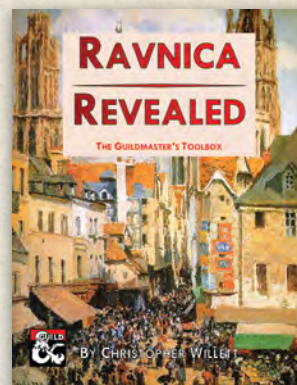
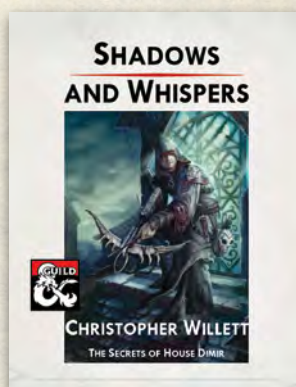
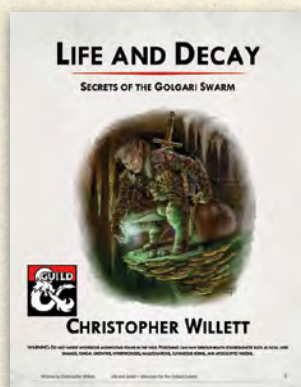


the CREATURE COMPENDIUM *of*
RAVNICA



by **CHRISTOPHER WILLETT**

OTHER TITLES BY CHRISTOPHER WILLETT



A FANTASY GROUNDS VERSION OF THE
CREATURE COMPENDIUM OF RAVNICA
IS ALSO AVAILABLE ON THE DMs GUILD.

CREDITS

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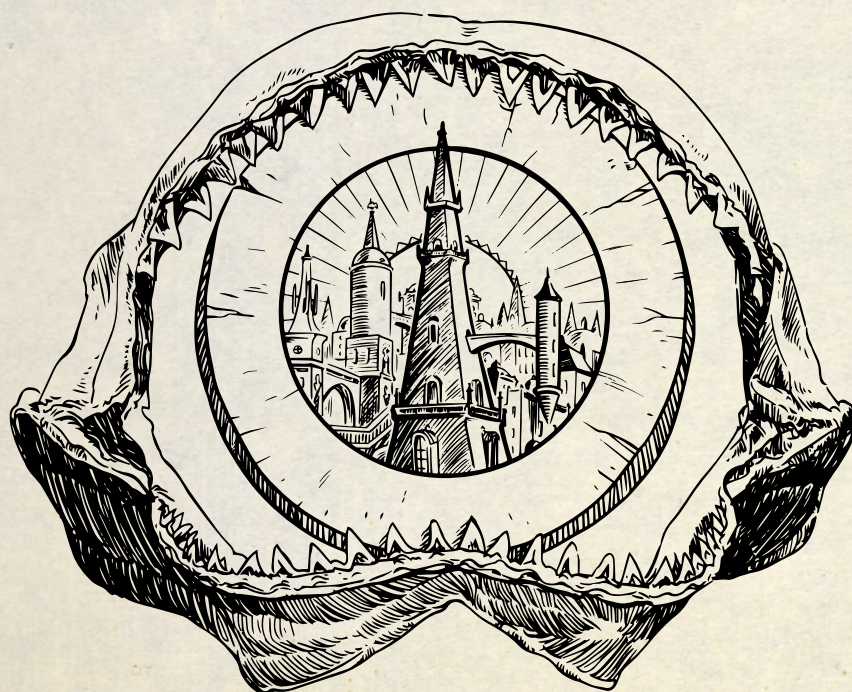
Christopher Willett is a teacher, historian, and dungeon master who writes DUNGEONS & DRAGONS supplements on the DMs Guild. He lives in Arizona with his wife, children, cats, and chickens. He is also an experienced Infinity player. Follow him on Twitter [@gnomemaster](https://twitter.com/gnomemaster).



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FOREWORD

Ravnica is a world full of monsters. You don't have to take my word for it, just crack open a pack of Magic cards and see for yourself. There are over 37 trillion creatures on Ravnica. This means that there are a lot of different options for Dungeon Masters to throw some weird stuff at their players. However, when you are running a Ravnica campaign, it is important to keep resonance in mind. This is a concept that Lead Designer Mark Rosewater talks a lot about. Resonance represents the preconceived notions players bring to the table. When you play DUNGEONS & DRAGONS you can expect some dungeons and some dragons. There's going to be more, of course, but if there are no dungeons and no dragons, then the players feel cheated. Imagine playing the Star Wars roleplaying game without any Jedi, Wookiees, or spaceships.

The Creature Compendium of Ravnica is designed to give Dungeon Masters a ton of monsters to use in their Ravnica games. These are all based on cards from *Magic: the Gathering*. When designing the creatures, I tried to match the game design where I could, or match the artwork, or provide an interesting monster. If you disagree with some of the choices, I encourage you to take what I've done and adapt it for your own games. I wanted to provide Dungeon Masters with more than just the 77 monsters present in *Guildmaster's Guide to Ravnica*.

I love the fact that Ravnica and DUNGEONS & DRAGONS have finally come together in such a satisfying way. When I was in Junior High (oh so many moons ago), I was first introduced to *Magic: the Gathering* and DUNGEONS & DRAGONS by my best friend, Jack. He and I spent countless sleep overs coming up with stat blocks for the creatures in our deck. Putting this book together feels like I've returned to my childhood home to discover the tiny scrawny tree I had planted has become a giant sequoia. What began as a tiny germ of an idea years ago is now fully grown. I love that.

Thank you for supporting the Dungeon Masters Guild. When you purchase a PDF here you are doing a lot more than buying a cool monster or spell. You are making someone's dream a reality. I've spent years wishing I could write DUNGEONS & DRAGONS books. I have notebooks full of ideas that went nowhere. I felt very discouraged because I felt there were too many barriers to entry for me. Writing for the DMs Guild has been a lot of fun, it reminds me of the old *Dragon* and *Dungeon* Magazine articles. Your purchase is supporting an entire community of creative dreamers who are pursuing the same thing: they want to create worlds. Those who publish for the DMs Guild fund their works themselves, or channel their earnings back into their products. Thank you for this.

—Christopher Willett





AEROMUNCULUS

Medium construct, neutral evil

Armor Class 13 (natural armor)

Hit Points 98 (15d8 + 30)

Speed 30 ft., fly 30 ft.

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

Senses blindsight 60 ft., passive Perception 11

Languages Understands Common but cannot speak

Challenge 2 (450 XP)

Poor Depth Perception. The aeromunculus has disadvantage on any attack roll against a target more than 30 feet away.

Echolocation. The aeromunculus can't use its blindsight while deafened.

Amphibious. The aeromunculus can breathe air and water.

ACTIONS

Multiattack. The aeromunculus makes two attacks.

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

Adapt. As a bonus action, the aeromunculus can either gain 5 temporary hit points, or deal an additional 3 (1d6) damage when the aeromunculus takes the Multiattack or Slam action.

The Simic Conclave created these friendly and strange homunculi to act as bodyguards and servants. They can often be seen traveling from Zonot Seven to the various universities around Precinct Five. Adventurers may fight an aeromunculus because it is defending its biomancer master, or because it is carrying a message they hope to intercept.

ASH ZEALOT

Medium humanoid (any), any alignment

Armor Class 16 (half plate)

Hit Points 72 (13d8 + 12)

Speed 30 ft.

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

Damage Immunities fire

Skills Athletics +3, Perception +2

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

Heated Body. A creature that touches the ash zealot or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

ACTIONS

Multiattack. The ash zealot makes two attacks.

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

REACTIONS

Spell Burn. Immediately after a creature casts a spell of 1st level or higher within 25 feet of the ash zealot it takes 3 (1d6) fire damage.

Ash zealots are guildless warriors who despise undead and the necromancers who raise them. They use the purifying power of fire to burn vampires, specters, zombies, and necromancers. They hate the way that the guilds create these undead monstrosities and let them loose on the population.

Adventurers may fight an ash zealot if they are a part of the Orzhov Syndicate, House Dimir, or the Gulgari Swarm. They should be especially wary if they are casting the spell create undead. If word gets back to the ash zealots, they hunt the offender down.

AVATAR OF DISCORD

Medium celestial, chaotic evil

Armor Class 16 (half plate)

Hit Points 83 (15d8 + 15)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	11 (+0)	17 (+3)	18 (+4)

Skills Perception +6, Performance +7

Damage Resistances fire, necrotic

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., truesight 120 ft., passive Perception 16

Languages all

Challenge 7 (2,900 XP)

Flyby. The avatar of discord doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Magic Resistance. The avatar of discord has advantage on saving throws against spells and other magical effects.

Rakdos's Blessing. Any creature that isn't a part of the Cult of Rakdos that starts its turn within 30 feet of the avatar of discord must succeed on a DC 15 Wisdom saving throw, or it hears the laughter of Rakdos in its head. It has disadvantage on its next ability check, attack roll, or saving throw.

ACTIONS

Multiattack. The avatar of discord makes two attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, plus 18 (4d8) fire or necrotic damage.

An avatar of discord is born from the twisted mind of Rakdos himself. They are his groupies; creatures with a keen wit and insatiable appetite. Adventurers are most likely to find them at a Rakdos painclub or carrying out the will of their dark master.

AZORIUS GUILDMAGE

Medium humanoid (human or vedalken), any lawful

Armor Class 16 (half plate)

Hit Points 121 (22d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	11 (+1)	14 (+2)	11 (+0)

Skills Insight +4, Intimidation +2

Senses passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Spellcasting. The Azorius guildmage is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +4 to hit with spell attacks). The Azorius guildmage has the following spells prepared:

Cantrips (at will): *blade ward, friends, guidance, message*,
1st level (4 slots): *armor of Agathys, command, detect magic, ensnaring strike*

2nd level (3 slots): *arcane lock, calm emotions, hold person*

3rd level (2 slots): *clairvoyance, counterspell*

ACTIONS

Multiattack. The Azorius guildmage makes two attacks.

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, plus 14 (4d6) radiant damage.

The Azorius guildmage is the standard guild affiliated, lower ranking spellcaster. They could be a lawmage in training, or a rookie arrester. Azorius patrols through the city might bring one or more guildmages with them.

Adventurers are most likely to run into an Azorius guildmage when they are breaking the law and an Azorius patrol stumbles upon them. An Azorius guildmage may turn to the adventurers to help solve a sensitive murder.



BASILICA BELL-HAUNT

Medium undead, lawful evil

Armor Class 11

Hit Points 68 (15d8 + 0)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 4 (1,100 XP)

Ethereal Sight. The basilica bell-haunt can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

ACTIONS

Multiattack. The basilica bell-haunt can make two attacks.

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Toll the Bell (3/Day). The basilica bell-haunt emits a magical bell tone. Each creature within 500 feet of the basilica bell-haunt who are able to hear the tone must make a DC 15 Wisdom saving throw. Each creature that fails is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The bells of Vizkopa bank are managed by these floating specters. The bell rings for those who owe the Orzhov Syndicate.

Adventurers may run into these creatures if they find themselves in debt to the Orzhov. These ghosts will be the first to come calling upon the debt. They act as a warning: pay up before it is too late.



BEAMSPLITTER MAGE

Medium humanoid (vedalken), chaotic neutral

Armor Class 15 (mizzium breastplate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	19 (+4)	10 (+0)	13 (+1)

Skills Arcana +7, Perception +3

Senses passive Perception 13

Languages Common, plus two other languages

Challenge 5 (1,800 XP)

Beamsplitting Overcast (Recharge 5–6). When the beamsplitter mage casts a spell, it can roll a die. On an odd number, the beamsplitter takes 9 (2d8) force damage. On an even number, the spell splits and can target another creature.

Innate Spellcasting. The beamsplitter mage's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The beamsplitter mage can innately cast the following spells, requiring no components other than its Izzet gear, which doesn't function for others:

3/day: *Aganazzar's scorcher*^{XGE}, *lightning bolt*, *scorching ray*
1/day: *fireball*

ACTIONS

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

The beamsplitter mage is another one of the Izzet League's mad arcane scientists on the loose. He has developed himself a custom rig that can potential duplicate his spells. What is better than one lightning bolt? TWO LIGHTNING BOLTS! Unfortunately, it also has the risk of exploding, but some rewards are worth the risk.

Adventurers may run into this fellow testing his new rig out on an oncoming band of Gruul raiders in the Fourth Precinct or showing off his work at Nivix, the Izzet Guildhall.

BIOGENIC OOZE

Large ooze, unaligned

Armor Class 6

Hit Points 100 (9d10 + 45)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses darkvision 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 3 (700 XP)

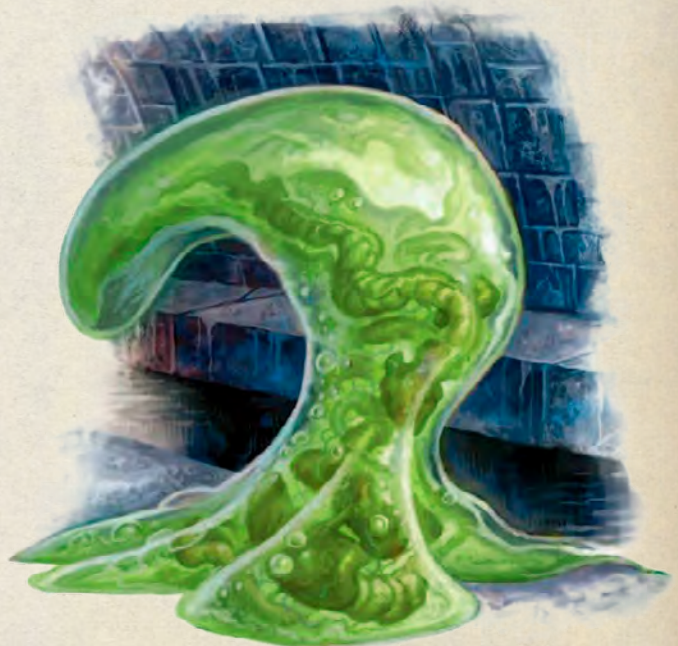
Amorphous. The biogenic ooze can move through a space as narrow as 1 inch wide without squeezing.

