	Monster	Eagle
51 - 70	Monster	Owl
71 - 90	Monster	Snapper drake (blood hawk)
91 - 100	Monster	Air mephit (see chapter 4)

STATUE OF AGRUS KOS

The statue of Agrus Kos is where many **Zweikämpfer** meet to duel. The Azorius Senate declared it an official battle zone where one can throw down. If you're interested in some **Zweikampf** action, come here to fight—under the appraising eyes of Dimir spies and arresters who wished they were off duty to join the fun.

Zweikampf! When the characters visit the statue, if they so desire, roll on the A Random Zweikämpfer Appears table to generate a challenge for them.

PRECINCT THREE

VITU-GHAZI

The Selesnya Conclave guildhall is a humongous tree in the center of Precinct Three. It is only surpassed in height by New Prahv, deliberately designed to over-tower Vitu-Ghazi by Azorius architects with an inferiority complex. Avian creatures bustle in the branches and beasts roam the halls. Since Ix'tra Spice represents the guild as one of the **Tenacious Three**, the Conclave is very much into **Zweikampf** and very accommodating.

Trouble. If the characters get into trouble, they must succeed on a DC 12 Charisma (Persuasion) check or get a stern reprimand. This escalates to a ban for a day and then arrest for repeat offenders.

VITU-GHAZI HUNT ENCOUNTERS

d100	Type	Description
1 - 20	Trouble	Two scouts and one horncaller (GGR)
21 - 40	Trainer	One trainer demands a Zweikampf!
31 - 50	Monster	Lizard
51 - 60	Monster	Eagle
61 - 70	Monster	Drake (hawk)
71 - 80	Monster	Awakened shrub
81 - 90	Monster	Twig blight
91 - 95	Monster	Snapper drake (blood hawk)
96 - 100	Monster	Needle blight

IX'TRA SPICE FANSHOP

SUPPORT YOUR LOCAL HERO AND GET YOUR
IX'TRA SPICE MEMORABILIA HERE.'

IX'TRA SPICE BADGE - 1 ZINO

IX'TRA SPICE PILLOW - 10 ZINOS

IX'TRA SPICE WATERING CAN - 20 ZINOS

GENUINE IX'TRA SPICE CHILIS - 100 ZINOS

WHILE STOCK LASTS.'

THE CANOPY

The Canopy is a calm residential district. Unless there is a **Zweikampf** going on, of which there are many. Behind every other tree, a **Zweikämpfer** lurks, ready to pounce and throw down the gauntlet.

THE CANOPY HUNT ENCOUNTERS

d100	Type	Description
1 - 50	Trainer	One trainer demands a Zweikampf!
51 - 70	Monster	Spider
71 - 90	Monster	Awakened shrub
91 - 100	Monster	Poisonous snake

THE GREAT CONCOURSE

The Great Concourse is a hub of activity. Hagglng traders and battling **Zweikämpfer** form a cacophony of shouting.

Sanctioned Shop. A sanctioned Izzet League shop is located in the Great Concourse.

Zweikampf! When the characters visit the Great Concourse, if they so desire, roll on the A Random Zweikämpfer Appears table to generate a challenge for them.

CONCORDANCE

Concordance, the former Orzhov residential district, is an overgrown and shadowy place. Many strange monsters wander in this unregulated area, making it a prime spot for **Zweikämpfer** on a hunt.

CONCORDANCE HUNT ENCOUNTERS

d100	Type	Description
1 - 20	Trainer	One trainer demands a Zweikampf!
21 - 30	Monster	Spider
31 - 40	Monster	Awakened shrub
41 - 50	Monster	Bat
51 - 60	Monster	Crawling claw
61 - 70	Monster	Lemure
71 - 80	Monster	Badger
81 - 90	Monster	Frog
91 - 100	Monster	Earth mephit (see chapter 4)

BEAST HAVEN

Beast Haven offers access to monsters usually only found in the rubblebelt. Both options come with problems. Most beasts in Beast Haven are property of somebody, and there is considerable security. In the rubblebelt, the Gruul Clans will find you and skin you alive. On second thought, maybe Beast Haven isn't such a bad option after all.

Trouble. If the characters get into trouble, they must succeed on a DC 12 Charisma (Persuasion) check or get evicted for one day. This escalates to a fine of 50 zinos and then arrest for repeat offenders.

BEAST HAVEN HUNT ENCOUNTERS

d100	Type	Description
1 - 30	Trouble	Three scouts
31 - 50	Monster	Baboon
51 - 70	Monster	Wolf pup (hyena)
71 - 80	Monster	Deer
81 - 90	Monster	Boarling (see chapter 4)
91 - 95	Monster	Panther
96 - 100	Monster	Brushstrider (elk)

PRECINCT FOUR

SUNHOME

The Boros Legion guildhall is an immovable stronghold in the heart of Precinct Four. There are no non-combatants in the Legion, rendering a hunt in Sunhome an arduous task. However, the Boros foundries and forges teem with rare monsters, making the bastion an interesting target.

Trouble. If the characters get into trouble, they must succeed on a DC 14 Charisma (Persuasion) check or get fined 10 zinos each. This escalates to severe beating and then imprisonment for repeat offenders.

SUNHOME HUNT ENCOUNTERS

d100	Type	Description
1 - 20	Trouble	Two veterans and three soldiers (GGR)
21 - 50	Trouble	Three soldiers (GGR)
51 - 60	Trainer	One trainer demands a Zweikampf!
61 - 70	Monster	Riding horse
71 - 80	Monster	Kindling (see chapter 4)
91 - 99	Monster	Fire mephit (see chapter 4)
100	Monster	Magmin

NIVIX

Nivix is the seat of the Izzet League. If you're looking for trouble or escaped experimental specimens, you have come to the right place. As with all guildhalls, security is no laughing matter. And you wouldn't want to get in bad graces with the Izzet League as a **Zweikämpfer**.