Death Throes. When the biogenic ooze dies, it splits into 1d4 new biogenic ooze spawn. Each biogenic ooze spawn has 25 hp, otherwise it has the same stats as the biogenic ooze.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft. one creature. *Hit:* 13 (3d6 + 2) bludgeoning damage plus 10 (3d6) acid damage.

Occasionally, the nutrient fluid residing in the biogenic vats absorbs too much of the biomantic energy. This leads to what Simic researchers called biogenic hypergenesis. These pests are difficult to eradicate because they reproduce upon death. The best strategy for their removal is disintegration. Usually, Simic biomancers can't be bothered to deal with the hassle and just dump them down into the sewers.



BLOOD OPERATIVE

Medium undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 6 (2,300 XP)

Lifelink. Anytime the blood operative deals damage to a creature, it regains hit points equal to half the amount of damage dealt.

Shadow Stealth. While in dim light or darkness, the blood operative can take the Hide action as a bonus action.

Sneak Attack (1/Turn). The blood operative deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the roll, or when the target is within 5 feet of an ally of the blood operative that isn't incapacitated and the blood operative doesn't have disadvantage on the attack roll.

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

Sunlight Sensitivity. While in sunlight, the blood operative has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and the target must make a DC 15 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned this way. The target regains consciousness if it takes damage or if another creature takes an action to shake it.

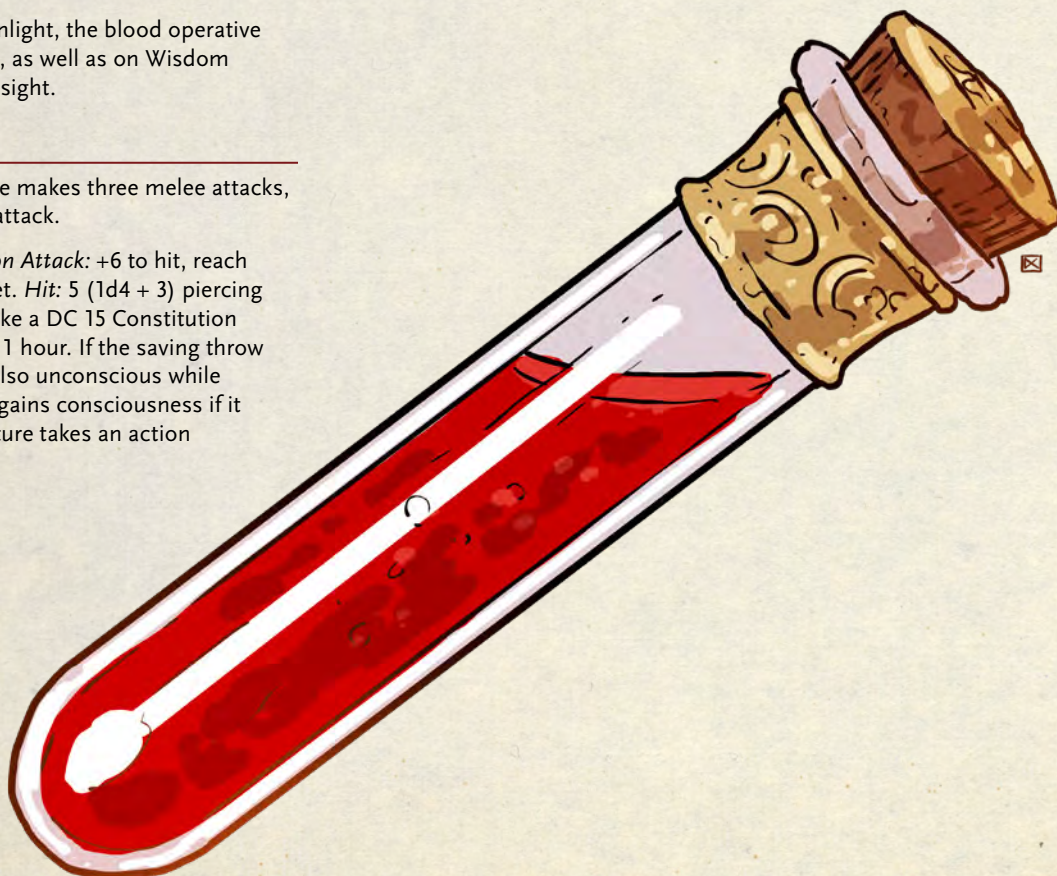
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Vampires on Ravnica differ from those in the *Monster Manual*. They lack many of the strengths and weaknesses of traditional vampires. However, they still retain the unquenchable thirst for blood. Vampires in the City of Guilds must be careful, most people are not excited at the prospect of having a blood thirsty vampire as a neighbor. Thus, many of these creatures must join a guild in search of protection.

House Dimir is the guild best suited to their skillset. The Dimir need assassins and spies to creep through the night. However, the Orzhov Syndicate also attracts many vampires interested in slaking their thirst with debtor's blood.

Adventurers may face a blood operative who has been sent by House Dimir or the Orzhov Syndicate to spy on them or to remove them if they become an inconvenience.



BOLRAC-CLAN CRUSHER

Large giant, chaotic evil

Armor Class 14 (ring mail)

Hit Points 123 (14d10 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 4 (1,100 XP)

Siege Monster. The Bolrac-clan crusher deals double damage to objects and structures.

ACTIONS

Bludgeon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage, and the Bolrac-clan crusher can push the target 5 feet away if the target is Huge or smaller.

Squash. The Bolrac-clan crusher can sit on a Medium or smaller sized creature. The target must make a DC 14 Dexterity saving throw or take 15 (2d10 + 4) bludgeoning damage and be grappled. Each round the target is trapped beneath the Bolrac-clan crusher they take 15 (2d10 + 4) bludgeoning damage. When grappling a creature in this way, the Bolrac-clan crusher's speed is 0.

The Bolrac-clan crusher is named after the ancient Ravnican word for "heavy hammers." They are made up of ogres, giants, and cyclopes who revel in ripping down massive buildings. The Bolrac-clan crusher excels in smashing and squashing anything that comes in its path. Many swing around beautiful sculptures as a club.

Adventurers are most likely to run into a Bolrac-clan crusher in the Rubble Belt or The Red Wastes as the End-Raze continues to grind Ravnica into dust. The Gruul Clans have unified behind the leadership of the planeswalker Domri Rade and are smashing their way through the city.

BOROS GUILDMAGE

Medium humanoid (goblin, human, or minotaur), any lawful

Armor Class 16 (half plate)

Hit Points 123 (22d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	11 (+1)	14 (+2)	11 (+0)

Skills Athletics +3, Intimidation +2

Senses passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

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

Cantrips (at will): *blade ward*, *fire bolt*, *sacred flame*, *shocking grasp*

1st level (4 slots): *Aganazzar's scorcher*^{XGE}, *guiding bolt*, *heroism*, *protection from evil and good*

2nd level (3 slots): *aid*, *prayer of healing*, *scorching ray*

3rd level (2 slots): *beacon of hope*, *blinding smite*

ACTIONS

Multiattack. The Boros guildmage makes two attacks.

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, plus 14 (4d6) fire damage or 6 (1d10 + 1) slashing damage, plus 14 (4d6) fire damage if used with two hands.

The Boros guildmage is a spellcaster dedicated to the cause of the Boros Legion. They are lower to mid-ranking members of the guild. They may be a Wojek in training, or a skyknight. A patrol of Boros Legionnaires will bring one or two of these spellcasters with them.

Adventurers are most likely to run into a Boros guildmage in the Fourth Precinct near Sunhome or the Horizon Military Academy.



BOROS LEGIONNAIRE

Medium humanoid (any), lawful good

Armor Class 13 (chain shirt)
Hit Points 50 (9d8 + 9)
Speed 30 ft.

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

Skills Intimidation +5, Survival +2
Senses passive Perception 11
Languages Common
Challenge 1 (200 XP)

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

ACTIONS

Spear. Melee or *Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

The Boros legionnaire is the standard soldier in the Boros Legion. They are stalwart defenders of orderly conduct and are not afraid to get a little disorderly to do their duty. The Boros Legion takes hot-headed fools and makes them into soldiers. Today the Legion does most of its fighting against the Gruul Clans as they expand their territory by smashing more homes and shops into rubble. While the Boros appreciate their enthusiasm, they dislike seeing what is happening to Ravnic's communities.



CARNIVAL HELLSTEED

Large fiend, chaotic evil

Armor Class 13 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Immunities fire
Senses passive Perception 11
Languages understands Abyssal, Common, and Infernal but can't speak
Challenge 5 (1,800 XP)

Haste. The carnival hellsteed has a +5 bonus to Initiative.

Heated Body. A creature that touches the carnival hellsteed or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Two Heads. The carnival hellsteed has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

ACTIONS

Multiattack. The carnival hellsteed makes two attacks.

Hooves. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The carnival hellsteed exhales fire in a 15-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Carnival hellsteeds are ferocious and terrifying beasts. Their flesh peels back from their skulls as flames lick their bodies. Unlike nightmares, these creatures are not interested in allowing others to ride them. Instead they prefer to race up and down the streets trampling and burning passersby. Only the bravest (or most foolish) can hope to ride one unscathed.

CARRION HOWLER

Large undead, unaligned

Armor Class 14 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Stealth +4

Senses passive Perception 11

Languages —

Challenge 1 (200 XP)

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

Undead Fortitude. If damage reduces the carrion howler to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the carrion howler drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) piercing damage.

These undead dogs roam the streets at night, especially in Precinct Six near Deadbridge Chasm. These mongrels attack anything that looks edible. Adventurers are most likely to run into these creatures down a dark alley while a pack of them are digging through refuse. Is that a stray dog? Nope, it's an undead monster.



CERATOK

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 3 (700 XP)

Siege Monster. The ceratok deals double damage to objects and structures.

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 14 (2d8 + 5) piercing damage.

Squash. The ceratok can sit on a Medium or smaller sized creature. The target must make a DC 14 Dexterity saving throw or take 16 (2d10 + 5) bludgeoning damage and be grappled. Each round the target is trapped beneath the ceratok they take 16 (2d10 + 5) bludgeoning damage. When grappling a creature in this way, the ceratok's speed is 0.

The ceratok is a beast like a rhinoceros. Originally a large herd of these creatures lived in a wealthy merchant's private zoo until they broke loose. Now they are roaming the streets of the Tenth District eating various gardens and terrorizing the population. No one has figured out what to do with them.

Adventurers may stumble upon this herd smashing an outdoor market.

Alternatively, a precinct captain may hire the characters to get rid of these beasts once and for all, either by killing them or somehow releasing them into the Rubblebelt.



CHAMBER SENTRY

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

Senses darkvision 120 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 10 (5,900 XP)

Magic Resistance. The chamber sentry has advantage on saving throws against spells and other magical effects.

Magic Weapons. The chamber sentry's weapon attacks are magical.

ACTIONS

Multiattack. The chamber sentry makes two attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 6) bludgeoning damage.

Bolt. *Ranged Weapon Attack:* +10 to hit, range 120/480 ft., one target. *Hit:* 17 (3d6 + 6) piercing damage.

There are several of these ancient sentries throughout the city of Ravnica that can be called upon by Azorius lawmages to come to life and defend the people. The chamber sentries protect the Chamber of the Guildpact, which is the office of the Living Guildpact and meeting place for the guilds. These giant animated statues are equipped with a massive ballista built into one of their arms. They can fire these quickly, punching holes through even the thickest armor.

Adventurers are most likely to see them in Tenth District Plaza, where the Chamber of the Guildpact is located. They are usually working in tandem with Azorius forces, however a rogue mage could take control of one.



CHANDRA NALAAR

Medium humanoid (human, planeswalker), chaotic good

Armor Class 14 (chain shirt)

Hit Points 220 (40d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	13 (+1)	18 (+4)	15 (+2)	13 (+1)

Saving Throws Int +9, Wis +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Skills Arcana +9, History +9, Perception +7

Senses passive Perception 17

Languages Common

Challenge 16 (15,000 XP)

Legendary Resistance (3/Day). If Chandra fails a saving throw, she can choose to succeed instead.

Innate Spellcasting (1/Day). Chandra can cast planeswalk (see *Planeswalkers of Ravnica*), requiring no components.

Spellcasting. Chandra is a 17th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Chandra has the following wizard spells prepared:

Cantrips (at will): *control flames*^{XGE}, *fire bolt*, *shocking grasp*, *create bonfire*^{XGE}

1st level (4 slots): *burning hands*, *Tasha's hideous laughter*, *thunderwave*, *witch bolt*

2nd level (3 slots): *Aganazzar's scorcher*^{XGE}, *continual flame*, *dragon's breath*^{XGE}

3rd level (3 slots): *lightning bolt*, *fireball*, *flame arrows*

4th level (3 slots): *elemental bane*^{XGE}, *fire shield*, *wall of fire*

5th level (2 slots): *flame strike*, *immolation*^{XGE}

6th level (1 slot): *investiture of flame*^{XGE}

7th level (1 slot): *delayed blast fireball*

8th level (1 slot): *incendiary cloud*

9th level (1 slot): *meteor swarm*

ACTIONS

Multiattack. Chandra can attack twice with her fire blast.

Fire Blast. Chandra emits flames in a 60-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw or take 22 (4d8 + 4) fire damage.

LEGENDARY ACTIONS

Chandra can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Chandra regains spent legendary actions at the start of her turn.

Cast Spell. Chandra casts a spell of 3rd level or lower.

Fire Blast (Costs 2 Actions). Chandra makes an attack with her fire blast.

Mental Alacrity (Costs 3 Actions). Chandra regains a spell slot of 3rd level or lower.

Chandra Nalaar is a planeswalker born on the plane of Kaladesh. She is a woman who specializes in the use of red magic, especially anything to do with burning. She has wandered around the planes until finally joining the Gatewatch.

Now she stands beside Jace Beleren, Gideon Jura, and others in the defense of the Multiverse. Since their defeat at the hands of Nicol Bolas, she has rejoined the Gatewatch on Dominaria. She teamed up with Gideon to steal the Blackblade, a weapon strong enough to kill the demon Belzenlok.

The two of them are now on Ravnica, hoping to put an end to the elder dragon once and for all.



CHAOS IMP

Tiny fiend (demon), chaotic evil

Armor Class 13

Hit Points 59 (17d4 + 17)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Acrobatics +6, Deception +4, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Common, Infernal

Challenge 2 (450 XP)

Magic Resistance. The chaos imp has advantage on saving throws against spells and other magical effects.

Heated Body. A creature that touches the chaos imp or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, plus 7 (2d6) fire damage.

Chaos Curse (Recharge 5–6). The chaos imp unleashes a wave of chaotic energy. Roll on the chaos curse table to create a random magical effect.

Chaos imps can be seen wandering through the crowds surrounding Rix Maadi or at any of the Rakdos painclubs located throughout the city. These creatures resemble greyhounds with wings that are on fire. They love to cause mischief and strife by unleashing their chaos curses upon unwitting crowds or setting buildings on fire.

Adventurers are most likely to face chaos imps being kept as pets, or as well-trained acrobats apart of a show. They prefer to cause trouble then fly away; they are rarely interested in a fair fight.

CHAOS CURSE TABLE

d20	Chaos Effect
1	The chaos imp casts <i>fireball</i> as a 3rd-level spell centered on itself.
2	The target either grows a thick luxurious beard, or their hair grows down to their waist.
3	The target's skin keeps changing colors for the next 1d6 hours.
4	The target heals 2d8 hit points.
5	The target loses 2d8 hit points.
6	The target speaks in froglike croaks for the next 1d6 minutes.
7	The character has an apocalyptic vision of a terrible future in which a dragon conquers Ravnica.
8	Anyone who touches the character for the next hour is poisoned until this effect ends. The save DC is equal to 10 + the character's level + their Constitution modifier.
9	The chaos imp casts <i>confusion</i> centered on the target.
10	The target rolls a d10. Their age increases by a number of years equal to the roll.
11	The target vomits 2d6 gp.
12	A swarm of insects comes flying out of the target's mouth and begins attacking everyone.
13	Each creature within 30 feet of the chaos imp suffers 1d10 necrotic damage, the chaos imp regains hit points equal to the sum of the necrotic damage dealt.
14	The chaos imp casts <i>polymorph</i> , transforming the target into a chaos imp.
15	Everything the target touches that is flammable burst into flames in their hands.
16	The target's tongue grows to be 3 feet long.
17	The target's size decreases by one size category for the next minute.
18	The chaos imp gains damage immunity to piercing attacks for the next minute.
19	The chaos imp spits out a glob of snot that turns into a gray ooze.
20	The chaos imp summons 1d8 chaos imps.

CONCLAVE CAVALIER

Large monstrosity, neutral good

Armor Class 16 (breastplate)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	11 (+0)	13 (+1)	11 (+0)

Skills Athletics +6, Perception +3

Senses passive Perception 13

Languages Common, Sylvan

Challenge 2 (450 XP)

Charge. If the conclave cavalier moves at least 20 feet straight toward a target and then hits it with a hoof attack on the same turn, the target takes an extra 10 (3d6) bludgeoning damage.

Comradery of the Conclave. When the conclave cavalier dies, one round later, two elf knights appear to avenge their fallen comrade.

ACTIONS

Multiattack. The conclave cavalier makes two attacks with its longswords.

Longswords. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) slashing damage if used with two hands.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

The conclave cavalier is one of the many stalwart defenders of the Selesnya Conclave. This centaur wields twin longswords and is bonded with two elven knights. Should the centaur fall in battle, they know about it immediately. The knights then hunt down those who killed their ally and bring their body to rest beneath the boughs of Vitu-Ghazi, the city-tree.

Adventurers are most likely to run into these soldiers in the Greenbelt, also known as the Third District. They patrol the borders to ensure their citizens are safe.

CORAL COMMANDO

Medium humanoid (merfolk), neutral

Armor Class 17 (coral half plate)

Hit Points 44 (8d8 + 8)

Speed 30 ft., swim 40 ft.

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

Skills Athletics +2, Perception +2

Senses darkvision 150 ft., passive Perception 13

Languages Aquan, Common

Challenge 1 (450 XP)

Coral Camouflage. While the coral commando remains motionless on the bottom of the sea, it resembles a coral reef or a similar natural formation. A creature within 30 feet of it can discern its true nature with a successful DC 15 Intelligence (Nature) check.

ACTIONS

Multiattack. The coral commando makes two attacks with its longsword.

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage or 5 (1d10) slashing damage if used with two hands.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* the target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

The world of the hidden ocean is filled with massive coral reefs. Deep beneath the surface, where the light is dim, the merfolk tend to these giant coral labyrinths that feed the benthic ecosystem. The coral commandos defend these reefs from interlopers. They have armor made from coral that helps them to blend in to their surroundings.

Adventurers are most likely to run into these merfolk warriors near Zonot Seven, the only sinkhole inside the boundaries of the Tenth District.



DEBTORS' TRANSPORT

Huge construct, unaligned

Armor Class 12 (natural armor)

Hit Points 105 (11d12 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	6 (-2)	6 (-2)	3 (-4)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses passive Perception 8

Languages understands Common but can't speak

Challenge 4 (1,100 XP)

Indebted Spirits. When the debtors' transport dies, one round later, two **indentured spirits**^{GGR} appear to avenge their fallen comrade.

Orzhov Agent. Any creature that owes the Orzhov Syndicate money has disadvantage on attack rolls against the debtors' transport.

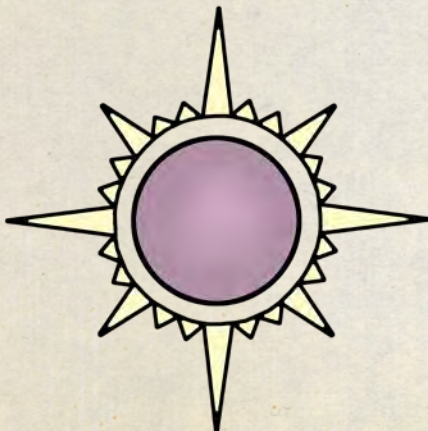
ACTIONS

Slap. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 15 (2d8 + 6) bludgeoning damage plus the target must succeed on a DC 12 Strength saving throw or be knocked prone.

The Orzhov Syndicate makes a big show of leading a procession of debtors' transports through the city. These hulking thralls are led through the streets by a coterie of Orzhov priests. On their back is a chained sarcophagus carrying the souls of those who owe the Orzhov in death.

Adventurers are most likely to run into debtors' transports in Precinct One, where the Orzhov have their strongest presence.



DEPUTY OF DETENTION

Medium humanoid (vedalken), lawful neutral

Armor Class 11 (14 with mage armor)

Hit Points 81 (18d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +3

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

Spellcasting. The deputy of detention is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The deputy of detention has the following wizard spells prepared:

Cantrips (at will): *blade ward, friends, true strike*

1st level (4 slots): *charm person, expeditious retreat, mage armor, shield*

2nd level (2 slots): *earthbind*^{XGE}, *hold person*

ACTIONS

Multiattack. The deputy of detention makes two attacks with its quarterstaff.

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

Detain (Recharge 5–6). The deputy of detention targets one creature within 120 feet of it that can see the deputy. The target takes 18 (4d8) psychic damage, and it must succeed on a DC 14 Intelligence saving throw or be paralyzed until the end of its next turn.

The deputy of detention is a partner to the Azorius arrester. While arresters use physical force to arrest and detain lawbreakers, the deputy of detention uses magic. Deputies tend to be low-ranking lawmages who have yet to complete their training. Doing a ride-along with Azorius arresters gives the on-the-job experience that working in the university cannot.

Adventurers are most likely to run into deputies of detention because they are breaking the law. These wizards may also be a part of an Azorius patrol.

DIMIR CUTPURSE

Medium undead, chaotic evil

Armor Class 12

Hit Points 108 (24d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., blindsight 30 ft.

Languages Common

Challenge 4 (1,100 XP)

Snatch. Whenever the Dimir cutpurse deals necrotic damage, it steals gold pieces from the target equal to the necrotic damage dealt.

ACTIONS

Multiattack. The Dimir cutpurse makes two attacks.

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/40 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 7 (2d6) necrotic damage

The Dimir Cutpurse is a spirit who collects fees on behalf of House Dimir. It does so swiftly and secretly. The creature shifts its way through the shadows looking for the loose coins that are owed to its dark masters.

Adventurers are most likely to run into this creature down a poorly lit street near Ismeri Library or Bane Alley.

DIMIR DOPPELGANGER

Medium monstrosity (shapechanger), neutral

Armor Class 14

Hit Points 113 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +5

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 3 (700 XP)

Ambusher. In the first round of combat, the doppelganger has advantage on attack rolls against any creature it surprised.

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Telepathic Shroud. The doppelganger is immune to any effect that would sense its emotions or read its thoughts, as well as all divination spells.

ACTIONS

Multiattack. The doppelganger makes two attacks.

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

Consume Identity. A doppelganger who consumes the brain of a victim absorbs the mind, memories, and personality of that creature. After consuming a target's identity, the doppelganger can assume the victim's form with total accuracy and possess the victim's memories, abilities, and alignment.

A doppelganger can consume up to three identities, if it tries to consume a fourth, it must make a DC 14 Wisdom saving throw. On a failure, it permanently loses an identity at random. A doppelganger can only access detailed memories and the abilities of one of its identities when it is in that identity's form.

The Dimir doppelganger is a terrifying predator. It moves through society unseen, until it comes upon its target. Fortunately, there are very few of these creatures loose on the streets of Ravnica, and they are all loyal to Lazav, the mysterious guildmaster of House Dimir. He deploys them like chess pieces in his intricate schemes—anyone could be a doppelganger. The friendly tavern keeper from the first adventure, the local lord, or any other number of random NPCs. No one can be trusted.



DIMIR GUILDMAGE

Medium humanoid (any), any lawful

Armor Class 13 (studded leather)

Hit Points 123 (22d8 + 22).

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	14 (+2)	11 (+1)	11 (+0)

Skills Deception +2, Stealth +3

Senses passive Perception 11

Languages Common

Challenge 4 (1,100 XP)

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

Cantrips (at will): *encode thoughts*^{GRR}, *mage hand*, *minor illusions*, *toll the dead*^{XGE}

1st level (4 slots): *disguise self*, *sleep*, *dissonant whispers*, *cause fear*

2nd level (3 slots): *detect thoughts*, *pass without trace*, *mind spike*^{XGE}

3rd level (2 slots): *gaseous form*, *nondetection*

ACTIONS

Multiattack. The Dimir guildmage makes two attacks.

Dagger. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 1) piercing damage, plus 14 (4d6) poison damage.

The Dimir guildmage is a master illusionist and spy. They use their powers to collect information and manipulate assets into feeding them intelligence. They can be found throughout Ravnica, although they usually keep their identity a secret. House Dimir has agents in almost every guild.

Adventurers will encounter these guildmages anywhere and at any time, they just may not know it. They are especially active at the Ismeri Library, where they send messages between spies and handlers.

DIMIR HOUSEGUARD

Medium undead, lawful evil

Armor Class 13 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Saving Throws Dex +4

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it spoke in life but can't speak

Challenge 1 (200 XP)

ACTIONS

Multiattack. The Dimir houseguard makes two attacks.

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

Frightful Presence. Each creature is the houseguard chooses within 120 feet of the houseguard and aware of it must succeed on a DC 12 Wisdom saving throw or become frightened 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. If a creature's saving throw is successful or the effects ends for it, the creature is immune to the houseguard's Frightful Presence for the next 24 hours.

The necrosages of Duskmantle utilize special skeletal guardians to protect their safe houses, warehouses, guild hall, and other important holdings. The houseguards only turn their frightful presence on trespassers.

Adventurers are likely to encounter these undead on the mist-veiled nights in Precinct Six.

Creating Houseguards. Any member of House Dimir who can cast *create undead* can create their own Dimir houseguard. You can choose to create Dimir houseguards instead of ghouls.

DIMIR SPYBUG

Tiny construct, unaligned

Armor Class 15 (natural armor)

Hit Points 10 (4d4)

Speed 10 ft., fly 50 ft.

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

Skills Stealth +5

Damage Immunities poison, psychic

Condition Immunities exhaustion, poisoned, frightened, paralyzed, petrified

Senses darkvision 60 ft., passive Perception 10

Languages understands Common

Challenge 1/8 (25 XP)

Record Conversation. The Dimir spybug records any conversations heard within 30 feet of it. It can then playback those conversations.