Sanctioned Shop. A sanctioned Izzet League shop is located in Nivix.

Trouble. If the characters get into trouble, they must succeed on a DC 12 Charisma (Persuasion) check or be fined 10 zinos each. This escalates to a one year ban for repeat offenders.

According to 'ze latest report, we are now producing over one thousand Izzet balls per day. 'Zese are rookie numbers!

Send prospectors to search for rich ore veins and ask 'ze Syndicate for more fleshimages. Use your brains for once!

Ph

NIVIX HUNT ENCOUNTERS

d100	Type	Description
1 - 20	Trouble	One galvanice weird (GGR) and a chemister (mage)
21 - 50	Trouble	Three scorchbringer guard (GGR)
51 - 70	Monster	Random mephit (see chapter 4)
71 - 80	Monster	Smoke mephit
81 - 90	Monster	Steam mephit
91 - 99	Monster	Mud mephit
100	Monster	Flumph

THE BULWARK

A drab residential and manufacturing area. Boros patrols are common to keep the failed Izzet experiments at bay. Nothing more to be said, just get out there and start hunting.

Trouble. If the characters get into trouble, they must succeed on a DC 10 Charisma (Persuasion) check or be fined 10 zinos each.

THE BULWARK HUNT ENCOUNTERS

d100	Type	Description
1 - 20	Trouble	One veteran and two soldiers (GGR)
21 - 30	Trainer	One trainer demands a Zweikampf!
31 - 60	Monster	Rat
61 - 80	Monster	Dog pup (jackal)
81 - 90	Monster	Monodrone
91 - 95	Monster	Pony
96 - 100	Monster	Servitor thrull (GGR)

SKARRG

Whatever goes for a Gruul Clan guildhall, this ruinous, open area, which also serves as the Gruul arena, is the location of many barbecues—or “barbies,” as the Gruul call them. There are more boars than people here and the encounters unfold likewise.

Zweikampf! The roster of the **Zweikämpfer** the characters meet in Skarrg is not determined by the random table. Instead, they all have one **boar** and two (1d6 - 1) **boarlings** (see chapter 4).

SKARRG HUNT ENCOUNTERS

d100	Type	Description
1 - 70	Trainer	One trainer demands a Zweikampf!
71 - 90	Monster	Boarling (see chapter 4)
91 - 100	Monster	Boar

agent lotus has called for
immediate extraction.

only last month, she had
finally advanced in rank and
was working closely with
that maniac lohengrin.

now, lotus reports to be
suffering from a severe
poisoning - most probably
she fell victim to izzet
counterintelligence.

i recommend postponing
operation reichenbach falls
until we plant a new agent.



PRECINCT FIVE

ZONOT SEVEN

Zonot Seven—a gigantic sinkhole in the heart of Ravnica—is the location of Zameck and many aquatic monsters. Gills are a big upside if one wants to reach the most yielding hunting grounds. Reroll results on the Zonot Seven Hunt Encounters table of 81 or higher and of 10 or lower if the characters can't breathe underwater, for example with the use of a *water breathing* spell. Helpful students hang around the area who offer to cast the spell for a small fee of 2 zinos per character—one of the more wholesome ways to pay for university.

Trouble. If the characters get into trouble, they must succeed on a DC 13 Charisma (Persuasion) check or get evicted for one day. This escalates to a fine of 50 zinos and then arrest for repeat offenders.

ZONOT SEVEN HUNT ENCOUNTERS

d100	Type	Description
1 - 10	Trouble	Two merfolk enforcers (marrows) and three merfolk
11 - 20	Trouble	Three hybrid spies (GGR)
21 - 40	Monster	Crab
41 - 60	Monster	Quipper
61 - 80	Monster	Octopus
81 - 85	Monster	Slaad tadpole
86 - 90	Monster	Giant crab
91 - 95	Monster	Reef shark
96 - 100	Monster	Deepfang benthid (see chapter 4)

THE BLISTERCOILS

The Blistercoils are a gigantic generator. Few Ravnica inhabitants understand how they function. Some of their creators are still guessing as well. Elementals and other weird creatures are magically drawn to this place. Therefore, and because of the many crazed **Zweikämpfer**, the Izzet League makes sure nobody fiddles around with the highly explosive machinery. Guards are stationed around every corner.

Trouble. If the characters get into trouble, they must succeed on a DC 14 Charisma (Persuasion) check or be fined 50 zinos. This escalates to arrest for repeat offenders.

THE BLISTERCOILS HUNT ENCOUNTERS

d100	Type	Description
1 - 20	Trouble	One galvanice weird (GGR) and a chemister (mage)
21 - 50	Trouble	Three scorchbringer guard (GGR)
51 - 60	Trainer	One trainer demands a Zweikampf!
61 - 70	Monster	Crab
71 - 80	Monster	Quipper
81 - 90	Monster	Octopus
91 - 95	Monster	Water mephit (see chapter 4)
96 - 100	Monster	Steam mephit

HIGHTOWER

Hightower is a residential district with only a few escaped experiment subjects springing around.

Trouble. If the characters get into trouble, they must succeed on a DC 14 Charisma (Persuasion) check or be fined 10 zinos each.

HIGHTOWER HUNT ENCOUNTERS

d100	Type	Description
1 - 20	Trouble	Four guards
21 - 30	Trainer	One trainer demands a Zweikampf!
31 - 60	Monster	Cat
61 - 70	Monster	Dog pup (jackal)
71 - 80	Monster	Drake (hawk)
81 - 90	Monster	Owl
91 - 99	Monster	Homunculus
100	Monster	Category 0 krasis (see chapter 4)

PRISM UNIVERSITY

The students at Prism University rank among the most powerful **Zweikämpfer** out there. Their intelligence is above average, and their parents pay the education fees while they duel by day and party by night. Stepping into this battleground can be dangerous, but might also fetch a good catch.