ACTIONS

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

These tiny constructed flies zip all over Ravnica, reporting back what they overheard to their masters. They are the literal fly on the wall. They are very simple creatures who cannot receive complex orders. Spybugs are not usually dangerous, but sometimes Dimir agents coat their stingers in deadly poison.



DOOM WHISPERER

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 170 (20d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	17 (+3)	21 (+5)	19 (+4)	16 (+3)

Saving Throws Dex +8, Con +6, Cha +6

Skills Stealth +8

Damage Resistances cold, fire, lightning; bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages telepathy 120 ft.

Challenge 8 (3,900 XP)

Innate Spellcasting. The doom whisperer's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The doom whisperer can innately cast the following spells, requiring no material components:

At will: *darkness*, *dissonant whispers*, *detect thoughts*
1/day, each: *blur*, *modify memory*

Magic Resistance. The doom whisperer has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The doom whisperer makes four attacks.

Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

The doom whisperer slinks through the fog-choked streets of Ravnica at night and softly whispers secrets into the ears of Dimir agents. The creature looks like a giant pair of bat wings filled with grasping hands floating through the night. It collects information throughout the city and delivers it to Lazav's agents.

Adventurers are most likely to run into these creatures in any dark alley at night. It's possible the adventurers need to bargain with this creature to obtain its secrets. The price for which is more secrets.

DOUSER OF LIGHTS

Large aberration, lawful evil

Armor Class 16 (natural armor)

Hit Points 187 (22d10 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	17 (+3)	2 (-4)	14 (+2)	18 (+4)

Skills Stealth +9

Damage Vulnerabilities radiant

Condition Immunities frightened

Senses truesight 120 ft., passive Perception 12

Languages —

Challenge 8 (3,900 XP)

Innate Spellcasting. The douser of lights spellcasting ability is Charisma (spell save DC 15). The doom whisperer can innately cast the following spells, requiring no material components:

At will: *darkness*

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

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

ACTIONS

Multiattack. The douser of lights makes four attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

These giant horrors lair deep in the Undercity. However, they are known to come to the surface in search of fresh prey, using the darkness to their advantage.

Adventurers are most likely to meet one of these horrible creatures while exploring the Undercity. They may come forth on a moonless night on the streets of Precinct Six.

DOVIN'S AUTOMATON

Large construct, lawful neutral

Armor Class 17 (natural armor)

Hit Points 65 (10d10 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	12 (+1)	12 (+1)	10 (+0)	5 (-3)

Damage Immunities poison

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

Senses passive Perception 10

Languages understands Common but can't speak

Challenge 4 (1,100 XP)

Siege Monster. Dovin's automaton deals double damage to objects and structures.

Magic Resistance. Dovin's automaton has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Dovin's automaton makes two attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and the target must succeed on a DC 14 Strength saving throw or be grappled.

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

The new Azorius guildmaster, Dovin Baan, has begun replacing the Azorius arresters with these sophisticated machines. Their preferred strategy is to clamp onto the wrist of a perpetrator and bludgeon them into submission.

Adventurers are most likely to run into these automated peace officers in areas where the Azorius Senate has the least control. These automatons can be seen patrolling around Rakdos painclubs, since they are immune to the allure of the danger found inside.



DREAD SLAG

Large aberration, lawful evil

Armor Class 16 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	17 (+3)	2 (-4)	14 (+2)	18 (+4)

Skills Stealth +9

Damage Vulnerabilities radiant

Condition Immunities frightened

Senses truesight 120 ft., passive Perception 12

Languages —

Challenge 9 (5,000 XP)

Fearful Asymmetry. The dread slag has advantage on attack rolls made against creatures who are frightened.

ACTIONS

Multiattack. The dread slag makes four attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 15 (2d8 + 6) slashing damage.

Frightful Presence. Each creature of the dread slag's choice within 120 feet of it and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dread slag's frightful presence for the next 24 hours.

The dread slag is a horrifying creature composed of spongy flesh and bony legs. These predators feast on the fears and phobias of the people of Ravnica. The Boros Legion always know a dread slag has attacked when they discover a mangled corpse with a silent scream frozen on its face.

Adventurers are most likely to meet these creatures in the Undercity near Rix Maadi, or in a dark alley at night.

DREKAVAC

Medium beast, any evil

Armor Class 13 (natural armor)

Hit Points 33 (5d8 +10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Stealth +4

Condition Immunities frightened

Senses passive Perception 11

Languages —

Challenge 1 (200 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 due to this disease, the target dies.

The drekavac is one of the many animals who have adapted well to life in the city. They are nimble climbers who squeeze through the various cracks and walls of Ravnica. They are also disgusting carrion eaters who carry disease, feasting on anything that is dead and rotting. Their fleshy faces are like a vulture's scalp. Their skin is usually coated in bits of their last meal.

Adventurers are likely to encounter these pests anywhere in the city. They crawl in the spaces between or beneath buildings. They like to create nests for themselves and go out looking for food. The Boros Legion used to have a bounty of 10 sp per drekavac corpse, until they realized people were raising the creatures to be sold to the Boros. The most unpleasant part of catching drekavac is the fact that the traps must be baited with rotting corpses.

E

EMMARA TANDRIS

Medium humanoid (elf), lawful good

Armor Class 11

Hit Points 138 (25d8+25)

Speed 30 ft.

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

Skills History +5, Nature +5

Senses passive Perception 13

Languages Common, Druidic, Sylvan

Challenge 9 (5,000 XP)

Speak with Beasts and Plants. Emmara can communicate with beasts and plants as if they shared a language.

Spellcasting. Emmara is a 12th-level Selesnya spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Emmara has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *friends*

1st level (4 slots): *aid*, *animal friendship*, *protection from evil and good*

2nd level (3 slots): *animal messenger*, *calm emotions*, *warding bond*

3rd level (3 slots): *conjure woodland beings*, *conjure animals*, *plant growth*

4th level (3 slots): *aura of life*, *conjure minor elementals*, *grasping vine*

5th level (2 slots): *awaken*, *conjure elemental*

6th level (1 slot): *conjure fey*

ACTIONS

Multiattack. Emmara makes two attacks.

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

Emmara Tandris is a high-ranking priest of the Selesnya Conclave. She is a close friend and ally of Jace Beleren, but feels he should be replaced as Living Guildpact. She has taken over as de facto leader of the Selesnya.

Adventurers are most likely to encounter her beneath the boughs of Vitu-Ghazi or even around Precinct One on her way to an important meeting.

ERSTWHILE

Medium undead, unaligned

Armor Class 12 (breastplate)

Hit Points 38 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 8

Languages —

Challenge 1 (200 XP)

Death Burst. The Erstwhile explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

The Erstwhile were once a sophisticated race of elven warriors. However, they were laid to rest in coffins in Umerilek, the underground Mausoleum of the Erstwhile. The Gorgon planeswalker called upon these ancient warriors to rise again in service to the Golgari. They are tougher than the average zombie, and some still retain their martial training from when they were alive.

Adventurers are most likely to run into one of these ancient warriors in Golgari territory beneath the streets of Ravnica.



ERSTWHILE TROOPER

Medium undead, unaligned

Armor Class 12 (breastplate)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 8
Languages —
Challenge 2 (450 XP)

Death Burst. The Erstwhile explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage.

ACTIONS

Multiattack. The Erstwhile trooper makes two melee attacks.

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

Caustic Spores (1/Day). The Erstwhile trooper releases spores in a 30-foot cone. Each creature inside the cone must succeed on a DC 13 Dexterity saving throw or take 10 (3d6) acid damage at the start of each the Erstwhile trooper's turns. A creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success.

Vraska used the Mausoleum of the Erstwhile to bolster the forces loyal to her in a hostile takeover of the Golgari Swarm. Now these ancient warriors serve her with their undying loyalty. Their clothing, armor, and weaponry are all in an ancient, out of style design, but they are still proficient in fighting with spears. These zombies are tougher than usual due to the fungal growths spread across their bodies.

FAERIE DUELIST

Tiny fey, chaotic good

Armor Class 17
Hit Points 3 (2d4 - 2)
Speed 10 ft, fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +7
Senses passive Perception 14
Languages Common, Sylvan
Challenge ¼ (50 XP)

Lightfooted. The faerie duelist can take the Dash or Disengage action as a bonus action on each of its turns.

Magic Resistance. The faerie duelist has advantage on saving throws against spells and other magical effects.

Suave Defense. While the faerie duelist is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

ACTIONS

Multiattack. The faerie duelist makes two attacks with its rapier.

Rapier. *Melee Weapon Attack*: +5 to hit, reach 5 ft. one target. **Hit**: 1 piercing damage.

Ravnica is filled with faeries and some of those fey cannot help but fall to lives of crime. A faerie makes the perfect spy and thief. They can get into small, tight spaces that larger folk would never think to guard against. Duelists have a strong sense of pride, and when that pride is infringed upon they come up with some sort of unique and quirky revenge.

Adventurers are most likely to find these creatures inside any tavern, getting drunk on a thimble of beer.

FERAL ANIMIST

Small humanoid (goblinoid, shapechanger), chaotic evil

Armor Class 12 in goblin form,
13 in ragebeast form
Hit Points 44 (8d6 + 16)
Speed 30 ft (40 ft. in ragebeast form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	8 (-1)	8 (-1)

Skills Perception +4
Senses passive Perception 14
Languages Common, Goblin (can't speak in ragebeast form)
Challenge 2 (450 XP)

Shapechanger. The feral animist can use its action to polymorph into a goblin ragebeast hybrid or back into its true form, which is a goblin. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. The feral animist makes two attacks: two with its mace or two with its slam.
Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target, *Hit:* 6 (1d6 + 2) bludgeoning damage
Slam (Ragebeast Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target, *Hit:* 9 (2d6+2) bludgeoning damage

A feral animist is a type of cursed (or blessed) Gruul berserker. Those who are afflicted in such a way are touched by the Raze Boar, an ancient boar god destined to unleash a fiery rampage and burn Ravnica down to the ground. These goblin warriors seem like a normal goblin until they transform into thickly muscled hulking brutes who unleash their anger on their enemies.

Adventurers are most likely to meet these creatures in the Rubblebelt, or in an unlucky tavern brawl.

FLAME-KIN ZEALOT

Large elemental, lawful neutral

Armor Class 13
Hit Points 68 (8d10+24)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (+3)	10 (+0)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Common, Ignan
Challenge 4 (2,300 XP)

Fire Form. The flame-kin zealot can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the flame-kin zealot or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Reckless. At the start of its turn, the flame-kin zealot can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Zealous Inspiration. All allies within 30 feet of the flame-kin zealot have +5 to initiative rolls.

ACTIONS

Multiattack. The flame-kin zealot makes two attacks.
Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage.

The flame-kin zealot is one of the many elementals employed by the Boros Legion. These fiery warriors ignite passion in the hearts of their comrades. It is said that Boros soldiers are like a cache of bombs ready to explode, and the flame-kin lights their fuses.

Adventurers are most likely to run into these elemental warriors near Sunhome. They may also be out on patrol with a squad of Boros soldiers



FOUNDRY CHAMPION

Huge elemental, lawful neutral

Armor Class 15 (half plate)

Hit Points 128 (15d10+45)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	6 (+3)	10 (+0)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Ignan

Challenge 7 (2,900 XP)

Fire Form. The foundry champion can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the flame-kin zealot or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

ACTIONS

Multiattack. The foundry champion makes two attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 17 (4d6 + 3) slashing damage plus 14 (4d6) fire damage.

Breath Weapon (Recharge 5–6). The foundry champion exhales fire in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

The foundry champion is a powerful leader among the Boros forces. It is a creature composed of molten slag, wielding a massive two handed greatsword and breathing fire. To stand beside one in battle is a glorious experience, to stand against it is a terrifying one.

Adventurers are most likely to face these creatures near Tin Street where they can be seen out on patrol with a squad of Boros soldiers, reminding the criminal population of their presence. These brutes also see a lot of action against Gruul forces, where they can meet the ferocity of rampaging giants.



G

GATEBREAKER RAM

Large beast, unaligned

Armor Class 13

Hit Points 61 (11d10)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	10 (+0)	2 (-4)	12 (+1)	6 (-2)

Skills Athletics +7

Senses passive Perception 11

Languages —

Challenge 3 (700 XP)

Siege Monster. The gatebreaker ram deals double damage to objects and structures.

Trampling Charge. If the gatebreaker ram moves at least 20 feet straight toward a creature and then hits it with a headbutt attack on the same turn, that target must succeed on a DC 14 Strength or Dexterity saving throw or be knocked prone. If the target is prone, the gatebreaker ram can make one stomp attack against it as a bonus action.

ACTIONS

Headbutt. Melee Weapon Attack: +4 to hit, reach 5 ft. one target. Hit: 11 (2d8 + 2) bludgeoning damage.

Stomp. Melee Weapon Attack: +4 to hit, reach 5 ft. one prone creature. Hit: 20 (4d8 + 2) bludgeoning damage.

These massive rams put the eponymous battery ram to shame.

Their bellowing bleats can be heard echoing all through the rubble belt. They are nimble climbers and leapers, able to prance their way up sheer buildings. Their hooves can find purchase on the tiniest ledges.

Gatebreaker rams are favorite mounts for the bravest (and foolhardy) Gruul raiders. They appreciate their speed and agility. However, they are aggressive and difficult to manage. It's less riding them and more holding on for dear life.

Adventurers are most likely to meet these beasts while out in the Rubblebelt or while facing a Gruul raid.



GLASS GOLEM

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 168 (30d10 + 150)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Vulnerabilities bludgeoning, thunder

Damage Immunities poison, psychic, piercing, and slashing from nonmagical attacks

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 7 (2,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects except those that deal thunder damage.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage plus 14 (4d6) fire damage.

The glass golem is the result of an Izzet inventor's attempt at creating a cheaper, more affordable stone golem. What is glass but a type of stone? Unfortunately, their crystalline structure makes them susceptible to damage from warhammers and opera singers. This is a design flaw kept quiet from would-be buyers.

Glass golems can be encountered throughout Ravnica. It is a favorite guardian for low-level mobsters who need to protect their lair, but cannot afford more costly defense measures.

GLEAN CRAWLER

Huge aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 133 (14d10 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	17 (+3)	2 (-4)	14 (+2)	18 (+4)

Skills Stealth +7

Damage Vulnerabilities radiant

Condition Immunities frightened

Senses truesight 120 ft., passive Perception 9

Languages —

Challenge 9 (5,000 XP)

Consume Life. As a bonus action, the glean crawler can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 16 Constitution saving throw against this magic or die. If the target dies, the glean crawler regains 10 (3d6) hit points.

Innate Spellcasting. The glean crawler's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The glean crawler can innately cast the following spells, requiring no material components:

At will: *create undead*

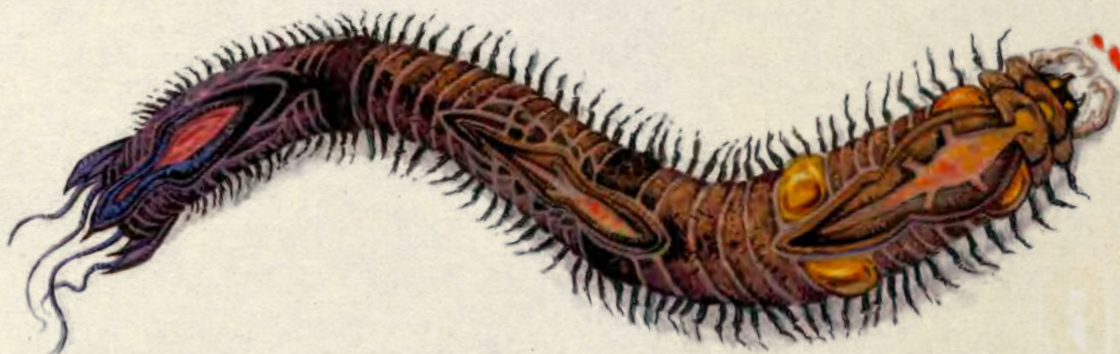
Spider Climb. The douser of lights can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check

ACTIONS

Multiattack. The glean crawler makes two attacks.

Withering Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 27 (6d8) necrotic damage.

These massive insectoid horrors can be found skittering around the deepest tunnels of the Undercity. They feast on flesh, then create small armies of undead servants. The Golgari who work near their lairs are careful to give them a wide berth. Sometimes, they will leave offerings in the hopes of keeping the creatures satiated.



GLOWSPORE SHAMAN

Medium humanoid (elf), any alignment

Armor Class 12

Hit Points 138 (25d8 + 25).

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	16 (+3)	17 (+3)	11 (+0)

Saving Throws Int +5, Wis +5

Skills Arcana +7, Nature +7

Damage Resistances poison

Senses passive Perception 13

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Spellcasting. The glowspore shaman is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The glowspore shaman has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *infestation*^{XGE}, *poison spray*, *thorn whip*

1st level (4 slots): *detect poison and disease*, *entangle*, *faerie fire*, *fog cloud*

2nd level (3 slots): *blindness/deafness*, *darkvision*, *gentle repose*

3rd level (3 slots): *animate dead*, *gaseous form*, *plant growth*

4th level (1 slot): *blight*

ACTIONS

Multiattack. The glowspore shaman makes two attacks.

Withering Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (3d8) necrotic damage.

REACTIONS

Halo of Spores. When a creature the glowspore shaman can see moves into a space within 10 feet of it, it can use its reaction to deal 3 (1d6) necrotic damage to that creature unless it succeeds on a DC 16 Constitution saving throw.

Glowspore shamans are an important part of the Rot Farm. They help the various mushrooms and fungi flourish in the Undercity. Some of the rarest and most delicious mushrooms are served on the tables of Ravnica's finest restaurants.

GOLGARI GUILDMAGE

Medium humanoid (human or elf), any alignment

Armor Class 12 (leather armor. 16 with barkskin)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	16 (+3)	11 (+0)	11 (+0)

Skills Nature +4, Survival +2

Senses passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

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

Cantrips (at will): *druidcraft*, *infestation*^{XGE}, *toll the dead*^{XGE}

1st level (4 slots): *cause fear*, *compelled duel*, *ensnaring strike*, *ray of sickness*

2nd level (3 slots): *barkskin*, *darkness*, *enhance ability*

3rd level (2 slots): *animate dead*, *plant growth*

ACTIONS

Multiattack. The Golgari guildmage makes two attacks.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 14 (4d6) necrotic damage.

The Golgari Swarm is one of the largest and most diverse guilds in Ravnica. They rule the Undercity and have taken over the various hives and ruins that have been built over.

The Golgari dig through the refuse and find lost treasures only to bring them back to the surface for resale. They also manage to feed millions of people.

Adventurers are most likely to run into the Golgari guildmage in the Undercity. However, since Vraska has taken over, the Golgari have had a larger presence on the surface of Ravnica.



GOLGARI RAIDER

Medium humanoid (elf), any alignment

Armor Class 14 (leather armor)

Hit Points 46 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	11 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common, Elven

Challenge 2 (450 XP)

Haste. The Golgari raider has a +5 bonus to Initiative

ACTIONS

Multiattack. The Golgari raider makes two attacks.

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

Spear. *Melee or Ranged Weapon Attack.* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

The Golgari Swarm has been slowly expanding over the centuries. Now, under Vraska's rule, the guild has begun an explosive campaign of expansion. Golgari raiders are elven warriors wearing leather armor made from thick, dense mushrooms.

GOLGARI ROTWURM

Gargantuan undead, unaligned

Armor Class 15 (natural armor)

Hit Points 165 (10d20 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	6 (-2)	6 (-2)	3 (-4)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., passive Perception 8

Languages —

Challenge 11 (7,200 XP)

Tunneler. The rotworm can burrow through solid rock at half its burrow speed and leaves a 10 foot-diameter tunnel in its wake.

Undead Fortitude. If damage reduces the rotworm to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the rotworm drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target, *Hit:* 26 (5d6 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 20 Dexterity saving throw or be swallowed by the rootworm. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the rootworm, and takes 17 (5d6 necrotic damage at the start of each of the rotworm's turns. If the rootworm takes 30 damage or more on a single turn from a creature inside it, the rootworm can regurgitate all swallowed creatures.

Svogthir was the parun of the Golgari Swarm, the ancient founder of the guild, as well as a powerful necromancer. He used his magic to become a lich and to produce all manner of stranger creatures to serve the Golgari Swarm. Svogthir created the first rotworms using the corpses of the wurms created by the Selesnya Conclave. It is unknown how many of these massive undead beasts are currently under the control of Golgari necromancers.

GRIM ROUSTABOUT

Medium undead, chaotic evil

Armor Class 13 (leather armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 12

Languages understands all languages it spoke in life but can't speak

Challenge 1 (200 XP)

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

Undead Fortitude. If damage reduces the grim roustabout to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the grim roustabout drops to 1 hit point instead.

ACTIONS

Multiattack. The grim roustabout makes three attacks.

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

A roustabout is an unskilled laborer; the Rakdos often employ these types of simple undead to work as stage hands. They are popular dock workers as well since they can effectively work through the day and night without resting.

Adventurers are likely to run into these undead servants being employed by ne'er-do-wells and other unsavory characters who need dirty deeds done cheaply.

GROODION

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	2 (-4)	8 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Foul. Any other creature that starts its turn within 10 feet of the groodion must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the groodion's next turn.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 4) piercing damage plus 6 (2d6) acid damage.

The groodion is a filthy and disgusting pest, one of the many creatures that dwells in the expansive sewers of the Undercity. These creatures feast on garbage. They are mangy and acidic drool oozes from their ravenous mouths. A groodion will eat anything.

Groodions can be encountered anywhere in the Undercity but also roaming the gutters looking for some tasty trash. They prefer to stick to the cover of night when they go scavenging for their next meal.



GROZOTH

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 172 (9d12 + 27)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	20 (+5)	11 (+0)	11 (+0)	9 (-1)

Skills Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened

Senses passive Perception 12

Languages —

Challenge 8 (3,900 XP)

Amphibious. The grozoth can breathe air and water.

Defender. At the start of its turn, the grozoth can gain disadvantage on all melee attack rolls during that turn, and attack rolls against it have disadvantage until the start of the next turn.

ACTIONS

Multiattack. The grozoth makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained.

Psychic Scream (Recharge 5–6). The grozoth magically emits psychic energy in a 60-foot cone. Each creature in the area must succeed on a DC 16 Intelligence saving throw or take 18 (4d8) psychic damage and be stunned 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.

Grozoths tend to be quiet peaceful creatures; they are not aggressive predators. They prefer to lurk in deep subterranean pools. A grozoth can wait like this for years. House Dimir likes to use them as guardians for their underground safe houses, training them to keep out trespassers.

GRUUL BEASTMASTER

Medium humanoid (any), chaotic neutral

Armor Class 13 (leather armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Animal Handling +3

Senses passive Perception 13

Languages Common

Challenge 2 (450 XP)

Haste. The Gruul beastmaster has a +5 bonus to Initiative.

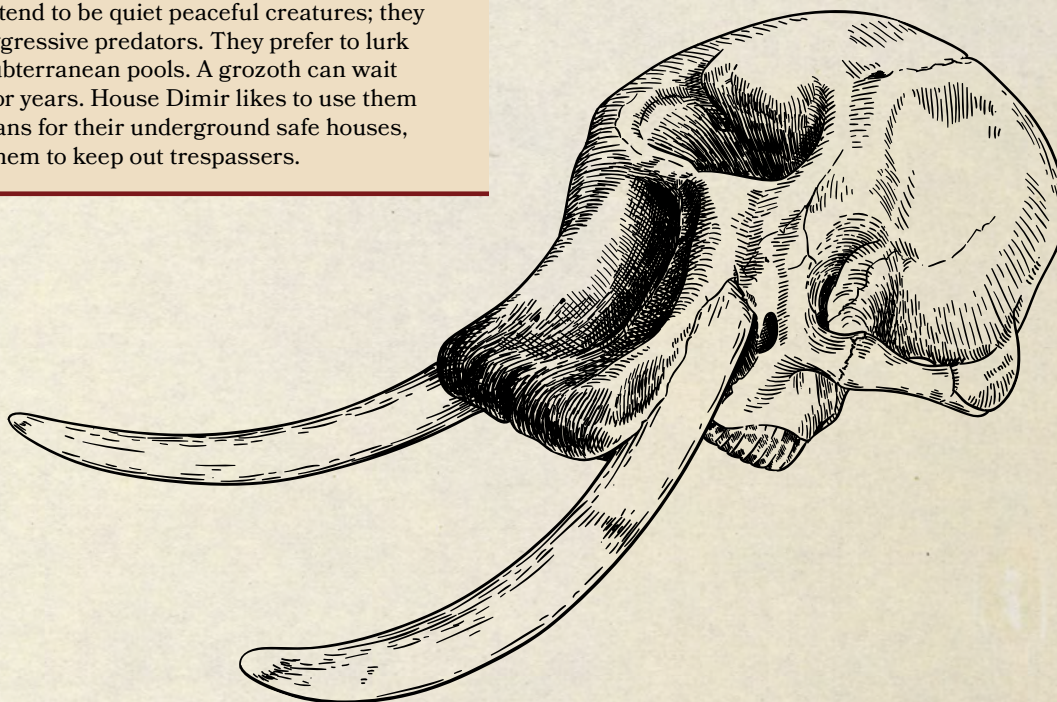
Pack Tactics. The Gruul beastmaster has advantage on an attack roll against a target if at least one of the creature's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The Gruul beastmaster makes three melee attacks.

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

Many of the raging warriors of the Gruul Clans have a strong affinity for the beasts who make their homes among the Rubblebelt. They often build a strong bond with herds of boars or packs of wolves. The current Gruul guildmaster, Domri Rade, was one of these beastmasters.



GRUUL GUILDMAGE

Medium humanoid (any), any chaotic

Armor Class 12 (leather armor, 16 with barkskin)

Hit Points 78 (12d8+24)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	11 (+0)	14 (+2)	11 (+0)

Skills Animal Handling +4, Athletics +3

Senses passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

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

Cantrips (at will): *druidcraft*, *firebolt*, *shocking grasp*

1st level (4 slots): *burning hands*, *compelled duel*,
earth tremor^{XGE}, *ensnaring strike*

2nd level (3 slots): *barkskin*, *enhance ability*, *lightning bolt*

3rd level (2 slots): *conjure animals*, *erupting earth*^{XGE}

ACTIONS

Multiattack. The Gruul guildmage makes two attacks.

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) bludgeoning damage.

The Gruul guildmage is a keeper of ancient arcane secrets passed down generation from generation. They carry the traditions of the old ways to the present. They use their power to help their clan succeed in ripping down the structures of Ravnica once and for all. They often take the role of the spiritual leader of their clan.

Adventurers are most likely to meet these spellcasters out in the Rubblebelt or with a Gruul raiding party. These guildmages often create a secluded lair from the shattered rubble. There, they commune with nature and delve the secrets of the End Raze.