PRISM UNIVERSITY HUNT ENCOUNTERS

d100	Type	Description
1 - 70	Trainer	One trainer demands a Zweikampf!
71 - 90	Monster	Homunculus
91 - 95	Monster	Monodrone
96 - 100	Monster	Servitor thrull (GGR)

ISMERI LIBRARY

House Dimir has things firmly under control in Ismeri Library. Students who complain about strange shadows vanish for a few days but return eventually—with fresh scars on their craniums. There are many secrets and monsters to be found in Ismeri, but beware—Dimir librarians are foes one shouldn't trifle with.

Trouble. If the characters get into trouble, they must succeed on a DC 14 Charisma (Intimidation) check or get “arrested.” They end up in a Dimir secret prison that serves as the House Dimir arena. Handlers attempt to turn the characters.

ISMERI LIBRARY HUNT ENCOUNTERS

d100	Type	Description
1 - 50	Trouble	Three spies and one thought spy (GGR)
51 - 90	Monster	Shade (see chapter 4)
91 - 99	Monster	Smoke mephit
100	Monster	Shadow

PRECINCT SIX

SMELTING QUARTER

Heavy industry and military installations dominate the Smelting Quarter. The streets are thick with Boros patrols and roving goblins. Hunting in a *de facto* warzone can be dangerous, but also fun.

Trouble. If the characters get into trouble with a Boros patrol, they are fined 10 zinos each. If the characters get into trouble with the goblins, they must pay a road duty of 25 zinos, or the goblins attack.

SMELTING QUARTER HUNT ENCOUNTERS

d100	Type	Description
1 - 20	Trouble	A goblin boss and six goblins
21 - 40	Trouble	One veteran and two soldiers (GGR)
41 - 50	Trainer	One trainer demands a Zweikampf!
51 - 70	Monster	Rat
71 - 80	Monster	Lemure
81 - 90	Monster	Monodrone
91 - 95	Monster	Fire mephit (see chapter 4)
96 - 100	Monster	Servitor thrull (GGR)

GORE HOUSE

A famous Rakdos painclub. One should tread carefully in the Gore House, special rules apply. Some bloodthirsty **Zweikämpfer** flout the official sanctions and fight deadly battles with their monsters.

Zweikampf! In a special arena, the characters can fight deadly battles. This means that the losing monster is killed, in every case. Rewards aren't distributed for winning, but for spilling blood. The characters receive 50 zinos for each monster they kill and 10 zinos for each monster they lose. Only monsters of C-Class (CR 1/4) can participate.

Trouble. The Cult of Rakdos takes no prisoners. If the characters get caught hunting in or around the Gore House, the Rakdos troops attack. The first time, they only knock the characters unconscious and loot them. Repeat offenders get killed.

GORE HOUSE HUNT ENCOUNTERS

d100	Type	Description
1 - 70	Trouble	Three berserkers and two acolytes
71 - 90	Monster	Lemure
91 - 95	Monster	Prankster (see chapter 4)
96 - 100	Monster	Magmin

MEDORI PARK

Gigantic brown warehouses and lots of undead are Medori Park's main attractions. **Zweikämpfer** swarm into the "park" in droves. They creep into sewage pipes, crack open coffin shaped crates, and smash clay vases. Monsters could be hiding anywhere and everywhere. The Orzhov Syndicate sends through the occasional patrol, but otherwise, everything is up for grabs.

Trouble. If the characters get into trouble, they must succeed on a DC 14 Charisma (Persuasion) check or be fined 10 zinos each. This escalates to severe beating and looting for repeat offenders.

MEDORI PARK HUNT ENCOUNTERS

d100	Type	Description
1 - 20	Trouble	One priest and four guards
21 - 30	Trainer	One trainer demands a Zweikampf!
31 - 60	Monster	Spider
61 - 70	Monster	Bat
71 - 80	Monster	Crawling claw
81 - 90	Monster	Lemure
91 - 98	Monster	Gutter drake (vulture)
99	Monster	Zombie
100	Monster	Skull Drake (see chapter 4)

DEADBRIDGE CHASM AND WAYPORT

Undead, Gulgari operatives, and worse stream from Deadbridge Chasm. Some are benign, others slither out of the damp darkness to kill and consume. The area is picked pretty clean due to the exotic creatures and lack of oversight.

DEADBRIDGE CHASM AND WAYPORT HUNT ENCOUNTERS

d100	Type	Description
1 - 30	Trainer	One trainer demands a Zweikampf!
31 - 50	Monster	Spider
51 - 70	Monster	Bat
71 - 80	Monster	Crawling claw
81 - 90	Monster	Slime (see chapter 4)
91 - 100	Monster	Scale chick (see chapter 4)

BENZER'S BRIDGE

Benzer's Bridge is an exciting place. Strange folk visiting the Tenth District pass through here, the Cult of Rakdos operates a multitude of secret clubs, and nobody is responsible for security. Understandably, the **Zweikämpfer** go ham. There is fighting everywhere, and elderly travelers clutch their pearls in horror—until they capture their first monster and join in on the fun.

Sanctioned Shop. A sanctioned Izzet League shop is located on Benzer's Bridge.

BENZER'S BRIDGE HUNT ENCOUNTERS

d100	Type	Description
1 - 40	Trainer	One trainer demands a Zweikampf!
41 - 70	Monster	Rat
71 - 90	Monster	Bat
91 - 95	Monster	Shade (see chapter 4)
96 - 100	Monster	Prankster (see chapter 4)

RUBBLEBELT

The rubblebelt consists of various ruined areas around the Tenth District, including the Red Wastes. Feral beasts roam these oases, together with the Gruul Clans. Hunting for monsters in the rubblebelt is near suicidal, but that would never stop a true **Zweikämpfer**.