GRUUL SPELLBREAKER

Large giant, chaotic evil

Armor Class 10 (leather armor)

Hit Points 77 (9d10+27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Skills Intimidation +6

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 3 (700 XP)

Magic Resistance. The Gruul spellbreaker has advantage on saving throws against spells and other magical effects.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

REACTIONS

Spell Vitalization. Immediately after a hostile creature casts a spell of 1st level or higher within 120 feet of the Gruul spellbreaker, it can use its reaction to move up to twice its speed without provoking opportunity attacks. It can then make one attack against a target of its choice.

Gruul spellbreakers hate wizards, warlocks, druids, sorcerers, clerics, bards, paladins, and some rangers. They hate all spellcasters. Maybe, it is because they are afraid of what they do not understand. Regardless, it is bad luck to cast spells near one of these creatures, because they will run up to you and smash your head in with a giant axe.

Adventurers are most likely to run into these ogres in the Rubblebelt, as a part of a Gruul raiding party, or at a child's birthday party beating up a magician.

GUARDIAN OF VITU-GHAZI

Huge elemental, neutral good

Armor Class 17 (natural armor)

Hit Points 196 (17d12 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	5 (-3)	11 (+0)	5 (-3)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 9 (5,000 XP)

Innate Spellcasting. The guardian of Vitu-Ghazi's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The guardian of Vit-Ghazi can innately cast the following spells, requiring no components:

3/day: *erupting earth*^{XGE}, *plant growth*, *spike growth* 1/day: *conjure minor elementals*

ACTIONS

Multiattack. The guardian of Vitu-Ghazi makes three attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage.

REACTIONS

Vigilance. Immediately after a creature attacks the guardian of Vitu-Ghazi it can spend its reaction to make a slam attack.

The great tree of Vitu-Ghazi is defended by a species of elemental found only on Ravnica. They are tree elementals, whose branchy bodies are infused with large green crystals. These elementals come in all shapes and sizes. Some are as small as a house cat, others are the size of buildings. A guardian of Vitu-Ghazi takes less magical energy to animate than one of the colossal elementals.

Adventurers are most likely to find these elementals in or around Vitu-Ghazi. They may rarely be seen elsewhere escorting important Selesnya leaders.

SWARM OF GUTTER SKULKS

Medium swarm of tiny undead, unaligned

Armor Class 10

Hit Points 25 (7d8 - 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge ½ (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny rat. The swarm can't regain hit points or gain temporary hit points.

Undead Fortitude. If damage reduces the swarm to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the swarm drops to 1 hit point instead.

ACTIONS

Bites. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours.

Rats are a problem in every city; large populations of people offer rats shelter and easy access to food. Undead rats are problem in Ravnica. These rodents are animated by a disease, fungus, or the strange machinations of a rogue necromancer. Nothing is more inconvenient than having to deal with an undead rat that just won't die.



GUTTERBONES

Medium undead, chaotic evil

Armor Class 13 (leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 9

Languages understands all languages it spoke in life but can't speak

Challenge 1 (200 XP)

Action Surge (Recharges After a Short or Long Rest). On its turn, the gutterbones can take one additional action.

Undead Fortitude. If damage reduces the gutterbones to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the gutterbones drops to 1 hit point instead.

ACTIONS

Multiattack. The gutterbones makes two attacks.

Greatsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

A gutterbones is a nickname given to a random corpse when it rises from the dead. People die violent deaths all the time in the streets of Ravnica, and their bodies are often dumped into sewers, alleys, or down into the Undercity, where no one will notice. Sometimes those corpses rise from the dead to plague the living.

Adventurers are most likely to run into these undead creatures near Precinct Six or Rix Maadi, the guildhouse of the Cult of Rakdos. Rakdos painclubs are always dumping bodies.

GUTTERSNIPE

Small humanoid (goblinoid), neutral evil

Armor Class 12

Hit Points 32 (7d8)

Speed 30 ft.

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

Skills Arcana +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Spellcasting. The guttersnipe is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The guttersnipe has the following spells prepared:

Cantrips (at will): *create bonfire*^{XGE}, *firebolt*, *shocking grasp*
1st level (3 slots): *burning hands*, *earth tremor*^{XGE},
expeditious retreat

ACTIONS

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

REACTIONS

Spell Snipe. Immediately after a creature casts a spell of 1st level or higher within 120 feet of the guttersnipe, it can spend its reaction to force the creature to make a DC 13 Intelligence saving throw or take 7 (2d6) psychic damage.

The guttersnipe is a rogue spellcaster who likes to target other spellcasters. They are not affiliated with any guild, but interested in stealing more magical knowledge. They are magical scavengers operating on the fringe of society. They will do anything to scrape a little more power to themselves.

Adventurers are most likely to meet these arcane thieves up and down Tin Street. They will trade information or services in exchange for a few torn-out sheets of a wizard's spellbook.





GYRE ENGINEER

Medium humanoid (vedalken), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 32 (7d8)

Speed 30 ft.

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

Skills Arcana +4

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Amphibious. The gyre engineer can breathe air and water.

Spellcasting. The gyre engineer is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The gyre engineer has the following spells prepared:

Cantrips (at will): *acid splash*, *shape water*^{XGE}, *frostbite*^{XGE}
1st level (3 slots): *mage armor*, *magic missile*, *sleep*

ACTIONS

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

The gyre engineer is one of the many researchers apart of the Simic Combine. They perform countless experiments trying to push the envelope of evolution.

HELLHOLE FLAILER

Large giant, chaotic evil

Armor Class 11

Hit Points 108 (12d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+1)	16 (+3)	5 (-3)	7 (-2)	10 (+0)

Skills Performance +2

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 3 (700 XP)

Flaming Death (Recharges After a Short or Long Rest). On its turn the hellhole flailer can unleash a fireball centered on itself. Each creature, including the flailer, within 20 feet of it must make a DC 13 Dexterity saving throw taking 36 (8d8) fire damage on a failure or half as much damage on a success.

ACTIONS

Multiattack. The hellhole flailer makes two attack, one with its spiked fist, the other with its chain sweep.

Spiked Fist. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) piercing damage.

Chain Sweep. The hellhole flailer swings its chain and every creature within 10 feet of it must make a DC 14 Dexterity saving throw. On a failed saving throw a creature takes 8 (1d8 + 4) bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

These Rakdos ogres swing massive chains around until their raving reaches a fever pitch and they explode. They are very popular attractions in Rakdos painclubs across Ravnica. They jump into the middle of mosh pits lashing everyone nearby with their massive chains.

Adventurers are most likely to encounter these ogres in a Rakdos painclub or Rix Maadi, the Rakdos guildhall.

HELLRAISER GOBLIN

Small humanoid (goblin), chaotic neutral

Armor Class 12

Hit Points 7 (7d6)

Speed 30 ft.

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

Senses passive Perception 9

Languages Common

Challenge 1/2 (100 XP)

Haste. The hellraiser goblin has a +5 bonus to Initiative.

Lead the Way. The hellraiser goblin's allies have a +5 bonus to Initiative.

Siege Monster. The hellraiser goblin deals double damage to objects and buildings.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) bludgeoning damage.

Hellraiser goblins are popular recruits for guildless rebels, goblin mobsters, and Boros legionnaires. These wild goblins are difficult to manage, it is best to just point them in a direction and let them run loose. They pack the intense love of smashing in the tiny body of a goblin. They are a punch first ask questions never kind of goblin.

Adventurers are most likely to meet these goblins in a tavern brawl or anywhere else along Tin Street.

HERO OF PRECINCT ONE

Medium humanoid (any), any good

Armor Class 16 (chain shirt, shield)

Hit Points 72 (11d8 + 22)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

Call for Backup (Recharges After a Long Rest). The hero of Precinct One can use an action to summon four guards.

ACTIONS

Multiattack. The hero of Precinct One makes two attacks.

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

The guilds are supposed to defend the people of Ravnica, but when they falter it is up to the citizens to take up arms. The hero of Precinct One is a defender of the guildless. They can call upon others to take up arms.

Adventurers are most likely to meet these warriors around Precinct One.



HORROR OF THE DIM

Medium aberration, lawful evil

Armor Class 16 (natural armor)

Hit Points 138 (25d8+25)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	12 (+1)	6 (-2)	8 (-1)	16 (+3)

Skills Perception +2, Stealth +5

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 5 (1,800 XP)

Fear Aura. Any hostile target that starts its turn within 20 feet of the horror must make a DC 14 Wisdom saving throw. On a failed save, the target is frightened until the start of its next turn. If the target's saving throw is successful, the target is immune to the creature's Fear Aura for the next 24 hours.

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

Magic Resistance. The horror has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The horror makes two attacks.

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

There are endless horrors that slink through the hidden alleyways and shadowy corridors of Ravnica. These wretched creatures can send even the most stalwart run gibbering into the darkness.

The horror of the dim is a strange amalgamation of necromancy and mind magic coalesced into a hideous form. Foolish House Dimir guildmages will often hunt these creatures in the hopes of obtaining some sort of powerful arcane secret. Few are ever successful in this endeavor.

Adventurers are most likely to meet these horrific creatures deep in the dark corners of the Undercity. They serve the Dimir as spies of a sort. Rather than collecting information via spying, they torment their prey into revealing their secrets until there is almost nothing left of their broken psyches.





HUMONGULUS

Large construct, neutral

Armor Class 13 (natural armor)

Hit Points 43 (5d10 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-3)	16 (+3)	10 (+0)	10 (+0)	7 (-2)

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft.

Languages Understands the languages of its creator but can't speak

Challenge 2 (450 XP)

Magic Resistance. The humongulus has advantage on saving throws against spells. The humongulus also has resistance to damage from spells.

ACTIONS

Big Meaty Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

The humongulus is a specially designed homunculus for the magician who needs a heavy-duty solution for heavy-duty problems. They make useful guardians as well as beasts of burden. They can be found throughout the city of Ravnica.

ISPERIA'S SKYWATCH

Medium humanoid (any), lawful neutral

Armor Class 17 (half plate armor)

Hit Points 108 (16d8+32)

Speed 30 ft

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

Skills Animal Handling +3, Athletics +4, Perception +3

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Bonded Mount. The skywatch is magically bound to a griffon. While mounted on this beast, the skywatch gains the beast's senses. The bonded mount obeys the skywatch's commands. If its mount dies, the skywatch can train a new beast to serve as its bonded mount, a process requiring a month.

Innate Spellcasting. The skywatch's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The skywatch can innately cast the following spell, requiring no components.

1/day: *Otiluke's resilient sphere*

ACTIONS

Multiaction. The skywatch makes two shortsword attacks.

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

Lance. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

In a lot of ways, the Skywatch is a rival to the Boros Legion's Skyknights. They patrol the skies above Precinct One and help provide air support to Azorius arresters on the ground. They swoop in and scoop up criminals astride their massive griffons. These regal creatures are specifically bred and raised for law enforcement.

Adventurers are most likely to meet these peace keepers around Precinct One. However, since Dovin Baan took over the guild, some Skywatch riders have been forced to operate as rebels.

IZONI, THOUSAND-EYED

Medium humanoid (elf), chaotic neutral

Armor Class 12 (16 with barkskin)

Hit Points 198 (30d8 + 60)

Speed 30 ft.

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

Skills Medicine +7, Nature +4

Senses passive Perception 13

Languages Common, Elvish

Challenge 9 (5,000 XP)

Bonded Swarms. Izeni is magically bound to several insect swarms. While bonded with these swarms, Izeni can see through their eyes. The bonded swarms obey her commands. If her swarm dies, she can train a new swarm to serve as her bonded swarm, a process requiring a week. Izeni is bonded with 1d6 swarms of insects.

Spellcasting. Izeni is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Izeni has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *infestation*, *poison spray*, *primal savagery*, *shillelagh*

1st level (4 slots): *animal friendship*, *beast bond*, *entangle*, *fog cloud*

2nd level (3 slots): *barkskin*, *spike growth*, *enhance ability*

3rd level (3 slots): *conjure animals*, *plant growth*, *speak with plants*

4th level (3 slots): *blight*, *conjure minor elementals*, *polymorph*

5th level (1 slot): *insect plague*

ACTIONS

Multiattack. Izeni makes three attacks.

Shillelagh. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 10 (3d6) necrotic damage.

Izeni is a Devkarin elf champion of the Golgari Swarm. She is a shaman who bonds with swarms of insects, using them to move herself through the tunnels of the Undercity. When she walks, she seems to glide over the ground. She is never seen without the company of several swarms of insects crawling over and around her.





IZZET GUILDMAGE

Medium humanoid (any), any chaotic alignment

Armor Class 12 (leather armor)
Hit Points 123 (22d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	17 (+3)	11 (+0)	11 (+0)

Skills Arcana +5, Investigation +5
Senses passive Perception 10
Languages Common
Challenge 4 (1,100 XP)

Spellcasting. The Izzet guildmage is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Izzet guildmage has the following wizard spells prepared:

Cantrips (at will): *firebolt*, *guidance*, *shocking grasp*
 1st level (4 slots): *burning hands*, *dissonant whispers*, *earth tremor*^{XGE}, *sleep*
 2nd level (3 slots): *Aganazzar's scorcher*^{XGE}, *blur*, *crown of madness*
 3rd level (2 slots): *lightning bolt*, *erupting earth*^{XGE}

ACTIONS

Multiattack. The Izzet guildmage makes two attacks.

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

These guildmages are mid-ranking Izzet researchers. They represent the types of useful assistants utilized by higher ranking Izzet mages who are conducting important research on behalf of the Izzet League.