Trouble. The Gruul fighters take no prisoners and are out to kill. However, in the chaotic wilds, one can attempt to escape their ire. A successful DC 14 Dexterity (Stealth) group check prevents an encounter, either after encountering a roving band, or after capturing a monster.

RUBBLEBELT HUNT ENCOUNTERS

d100	Type	Description
1 - 30	Trouble	Two rubblebelt stalkers (GGR) and four anarchs (GGR)
31 - 40	Monster	Wolf pup (hyena)
41 - 50	Monster	Baboon
51 - 60	Monster	Badger
61 - 70	Monster	Deer
71 - 80	Monster	Boarling (see chapter 4)
81 - 85	Monster	Wolf
86 - 90	Monster	Panther
91 - 95	Monster	Giant Lizard
96 - 100	Monster	Black bear

UNDERCITY

The Undercity is a conglomeration of sewer network, transport infrastructure, maze, catacombs, secret cities, and vaults. Strange and horrible monsters roam these parts that never see the light of day—unless brave **Zweikämpfer** capture the beasts and drag them up to the surface.

UNDERCITY HUNT ENCOUNTERS

d100	Type	Description
1 - 30	Trainer	One trainer demands a Zweikampf!
31 - 40	Monster	Rat
41 - 50	Monster	Bat
51 - 60	Monster	Myconid sprout
61 - 70	Monster	Slime (see chapter 4)
71 - 80	Monster	Giant fire beetle
81 - 85	Monster	Manes
86 - 90	Monster	Giant centipede
91 - 95	Monster	Zombie
96 - 100	Monster	Dretch

CHAPTER 4.

MONSTER COMPENDIUM

THE FOLLOWING MONSTERS ARE INTRODUCED in *Zweikampf: Ravnica Monster Duels* to fill gaps in the evolution chains and offer a richer experience with surprising encounters. The Ravnica Monsters tables 1 and 2 (see appendix) offer an overview of the monsters.

COMPENDIUM ENTRIES

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Grave Scarab	33
Hunter Eagle	34
Kindling	34
Marrow Gnawer	35
Mephit	35
Pestilence Drake	36
Prankster	37
Scale Chick	37
Shade	38
Slime	38
Skull Drake	39
Tri-Critical Mephit	39
Virulent Rat	40
Vulcanized Mephit	40



**RAVNICA - A WONDROUS CITY
THAT IS HOME TO A MYRIAD
OF MONSTERS.**

**I MYSELF AM NOT NATIVE
TO 'ZIS PLANE. I ONLY
ARRIVED HERE AFTER
A FREAK LABORATORY
ACCIDENT. HOWEVER, I
FELL IN LOVE WITH 'ZIS
WEIRD CITY AND MADE IT MY
LIFE'S GOAL TO MAKE IT
EVEN WEIRDER.**

**'ZE CREATURES I ELECTED
TO BECOME OFFICIAL
ZWEIKAMPF MONSTERS
HAVE ONE THING IN
COMMON: 'ZEY UNDERWENT
EXTENSIVE EXPERIMENTS
AND WERE DEEMED COMBAT-
READY BY MY STAFF. NOW
CARRY ON AND ACQUAINT
YOURSELF WITH 'ZEIR
CHARACTERISTICS.**

- PROF. LOHENGRIN

ÆTHER HOUND

Æther hounds are shy creatures that spirit themselves away at the slightest hint of trouble. Some Planeswalkers like to keep them as pets since they can follow them around easily. For example, Jace Beleren's æther hound is named Special Agent Spots.

ÆTHER HOUND

Medium fey, unaligned

Armor Class 14

Hit Points 31 (7d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	10 (+0)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +6

Senses passive Perception 14

Languages —

Challenge 1 (200 XP)

Incorporeal Movement. The hound 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 (1/Day). The hound can innately cast *plane shift*, only affecting itself, requiring no material components.

Shared Mind. Using telepathy, the hound can magically communicate with creatures, as long as it is inside the creature.

Actions

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

BATTLE THRULL

Battle thrulls serve as cheap and expendable muscle. They secure Vizkopa Bank vaults or accompany extortionists on less than legal missions. Inhabitants of Precinct One often see flocks of battle thrulls carrying palanquins of Orzhov dignitaries—the most secure mode of travel is still as far away from the rabble as possible.

BATTLE THRULL

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	6 (-2)	9 (-1)	8 (-1)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Skills Athletics +5

Senses passive Perception 9

Languages understands Common but can't speak

Challenge 2 (450 XP)

Reckless. At the start of its turn, the thrull can gain advantage on all attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) 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.

BOARLING

Boarlings start their Gruul training at an early age. Over the course of many months, the beastmaster shapes them into fearsome batterboars. Their diet consists of corn, fat, and ground bones. Despite their small size, boarlings are already dangerous. People who underestimate the tusked rascals often lose a leg—or worse. While they are young, their thick, brown fur still shows white stripes and spots, which fade out as they grow older.

BOARLING

Small beast, unaligned

Armor Class 10

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	2 (-4)	7 (-2)	4 (-3)

Senses passive Perception 8

Languages —

Challenge 1/8 (25 XP)

Fighter. If the boarling starts its turn within 5 feet of an enemy, it gains 1 temporary hit point.

Small Charge. If the boarling moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target must succeed on a DC 10 Strength saving throw or be knocked prone.

Actions

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

CARBON MATRIX MEPHIT

Carbon matrix mephits are sturdy hunks that still feature small wings characteristic for mephits but have lost their ability to fly. Reinforcing mizzium veins run through their bodies, giving them the appearance of ore.