JUDITH, THE SCOURGE DEVA

Medium humanoid (human), chaotic evil

Armor Class 13 (leather armor)
Hit Points 94 (17d8 + 17)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	13 (+1)	11 (+0)	14 (+2)

Saving Throws Dex +6, Wis +4
Skills Acrobatics +6, Perception +4, Performance +6
Senses passive Perception 14
Languages Common, Infernal
Challenge 5 (1,800 XP)

Spellcasting. Judith is a 9th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She has the following sorcerer spells prepared:

Cantrips (at will): *dancing lights*, *firebolt*, *shocking grasp*, *prestidigitation*
 1st level (4 slots): *burning hands*, *disguise self*, *dissonant whispers*, *Tasha's hideous laughter*
 2nd level (3 slots): *Aganazzar's scorcher*^{XGE}, *crown of madness*, *heat metal*
 3rd level (3 slots): *lightning bolt*, *fear*, *major image*
 4th level (3 slots): *charm monster*, *confusion*, *hallucinatory terrain*
 5th level (1 slot): *mislead*

ACTIONS

Multiattack. Judith makes two spiked chain attacks and a chain sweep.

Spiked Chain. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 10 (3d6) fire damage.

Chain Sweep. Judith swings her chain, and every creature within 10 feet of her must make a DC 16 Dexterity saving throw. On a failed saving throw, a creature takes 6 (1d8 + 2) bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Judith is the grand dame of the Cult of Rakdos. However, she feels that the crowd's adoration is misplaced on Rakdos. She wants to claim the praise for herself. She is one of the most loved and famous performance artists in Ravnica, combining dark monologues with bizarre pain stunts.

KNIGHT OF AUTUMN

Medium fey, lawful good

Armor Class 15 (natural armor)

Hit Points 123 (22d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	14 (+2)	19 (+4)	20 (+5)	21 (+5)

Saving Throws Int +7, Wis +8, Cha +8

Skills Arcana +7, Nature +7, Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages Common, Elvish, Sylvan

Challenge 5 (1,800 XP)

Mounted Charge. If the knight is mounted and moves at least 20 feet straight toward a target and then hits it with a lance attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone.

Speak with Beasts and Plants. The knight of autumn can communicate with beasts and plants as if they shared a language.

ACTIONS

Multiattack. The knight makes two attacks.

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 15 (2d12 + 2) piercing damage.

Summon Mount (1/Day). The knight of autumn summons a mount, which appears in an unoccupied space within 60 feet of the knight. The mount remains for 8 hours until it or the knight dies, or until the knight dismisses it as an action. The mount uses the stat block of an elk with these changes: it is a plant instead of a beast, it has an Intelligence of 6, and it understands Sylvan but can't speak. While within 1 mile of the mount, the knight can communicate with it telepathically.

These knights ride into battle alongside the mightier Conclave dryads (see GGR). They ride into the battle to defend the Selesnya Conclave astride mounts composed of vines, branches, and leaves.

Adventurers are most likely to run into these knights while they are escorting important Selesnya dignitaries from Vitu-Ghazi to the hall of the Guildpact.

KNIGHT OF SORROWS

Medium humanoid (any), lawful evil

Armor Class 18 (plate)

Hit Points 108 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

Skills Intimidation +5

Senses blindsight 60 ft., passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

Orzhov Agent. Any creature that makes attacks against the knight have disadvantage if they owe the Orzhov Syndicate money.

Tithing. Whenever the knight deals necrotic damage, it steals gold coins from the target equal to the necrotic damage dealt.

ACTIONS

Multiattack. The knight makes two attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 7 (2d6) necrotic damage or 8 (1d10 + 3) plus 7 (2d6) necrotic damage if used with two hands.

These silent knights are the enforcers of the Orzhov Syndicate. Some people who find themselves in debt to the church make the mistake in believing they can escape paying what they owe. The knights of sorrows wear intimidating faceless helmets that are enchanted not to obscure their sight.

Adventurers are most likely to run into the knight of sorrows near Viskopa bank, or if they are deep in debt to the Orzhov Syndicate.



L

LAVINIA, AZORIUS RENEGADE

Medium humanoid (human), lawful good

Armor Class 16 (half plate)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Wis +3, Cha +5

Skills Investigation +3, Intimidation +4, Perception +3

Senses passive Perception 13

Languages Common

Challenge 4 (1,100 XP)

Brave. Lavinia has advantage on saving throws against being frightened.

Innate Spellcasting. Lavinia's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). Lavinia can innately cast the following spells, requiring no components:

At Will: *sanctuary*, *zone of truth*

1/day each: *calm emotions*, *hold person*

ACTIONS

Multiattack. The Lavinia makes two attacks with her dagger and uses her smite if it is available.

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

Smite (Recharge 5–6). Lavinia can make a melee attack that deals an additional 9 (2d8) radiant damage, or 18 (4d8) radiant damage against chaotically aligned creatures.

Lavinia, also known as Lavinia of the Tenth, became an Azorius arrester after the murder of her brother. She would go on to become the stern assistant to the Living Guildpact, Jace Beleren. However, the guilds have grown restless with Jace's absence. When a stranger known as Dovin Baan took over the Azorius Senate and converted it into an oppressive totalitarian force, Lavinia went into hiding. Now she is looking for anyone who may have information about the whereabouts of Jace Beleren, or planeswalkers who can go find him.

M

MOROII

Medium undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 98 (13d8 + 39)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +5, Wis +2

Skills Intimidation +3, Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 3 (700 XP)

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the moroii and can see it must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the moroii is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the moroii's Horrific Appearance for the next 24 hours.

Keen Smell. The moroii has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The moroii makes two attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the moroii, incapacitated, or restrained. *Hit*: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the moroii regains hit points equal to this amount.

Claws. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 8 (2d4 + 3) slashing damage. Instead of dealing damage, the moroii can grapple the target (escape DC 13).

The moroii is a type of bogeyman vampire that haunts the dark streets of Ravnic at night looking to scoop up anyone foolish enough to walk the streets alone in the dark.

MORTIPEDE

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 39 (7d8 + 7)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses blindsight 30 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Wounded Fury. While it has 10 hit points or fewer, the mortipede has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Mortipedes are disgusting insects that crawl their way through the Undercity. These vermin are hunted by the Gulgari Swarm to have their poison glands milked. Mortipede venom is a valuable commodity among assassins and thieves. Adventurers are most likely to run into these creatures in the Undercity or near a secret entrance to the Undercity. Sometimes mortipedes come to the surface looking for easy prey.

MORTUS STRIDER

Medium undead, lawful evil

Armor Class 13

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 12

Languages understands all languages it spoke in life but can't speak

Challenge 1 (200 XP)

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

ACTIONS

Multiattack. The mortus strider makes two attacks.

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 3 (1d4) slashing damage.

The best spies are the ones who can escape death. A mortus strider is created when a Dimir spy dies in the middle of completing its mission. Some spies carry poisoned pills in a secret location on their body in case they are captured. They consume the poison, die, get buried, and rise from the dead a few days later to deliver their intelligence.



N



NECROPLASM

Medium ooze, unaligned

Armor Class 8

Hit Points 39 (6d8 + 12)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	1 (-5)	7 (-2)	2 (-4)

Damage Resistances acid, cold, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

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

Regeneration. The necroplasm regains 5 hit points at the start of its turn if it has at least 1 hit point. If the necroplasm takes radiant damage, this trait doesn't function at the start of the necroplasm's next turn.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage.

Engulf. The necroplasm moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the necroplasm enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the necroplasm. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the necroplasm enters the creature's space, and the creature takes 10 (3d6) necrotic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) necrotic damage at the start of each of the necroplasm's turns. When the necroplasm moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the necroplasm.

The necroplasm is born deep in Ravnica's Undercity from the combination of filth, sewage, and powerful necromantic magic. No one sets out to create this creature, they are just born. They oscillate from crawling around like a giant ooze-bear to sloughing along as a shapeless puddle. Their preferred method for feeding is to engulf an unsuspecting animal and slink back into the Undercity. However, they have been known to snag the occasional drunk passed out in a gutter.

Adventurers are most likely to run into these creatures in abandoned buildings, the Undercity, or down dark alleyways. Approach with caution, they are cunning hunters and surprisingly quick (for an ooze).

NICOL BOLAS

Gargantuan dragon (planeswalker), lawful evil

Armor Class 25 (natural armor)

Hit Points 796 (43d20 + 344)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	26 (+8)	30 (+10)	30 (+10)	30 (+10)

Saving Throws Str +18, Int +19, Wis +19

Damage immunities fire, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned

Skills Arcana +19, History +19, Perception +19

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29

Languages Common, Draconic

Challenge 29 (135,000 XP)

Legendary Resistance (3/Day). If Bolas fails a saving throw, he can choose to succeed instead.

Innate Spellcasting (1/Day). Bolas can cast planeswalk (see Planeswalkers of Ravnica), requiring no components.

Spellcasting. Bolas is a 19th-level spellcaster. His spellcasting ability is Intelligence (spell save 27, +19 to hit with spell attacks). Bolas has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *guidance*, *minor illusion*

1st level (4 slots): *burning hands*, *cause fear*, *dissonant whispers*, *ray of sickness*

2nd level (3 slots): *crown of madness*, *detect thoughts*, *mind spike*^{XGE}

3rd level (3 slots): *animate dead*, *lightning bolt*, *vampiric touch*

4th level (3 slots): *blight*, *phantasmal killer*, *summon greater demon*^{XGE}

5th level (3 slots): *danse macabre*^{XGE}, *fireball*, *scrying*

6th level (2 slots): *create undead*, *disintegrate*

7th level (2 slots): *finger of death*, *teleport*

8th level (1 slot): *feeblemind*

9th level (1 slot): *meteor swarm*

ACTIONS

Multiattack. Bolas can use his Behold My Grandeur, then he makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) plus 14 (4d6) psychic damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Behold My Grandeur. Each creature of Bolas's choice that is within 120 feet of him must succeed on a DC 22 Wisdom saving throw or take 9 (2d8) psychic damage, and become frightened of Bolas for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Bolas's Behold My Grandeur for the next 24 hours.

Mind Shattering Touch (Recharge 5–6). Bolas reaches out with his mind and caresses the minds of all creatures within a 90-foot cone. Each creature in that area must make a DC 22 Wisdom saving throw, taking 91 (26d6) psychic damage on a failed save, or half as much damage on a successful one.

Fire Breath (Recharge 4–6). Bolas exhales fire in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 46 (13d6) fire damage on a failed save, or half as much on a successful one.

LEGENDARY ACTIONS

Bolas can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Bolas regains spent legendary actions at the start of his turn.

Tail Attack. Bolas makes a tail attack.

Bow to My Command. Bolas casts *crown of madness* (DC 27).

There is No Refuge. (Costs 2 Actions). Bolas chooses a point on the ground that he can see within 100 feet of him. A cylinder of swirling black mana 60 feet tall and with a 10-foot radius rises from that point and lasts until the end of Bolas's turn. Creatures in that area, other than Bolas, are vulnerable to psychic damage.

NICOL BOLAS

The elder dragon Nicol Bolas is one of the most powerful planeswalkers in the multiverse. He is one of the most ancient beings, thought to be over 28,000 years old.

As a planeswalker, Bolas reveled in his godlike power. He created planes, filled them with life, then destroyed them on a whim.

After the Mending, like all planeswalkers who survived the upheaval, Bolas's power was weakened, losing a significant portion of his power. He retained the strength of being an Elder Dragon as well as his unmatched intellect and patience. Bolas obsessively turned his energy toward reclaiming what he had lost.

On the plane of Amonkhet, Bolas conquered its people, subdued their gods, and bent them all towards the worship of him. There, after centuries of planning at the hour of devastation, he brought his magic spells to a close and created an army of undying soldiers. While simultaneously ripping the Gatewatch apart.

On Kaladesh, his agent, the planeswalker Tezzeret, set to work claiming a portable portal called the Planar Bridge. On Ixalan, the planeswalker Vraska stole him the Immortal Sun. Now his plots have turned to Ravnica.

On Ravnica, Bolas has positioned several planeswalkers into taking control of five of the plane's Guilds. As per his orders, Vraska has taken control of the Golgari Swarm, Dovin Baan has the Azorius Senate, Ral Zarek has taken the Izzet League, Domri Rade has taken over the Gruul Clans,

and Kaya assassinated and replaced the leaders of the Orzhov Syndicate.

It is obvious that something on Ravnica has taken Bolas's attention. It is just unclear what that could be. The Gatewatch is poised to engage Bolas on Ravnica. Unfortunately, they do not realize that the elder dragon has already planned on their interference. More importantly, he is depending on it.

NICOL BOLAS AS AN ANTAGONIST

Even though Nicol Bolas is a major threat to the Multiverse, facing him in a head to head confrontation is a losing proposition. If players are to come face to face with him, it is likely that he has already planned for this fight. Then he will systematically break your party apart by striking at their weak spots.

Instead of fighting Bolas himself, it is more likely the players will run into one of his plots operated by one of his many servants. He has several planeswalkers who are on his payroll including: Tezzeret, Vraska, Dovin Baan, Domri Rade, Ral Zarek, and now Liliana Vess. It is only when the players become a serious threat to his goals that he will deal with them himself.

"There is no greater folly than standing against me."

— Nicol Bolas

BOLAS AS AN ALLY

Somehow the Elder Dragon has his hooks in the players. Bolas does not consider any planeswalker today to be his equal, just useful tools. Bolas manages them like a spymaster manipulates assets. Those who consider him an ally are either working for him in exchange for power, wealth, knowledge, or out of fear.