They are stolid and prefer to lie around, barely distinguishable from a boulder. Professor Lohengrin uses a carbon matrix mephit as a doorstep—other uses still elude him.

CARBON MATRIX MEPHIT

Medium elemental, lawful evil

Armor Class 18 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	17 (+3)	9 (-1)	10 (+0)	8 (-1)

Damage Vulnerabilities thunder

Damage Immunities poison; bludgeoning from nonmagical weapons

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Draconic, Primordial

Challenge 2 (450 XP)

Death Burst. When the mephit dies, it explodes in a hail of mizzium and stone. Each creature within 5 feet of it must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary boulder.

Reactive Armor. The mephit can trap and absorb items with its body. The items spill on the ground when it dies. A creature that hits the mephit with a melee weapon attack must succeed on a DC 13 Strength saving throw or lose its weapon.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage.

Mud Tremor (Recharge 5-6). The mephit jumps up, impacts the ground, and spills sticky mud in the vicinity. Creatures within 5 feet of the mephit must succeed on a DC 13 Dexterity saving throw or fall prone and are restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CATEGORY 0 KRASIS

Category 0 krasis are an inter-stage creature that reaches maturity soon. They are quick learners, compared to the later stages of their development. To create a category 0 krasis, roll once on the Minor Adaptations table (GGR).

CATEGORY 0 KRASIS

Small monstrosity, unaligned

Armor Class 12

Hit Points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	6 (-2)	10 (+0)	6 (-2)

Damage Vulnerabilities poison

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Amphibious. The krasis can breathe air and water.

Fast Metabolism. The krasis regains 1 hit point at the beginning of its turn.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

CRAB ROYALE

Crab royales are rare specimens that only surface once every ten years to mate and then return to the deep. They earned their name from the crown shaped chitin plate armor on their heads. Older crab royales often lose their crowns to the claws of younger challengers. If one faces an old crab with their crown intact, caution is in order. It must be a strong and crafty individual. A crab royal cooked for three hours with ten pounds of butter is a true delicacy and are often served during Simic Combine celebrations.

CRAB ROYALE

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 16 (3d10)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	10 (+0)	3 (-4)	12 (+1)	5 (-3)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Amphibious. The crab can breathe air and water.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The crab has two claws, each of which can grapple one target.

Water Squirt. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

DEEPFANG BENTHID

Deepfang benthids are translucent mollusks with eight needled arms. They remain still on the sea bottom and grab their prey when it comes within reach. The spiked arms form a prison for the surprised catch, where it slowly succumbs to its wounds. Simic Combine experiments have shown that these benthids are alarmingly intelligent—they beat some of the research staff in games of opol and also made a good case for themselves when being interrogated.

DEEPFANG BENTHID

Medium beast, unaligned

Armor Class 12

Hit Points 18 (4d8)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	10 (+0)	14 (+2)	4 (-3)

Skills Perception +4, Stealth +6

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Hold Breath. While out of water, the benthid can hold its breath for 1 hour.

Surprise Attack. The benthid deals an extra 7 (2d6) piercing damage when it hits a surprised target.

Underwater Camouflage. The benthid has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The benthid can breathe only underwater.

Actions

Spiked Arms. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the benthid can't use its arms on another target.

GRAVE SCARAB

Grave scarabs are large, acid producing beetles with a gleaming carapace. The Gulgari Swarm employs the versatile and popular beetles as guards, mounts, and beasts of burden. Using specially crafted chains as saddles, the kraul ride them into battle. Rot farmers, on the other hand, strap ploughs to their horns to till their fields. Some workers also harvest acid from the grave scarab's mandibles which they use to quickly corrode material like bones and stone.

GRAVE SCARAB

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	12 (+1)	3 (-4)	9 (-1)	4 (-3)

Skills Athletics +6

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/2 (100 XP)

Death Burst. When the grave scarab dies, its acid sack ruptures, spraying the caustic substance in the vicinity. Each creature within 5 feet of it must succeed on a DC 12 Dexterity saving throw or take 3 (1d6) acid damage.

Strong and Sturdy. The grave scarab counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Actions

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

HUNTER EAGLE

Hunter eagles are popular familiars and pets with the Azorius Senate and the Gruul Clans. They are superior to eagles in almost every way: more robust, higher intelligence, and an impressive call. They are renowned for their hunting success and therefore often grow to an excessive size.

HUNTER EAGLE

Small beast, unaligned

Armor Class 12

Hit Points 13 (3d6 + 3)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	5 (-3)	14 (+2)	9 (-1)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Find Weakness. As a bonus action, the eagle chooses a creature within 30 feet of it and makes a Wisdom (Perception) check with a DC equal to 10 + the target's AC. On a success, the eagle has advantage on its next attack.

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Actions

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

KINDLING

In the Boros forges, once in a while, a sentient spark springs from the anvil and quickly grows. These creatures, the Boros call kindlings. During the first days and months of their lives, they help the blacksmiths with starting forge fires for which they receive coals as rewards—a tasty snack for the kindlings. It is considered good luck to spark a kindling, and the responsible blacksmith usually throws a small party to celebrate the birth.

KINDLING

Tiny elemental, lawful neutral

Armor Class 13

Hit Points 5 (2d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	9 (-1)	10 (+0)	13 (+1)

Senses passive Perception 10

Languages understands Common but can't speak

Challenge 1/8 (25 XP)

Fire Form. The kindling can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the kindling or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Illumination. The kindling sheds dim light in a 5-foot radius.

Innate Spellcasting (3/Day). The kindling can innately cast *produce flame* (+3 to hit with spell attacks), requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Singe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) fire damage.

MARROW GNAWER

Marrow gnawers are undead rat-like abominations that roam the catacombs and sewers below Ravnica. Their rotting flesh hangs loose from broken bones, and eerie light gleams in their hollow eye sockets. The Orzhov Syndicate and House Dimir use them to secure vaults and other important but less frequented areas. Not requiring air, food, or sleep, they are the perfect guardians. The creatures nevertheless kill and devour their prey, not realizing that they are undead. The remains of such a meal fall through their torsos onto the ground, serving as pre-chewed fodder for other denizens of the sewers.

MARROW GNAWER

Medium undead, chaotic evil

Armor Class 14

Hit Points 45 (10d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	10 (+0)	7 (-2)	14 (+2)	5 (-3)

Saving Throws Dex +6

Skills Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Hunger. Against creatures that don't have all their hit points, the marrow gnawer has advantage on melee attack rolls and deals an extra 7 (2d6) necrotic damage.

Light Sensitivity. While in bright or dim light, the marrow gnawer has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Satiation. The marrow gnawer gains 5 (1d10) temporary hit points when it reduces a creature to 0 hit points.

Actions

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

MEPHIT

Mephits are elemental creatures that neither require air nor sustenance. In their basic form, they are associated with one of the elements—air, water, fire, or earth—and occur naturally in Ravnica. The Izzet League, always eager to combine what should remain separate, creates new mephit varieties in enormous pressure chambers. The highest S category mephits are tremendously unstable, forcing the Izzet League to use vast amounts of mizzium in their creation—a high price for a high reward.

Evolution. Mephits don't evolve naturally like other monsters in Ravnica. The Izzet League offers access to their fusion chambers where interested **Zweikämpfer** can combine their mephits according to the Mephit Fusion table. Mephits must go through the usual training routine (spending downtime) before a successful fusion is guaranteed. Otherwise, there is a three in four chance that no specimen survives. Many combinations remain undiscovered to this day.

MEPHIT FUSION

Target	Mephit Ingredients
Smoke mephit	Air and fire
Mud mephit	Earth and water
Steam mephit	Fire and water
Magma mephit	Earth, fire, and mud
Dust mephit	Air, earth, and smoke
Ice mephit	Air, steam, and water
Vulcanized mephit	Fire, magma, and steam
Carbonmatrix mephit	Dust, earth, and smoke
Tri-Critical mephit	Magma, ice, and water

MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 10 (3d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	9 (-1)	12 (+1)	10 (+0)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Common but can't speak

Challenge 1/8 (25 XP)

Elemental Nature. The mephit has immunity to a type of damage based on its element (choose, or roll a d4): 1, lightning (air); 2, cold (water); 3, fire (fire); 4, bludgeoning (earth). Additionally, its attacks deal an extra 1 point of damage of the associated type.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage.

PESTILENCE DRAKE

Pestilence Drakes are the scourge of Ravnica. Prowling the skies alone, they grab people from the streets and carry them to their nests where they eat them alive. In packs, they can even threaten dragons or angels. The Azorius Senate pays a high bounty for dead specimens to keep their numbers in check—a futile attempt at population control. Some of the mightiest Gruul warriors managed to tame pestilence drakes and fly them into battle.

PESTILENCE DRAKE

Large beast, chaotic evil

Armor Class 16 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	10 (+0)	15 (+2)	10 (+0)

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Keen Sight and Smell. The drake has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Actions

Multiattack. The drake makes a bite attack. If it has no creature grappled, it also makes an attack with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage. The target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, and the target is grappled (escape DC 12).

Mephits - I just love 'ese little rascals! Although we had to endure many failures and lost many lives, in 'ee end, we achieved greatness.

I had 'ee honor of naming such marvels like 'ee vulcanized mephit, 'ee carbon matrix mephit, and, to date, my greatest achievement, 'ee tri-critical mephit. Who knows what world-ending abominations we create next?

Ph

PRANKSTER

Pranksters are tiny demons that spirit away valuables or set traps in your home. The intent behind their actions is not benign, they are out to harm or kill. However, their traps are often obvious and amateurish, more of an amusing nuisance than anything else. Pranksters appear in all colors and different shapes, leading people to believe that there are different kinds, ascribing various superstitions to their looks. For example, seeing a black prankster on Rakdsay forebodes ill.

PRANKSTER

Tiny fiend (demon), chaotic evil

Armor Class 13

Hit Points 5 (2d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	9 (-1)	10 (+0)	11 (+0)

Skills Sleight of Hand +5

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 1/8 (25 XP)

Innate Spellcasting. The prankster's innate spellcasting ability is Charisma (spell save DC 10). The prankster can innately cast the following spells, requiring no material components:

At will: *mage hand*, *thaumaturgy*

1/Day: *silent image*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

SCALE CHICK

The original scale chick was a hybrid creation of Biomancer Sinn. Whatever the thought behind the combination of basilisk and chicken was, it is lost to time. They look very much like adorable chicks, but with scaly wings and cheeks. Since scale chicks are adept survivors, all attempts to eradicate them have failed, despite their ban by the Azorius Senate. The Golgari consider the poultry a delicacy, and some rot farmers raise them in secrecy on their remote farms.

SCALE CHICK

Tiny monstrosity, unaligned

Armor Class 11

Hit Points 3 (1d4 + 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	13 (+1)	2 (-4)	15 (+2)	7 (-2)

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 0 (10 XP)

Cute. The scale chick looks adorable.

Actions

Peck. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or, until the end of its next turn, its speed becomes 0 and it can't use reactions.

SHADE

Shades are spirits that haven't fully returned or are on the verge of disappearing. In darkness or shadow, they are nearly invisible, and in the bright sun, they evaporate quickly. The eerie croaking you hear, when you wake up in the darkest nights, and you freeze to listen closely, hoping it was just a dream: that was a shade that whispered in your ear.

SHADE

Small undead, neutral evil

Armor Class 11

Hit Points 7 (2d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	10 (+0)	6 (-2)	10 (+0)	7 (-2)

Skills **Stealth** +3 (+5 in dim light or darkness)

Damage Vulnerabilities radiant

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 1/8 (25 XP)

Incorporeal Movement. The shade 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 shade can take the Hide action as a bonus action.

Sunlight Weakness. The shade takes 1 radiant damage and has disadvantage on attack rolls, ability checks, and saving throws if it starts its turn in sunlight.

Actions

Withering Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) necrotic damage.

SLIME

Slimes are the most basic form of life one can encounter in Ravnica's sewers. They have no sensory organs and navigate by following veins of nutrients. Their staples are mushrooms, lichen, and carcasses. If a slime can't find a food source, they enter a hibernation that can last for years—until the food finds them.

SLIME

Tiny ooze, unaligned

Armor Class 6

Hit Points 6 (1d4 + 4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	3 (-4)	18 (+4)	1 (-5)	1 (-5)	1 (-5)

Senses blindsight 5 ft., passive Perception 5

Languages —

Challenge 0 (10 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

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

Sticky. When the slime moves into another creature's space, it attaches itself to the target. A creature, including the target, can use its action to detach the slime.

Actions

Rapid Digest. A creature to which the slime is attached must make a DC 10 Constitution saving throw. A target takes 4 (1d8) acid damage on a failed save, or half as much damage on a successful one.

SKULL DRAKE

Like their smaller conspecific, skull drakes search Ravnica's gutters and dumps for food scraps. Their name stems from a striking coloration of their scaly hide, giving their heads the appearance of a fleshless skull. They are aggressive, feral beasts and often attack passersby who come too close to their food source.

SKULL DRAKE

Medium beast, neutral evil

Armor Class 10

Hit Points 9 (2d8)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	10 (+0)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Innate Spellcasting. The prankster's innate spellcasting ability is Charisma (spell save DC 10). The prankster can innately cast the following spells, requiring no material components:

At will: *mage hand*, *thaumaturgy*

1/Day: *silent image*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

TRI-CRITICAL MEPHIT

Medium elemental, neutral

Armor Class 10

Hit Points 45 (10d8)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities cold, fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Draconic, Primordial

Challenge 3 (700 XP)

Change Aggregate State. As a bonus action or reaction, the mephrit can change its form to the following effects:

- ❖ **Solid Form:** Its Strength and AC become 18. It suffers from vulnerability to thunder damage.
- ❖ **Liquid Form:** Its Dexterity becomes 18, its AC 14, and it can move through a space as narrow as 1 inch wide without squeezing.
- ❖ **Gas Form:** It gains resistance to nonmagical damage, a flying speed of 60 feet, and can move through a space as narrow as 1 inch wide without squeezing. It can't interact with physical objects.

Heat Exchange. Whenever the mephrit would take fire damage, it instead changes its form from solid to liquid or from liquid to gas. Whenever the mephrit would take cold damage, it instead changes its form from gas to liquid or from liquid to solid.

Actions

Slam (Solid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 25 (6d6 + 4) bludgeoning damage.

Liquid Whip (Liquid Form Only). *Melee Weapon Attack:* +6 to hit, reach 30 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

Smother (Gas Form Only). A creature within 5 feet of the mephrit must make a DC 16 Strength saving throw as the mephrit forces itself into its lungs. A target takes 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one. If the target fails its saving throw, the mephrit remains in its lungs. The target can use its action on subsequent turns to attempt a DC 16 Strength (Athletics) check to expel the mephrit. If the mephrit uses this action while inside a target's lungs, the target automatically fails its saving throw. A creature that doesn't require air is immune to this effect.

TRI-CRITICAL MEPHIT

Tri-critical mephrits exist at the triple point and constantly change their aggregate state. Their disposition depends on their form. A solid tri-critical mephrit emanates coldness and is benign—as long as it is not threatened. A liquid tri-critical mephrit is curious but tends to volatile mood swings. A tri-critical mephrit in gas form is barely visible. It shoots around at lightning speed and explores every nook and cranny.

VIRULENT RAT

Virulent rats are common in Ravnica's sewer systems, not so much on the surface. If at all, they only show themselves during moonless nights—which are rare. A bite of a virulent rat is extremely dangerous since they spread a cocktail of maladies and parasites. Simic researchers explain the rat's uncanny survivability as a progressing state of undeath. They die alive, so to speak.

Evolution. To evolve a virulent rat, it must die.

VIRULENT RAT

Small beast, unaligned

Armor Class 13

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	10 (+0)	2 (-4)	13 (+1)	5 (-3)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Creeping Undeath. If damage reduces the rat to 0 hit points, it drops to 1 hit point instead. Its creature type changes to undead and it loses this trait.

Light Sensitivity. While in bright or dim light, the rat has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and the target must succeed on a DC 14 Constitution saving throw or take an extra 10 (3d6) poison damage.

VULCANIZED MEPHIT

Vulcanized mephits count among the most unstable Izzet League creations to date. They are completely black and exude the smell of burned rubber.

Their guts are hollow; inside the hole spins a mizzium sphere that holds the mephit together. Vulcanized mephits are downright vicious and want to burn the world to cinders. The only specimen ever created killed several attendants before a blistercoil weird took it down—the weird then exploded and incinerated the survivors.

VULCANIZED MEPHIT

Medium elemental, chaotic evil

Armor Class 12 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	17 (+3)

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Draconic, Primordial

Challenge 2 (450 XP)

Death Burst. When the mephit dies, it explodes in a hail of mizzium and fire. Each creature within 5 feet of it must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) fire damage and be knocked prone.

Innate Spellcasting (3/Day). The mephit can innately cast *flaming sphere* (spell save DC 13), requiring no material components. Its innate spellcasting ability is Charisma.

Reinforcing Fire. If the mephit would take fire damage from a spell, it gains 5 (1d10) temporary hit points instead.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage plus 3 (1d6) fire damage.

Steam Explosion (Recharge 5-6). A 10-foot-radius sphere of scalding hot steam shoots out from the mephit, rendering the affected area heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Creatures that start their turn inside the sphere take 7 (2d6) fire damage.

RAVNICA MONSTERS - TABLE 1

F (CR 0)	D (CR 1/8)	C (CR 1/4)	B (CR 1/2)	A (CR 1)	S (CR 2)	X (CR 3)
Awakened shrub	Twig blight	Needle blight	Vine blight		Awakened tree	
Spider		Giant wolf spider		Giant spider		Phase spider
	Poisonous snake	Giant poisonous snake		Fire snake	Giant constrictor snake	
Myconid sprout			Myconid adult		Myconid sovereign	
Giant fire beetle			Grave scarab*		Gobbet beetle (rhinoceros)	
Slime*			Gray ooze		Ochre jelly	
Scale chick*			Cockatrice			Grell
		Giant centipede			Carriion crawler	Grick
Bat		Giant bat	Darkmantle			Hook Horror
Rat	Giant rat		Virulent rat*		Marrow gnawer*	
Crawling claw		Zombie		Ghoul	Ghast	Mummy
Lemure	Manes	Dretch			Gibbering Moulder	
	Shade*		Shadow	Indentured spirit (GGR)		Flying horror (GGR)
	Flumph		Gazer (VGM)			Spectator
	Prankster*		Cackler (GGR)		Spined Devil	
		Pseudodragon		Faerie Dragon		
Homunculus		Servitor thrull (GGR)	Winged thrull (GGR)		Battle thrull*	
	Monodrone	Duodrone	Tridrone	Quadrone	Pentadrone	
	Kindling*		Magmin		Flame-kin (azer)	
		Smoke mephrit	Dust mephrit		Carbon matrix mephrit*	
	Mephit*	Mud mephrit	Magma mephrit		Vulcanized mephit*	
		Steam mephrit	Ice mephrit			Tri-critical mephit*

* See chapter 4 for statistics

RAVNICA MONSTERS - TABLE 1

F (CR 0)	D (CR 1/8)	C (CR 1/4)	B (CR 1/2)	A (CR 1)	S (CR 2)	X (CR 3)
Drake (hawk)	Snapper drake (blood hawk)	Wind drake (pteranodon)		Storm drake (hippogriff)		Gale drake (manticores)
Gutter drake (vulture)		Skull drake*		Carriion drake (giant vulture)		Pestilence drake*
Eagle		Hunter eagle*		Giant eagle	Griffon	
Owl		Giant owl			Peryton	
	Pony	Riding horse	Warhorse		Pegasus	
Dog pup (jackal)	Mastiff			Death dog		Hell hound
Wolf pup (hyena)		Wolf	Worg	Dire wolf		Winter wolf
		Blink dog		Æther hound*		Displacer beast
			Black bear	Brown bear	Cave bear (polar bear)	Owlbear
Baboon			Ape		Quaggoth	
Cat		Panther		Tiger	Maaka (saber-toothed tiger)	
Badger		Giant Badger			Armored badger (ankheg)	
Deer		Brushstrider (elk)			Raktusk (giant elk)	
	Boarling*	Boar			Batterboar (giant boar)	
Lizard		Giant lizard			War lizard (allosaurus)	
Frog		Giant frog		Giant toad		
Crab	Giant crab		Crab royale*		Meenlock (VGM)	
	Slaad tadpole	Category 0 krasis*		Category 1 krasis (GGR)		
Quipper		Reef shark			Hunter shark	Killer whale
Octopus		Deepfang benthid*		Inkeye benthid (giant octopus)		

* See chapter 4 for statistics

A RANDOM ZWEIKÄMPFER APPEARS

d100	Monster
1	Ape
2	Awakened shrub
3	Baboon
4	Badger
5	Bat
6	Black bear
7	Boar
8	Boarling*
9	Brushstrider (elk)
10	Cackler (GGR)
11	Cat
12	Cockatrice
13	Crab
14	Crab royale*
15	Crawling claw
16	Darkmantle
17	Deepfang benthid*
18	Deer
19	Dog pup (jackal)
20	Drake (hawk)
21	Dretch
22	Duodrone
23	Dust mephit
24	Eagle
25	Flumph
26	Frog
27	Giant badger
28	Giant bat
29	Giant centipede
30	Giant crab
31	Giant fire beetle
32	Giant frog
33	Giant lizard
34	Giant owl
35	Giant poisonous snake
36	Giant rat
37	Giant wolf spider
38	Grave scarab*
39	Gray ooze

40	Gutter drake (vulture)
41	Homunculus
42	Hunter eagle*
43	Kindling*
44	Lemure
45	Lizard
46	Magmin
47	Manes
48	Mastiff
49	Monodrone
50	Myconid adult
51	Myconid sprout
52	Needle blight
53	Octopus
54	Owl
55	Panther
56	Poisonous snake
57	Pony
58	Prankster*
59	Quipper
60 - 70	Rat
71	Reef shark
72	Riding horse
73	Scale chick*
74	Shade*
75	Shadow
76	Skull drake*
77	Slaad tadpole
78	Slime*
79	Snapper drake (blood hawk)
80 - 91	Spider
92	Twig blight
93	Vine blight
94	Virulent rat*
95	Warhorse
96	Wind drake (pteranodon)
97	Wolf
98	Wolf pup (hyena)
99	Worg
100	Zombie

* See chapter 4 for statistics