It is possible for players to participate in a planeswalker campaign, without realizing that they are helping the Elder Dragon. Bolas is more likely to connect with them through proxies rather than actually involve himself.

FURTHER READING

Bolas has been portrayed in several novels, comics, and short stories in *Magic: the Gathering's* history. He is a major villain that has appeared throughout the various sets produced by Wizards of the Coast. A good place to start is with *Chronicle of Bolas: The Twins*, which tells the story of how Bolas and Ugin grew up together as twin brothers. Bolas also plays an important role as antagonist in *Emperor's Fist* (2003) and *Time Spiral* (2006) by Scott McGough. Finally, the ultimate Bolas story is *Hour of Devastation*, which is the end of the Amonkhet story where Bolas single handedly defeats the Gatewatch.



NIGHTVEIL SPRITE

Tiny fey, neutral evil

Armor Class 16 (studded leather)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 11

Languages Common, Sylvan, Thieves' Cant

Challenge 1/8 (25 XP)

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

ACTIONS

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.

Shortbow. *Melee Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage.

Pouch full of Madness Mist (1/Day). *Ranged Weapon Attack:* +6 to hit, range 20 ft. one target. *Hit:* the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1d4 hours. The poisoned creature becomes temporarily mad (roll on the Short-Term Madness table found in chapter 8 of the DMG).

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

ACTIONS

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.

Shortbow. *Melee Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage.

Pouch full of Madness Mist (1/Day). *Ranged Weapon Attack:* +6 to hit, range 20 ft. one target. *Hit:* the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1d4 hours. The poisoned creature becomes temporarily mad (roll on the Short-Term Madness table found in chapter 8 of the DMG).

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

These little sprites are deadly assassins. They are small and go easily unnoticed, and are skilled at sneaking into the most secure locations to deliver deadly doses of poison. They often coat their tiny needlelike swords and arrows in deadly venom.

NULLMAGE SHEPHERD

Medium humanoid (elf), neutral good

Armor Class 14 (16 with shield of faith)

Hit Points 188 (25d8 + 75)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	15 (+2)	18 (+4)	11 (+1)

Saving Throws Dex +8, Con +6

Condition Immunities charmed, exhaustion

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish

Challenge 9 (5,000 XP)

Abomination Hunter. The nullmage shepherd has advantage on attack rolls against undead, aberrations, and constructs.

Fey Ancestry. The nullmage shepherd has advantage on saving throws against being charmed, and magic can't put it to sleep.

Spellcasting. The nullmage shepherd is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It knows the following cleric spells:

Cantrips (at will): *guidance, light, sacred flame, thaumaturgy*
1st level (4 slots): *bane, cure wounds, detect evil and good, shield of faith, protection from evil and good*

2nd level (3 slots): *locate object, spiritual weapon, warding bond*

3rd level (3 slots): *beacon of hope, dispel magic, spirit guardians*

4th level (3 slots): *banishment, guardian of faith, locate creature*

5th level (1 slot): *holy weapon*

ACTIONS

Multiattack. The nullmage shepherd makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage plus 26 (4d12) radiant damage, or 4 (1d8) piercing damage plus 26 (4d12) radiant damage if used with two hands to make a melee attack.

Nullmage shepherds are defenders of the guildless against the mutants and undead created by the guilds. They are a secret society of elves who protect the streets of Ravnica. They specialize in hunting down these monsters and slaying them.



OMNIBIAN

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 22 (4d10)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge ½ (100 XP)

Amphibious. The omnibian can breathe air and water.

Innate Spellcasting. The omnibian's innate spellcasting ability is Wisdom (spell save 10, +2 to hit with spell attacks.) it can innately cast the following spells, requiring no material components:

1/day: *polymorph* (can only turn targets into a giant frog)

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the omnibian can't bite another target.

Swallow. The omnibian makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the omnibian, and it takes 5 (2d4) acid damage at the start of each of the omnibian's turns. The omnibian can have only one target swallowed at a time. If the omnibian dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

The omnibian is a unique predator that has developed the ability to polymorph its target into a smaller frog so that it can swallow them up and eat them. In the Rubblebelt, an invasive species of omnibian are causing an endemic species of rhinos to go extinct.



ORZHOV ENFORCER

Medium humanoid (any), lawful evil

Armor Class 14 (leather)

Hit Points 46 (7d8 + 14)

Speed 30 ft.

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

Saving Throws Dex +5, Int +3

Skills Acrobatics +5, Deception +2, Investigation +3, Stealth +5

Damage Resistances poison

Senses passive Perception 10

Languages Common, Thieves' Cant

Challenge 2 (450 XP)

Indebted Spirit. When the Orzhov enforcer dies, one round later, it rises as an **indentured spirit**^{GGR}.

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

ACTIONS

Multiaction. The Orzhov enforcer makes two melee attacks.

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

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

The Orzhov Syndicate employs an army of assassins and rogues to collect on debts that are overdue—the targets either pay with gold or their life. Most Orzhov enforcers are not doing the work for money, instead they are forced into this life to earn enough to pay back the debt they owe to the guild.

Adventurers are most likely to encounter these rogues when they owe money to the Orzhov Syndicate. These enforcers are skilled investigators and are tasked to hunt down their target with extreme prejudice.



PHYTOHYDRA

Large plant, unaligned

Armor Class 13 (natural armor)

Hit Points 108 (12d10 + 36)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses blindsight 30 ft., passive Perception 10

Languages --

Challenge 3 (700 XP)

False Appearance. While the phytohydra remains motionless, it is indistinguishable from a normal plant.

Frenzy. The phytohydra has advantage on attack rolls against any creature that has dealt damage to it.

ACTIONS

Multiattack. The phytohydra makes three attacks: two with its slam and one with its bite.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the phytohydra can't bite another target.

These plants are a plague on Ravnica, especially near Vitu-Ghazi, where they grow rampant. These carnivorous plants prefer to wait for a creature to come by then try to bash their head in. Then they begin consuming the unconscious creature. Fortunately, it's easy to outrun these plants since they cannot move very quickly.

The Selesnya Conclave considers them to be a dangerous weed and remove them from their gardens. The Simic Combine have been studying the plants trying to see how difficult it would be to make a frog plant hybrid. The Gruul Clans appreciate the phytohydra as a delicacy—they love a salad that can bite back.

PLAXCASTER FROGLING

Tiny beast, unaligned

Armor Class 13

Hit Points 4 (1d4 + 2)

Speed 20 ft., swim 20 ft.

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

Skills Perception +2, Stealth +5

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge ¼ (450 XP)

Amphibious. The plaxcaster frogling can breathe air and water.

Standing Leap. The plaxcaster frogling's long jump is up to 10 feet and high jump is up to 5 feet, with or without a running start.

ACTIONS

Hyper Beam (Recharge 5–6). The plaxcaster frogling unleashes an uncontrollable beam of high energy in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) radiant damage on a failed save, or half as much damage on a successful one.

These frogs feed on Izzet electrical currents. The Izzet League consider them a pest; however, goblin street food vendors appreciate their naturally spicy zest. Plaxcaster froglings can be sold to these chefs for 5 sp each.



RAFTER DEMON

Medium fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	14 (+3)	12 (+1)	16 (+3)

Saving Throws Dex +5, Int +3

Skills Acrobatics +5, Deception +5, Investigation +5, Stealth +5

Damage Resistances poison

Senses passive Perception 11

Languages Abyssal, Common, Infernal

Challenge 4 (1,100 XP)

Fiendish Blessing. The AC of the rafter demon includes its Charisma bonus.

Innate Spellcasting. The rafter demon's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The rafter demon can innately cast the following spells, requiring no material components:

3/day each: *alter self*, *chaos bolt*^{XGE}, *crown of madness*

ACTIONS

Multiattack. The rafter demon makes three attacks.

Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.
Hit: 6 (1d4 + 4) slashing damage plus 3 (1d6) fire damage.

Fiendish Charm. One humanoid the rafter demon can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the rafter demon's commands. If the target suffers any harm from the rafter demon the target can repeat the saving throw, ending the effect on itself. If a target's saving throw is successful or if the effect ends for it, the creature's immune to the rafter demon's Fiendish Charm for the next 24 hours.

Rafter demons often serve as opening acts on the stage in a Rakdos painclub. It is their job to tell jokes, warm up the crowd, and sometimes whip them into a frenzy for the main event. Their great sense of humor and stage presence makes them common sights at Rakdos performances.

RAKDOS GUILDMAGE

Medium humanoid (any), chaotic evil

Armor Class 12 (leather)

Hit Points 72 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	11 (+0)	11 (+0)	14 (+4)

Skills Persuasion +6, Performance +6

Senses passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

Spellcasting. The Rakdos guildmage is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The Rakdos guildmage has the following wizard spells prepared:

Cantrips (at will): *firebolt*, *shocking grasp*, *vicious mockery*
1st level (4 slots): *burning hands*, *dissonant whispers*, *hellish rebuke*, *sleep*

2nd level (3 slots): *Aganazzar's scorcher*^{XGE}, *crown of madness*, *enthrall*

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

ACTIONS

Multiattack. The Rakdos guildmage makes two attacks.

Whip. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target.
Hit: 3 (1d4 + 1) slashing damage.

The Rakdos Guildmage is a mid-ranking cultist dedicated to the demon god Rakdos. These spellcasters can be met anywhere in Ravnica where a performance can be held. These bohemians enjoy hanging out at cafes or Rix Maadi, the underground dominion of the Cult of Rakdos. They are passionate, hotheaded, and quick witted. They love to thumb their noses at society's norms.

RAKDOS RAGEMUTT

Medium fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	8 (-1)

Skills Perception +5, Performance +1

Damage Immunities fire

Senses passive Perception 15

Languages understands Common and Infernal but can't speak

Challenge 3 (700 XP)

Haste. The Rakdos ragemutt has a +5 bonus to Initiative.

Lifelink. Anytime the Rakdos ragemutt deals damage to a creature, it regains hit points equal to half the amount of damage dealt.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The Rakdos ragemutt exhales fire in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Rakdos ragemutts are a group of well-trained hell hounds who work for the Cult of Rakdos circus. They can balance on balls, perform tricks, and breathe fire. One of the most famous ragemutts in the business pulls a chariot for the Butcher Clowns. The Butcher Clowns are a trio of wingless, zombified faeries who used to be a part of the Izzet League.

RUST SCARAB

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 16)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	2 (-4)	13 (+1)	6 (-2)

Senses passive Perception 15

Languages —

Challenge 3 (700 XP)

Iron Scent. The rust scarab can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust scarab corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed, nonmagical ammunition made of metal that hits the rust scarab is destroyed after dealing damage.

Siege Monster. The rust scarab deals double damage to buildings and objects.

ACTIONS

Horn. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 11 (2d8 + 2) piercing damage.

The rust scarab is another creature found by the Gruul Clans that shares their desire to rip everything down. Since most Gruul wear leather armor instead of chainmail and wield bone weaponry instead of steel, they have nothing to fear from rust scarabs. Their massive horns are coated in the crimson dust from devouring ferrous metals.





SELESNYA GUILDMAGE

Medium humanoid (human, elf, or loxodon), lawful good

Armor Class 12 (leather)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	11 (+0)	16 (+3)	11 (+0)

Skills Nature +2, Persuasion +2

Senses passive Perception 14

Languages Common, Sylvan

Challenge 4 (1,100 XP)

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

Cantrips (at will): *acid splash*, *friends*

1st level (4 slots): *aid*, *animal friendship*, *charm person*

2nd level (3 slots): *animal messenger*, *calm emotions*, *warding bond*

3rd level (2 slots): *plant growth*, *speak with plants*

ACTIONS

Multiattack. The Selesnya guildmage makes two attacks.

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

The Selesnya guildmage is less of a wizard and more of a cleric or druid. They are caretakers who keep the temples and forts of the Selesnya in perfect shape. These guildmages also provide a defensive backbone to the Selesnya forces. The guildmages of the Selesnya Combine are more than just priests hanging out in robes contemplating their navel. They are defenders of the weak and guardians of peace.



SELESNYA SAGITARR

Medium humanoid (elf), lawful good

Armor Class 16 (studded leather)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18(+4)	16 (+3)	11 (+0)	13 (+1)	11 (+0)

Skills Acrobatics +6, Perception +5

Senses passive Perception 15

Languages Common, Elvish

Challenge 3 (700 XP)

Skyfall. The Selesnya sagitarr has advantage on attack rolls made against creatures who are flying.

Archer's Eye (3/Day). As a bonus action, the Selesnya sagitarr can add 1d10 to its next attack or damage roll with a longbow or shortbow.

ACTIONS

Multiattack. The Selesnya sagitarr makes two attacks with its longbow

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

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft. one target. *Hit:* 8 (1d8 + 4) piercing damage.

The sagitarrs are an order of elite soldiers who train for years to become expert archers. Not only is a sagitarr expected to hit a bullseye at 300 yards, but also to be able to shoot twenty out of twenty moving clay targets. A sagitarr can launch six arrows in the air before the first one hits the ground. Their bows are sculpted from a tree by a dryad, rather than cut from a tree.

They combine the Selesnya philosophy of inner peace (which is required to calm the archer's breathing for long distance shots) and the of defending the community. Sagitarrs are deployed around the city to defend Selesnya Conclave holdings from attack.

SERAPH OF THE SCALES

Medium celestial, lawful good

Armor Class 14 (natural armor)

Hit Points 94 (17d8 + 17)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	16 (+3)	17 (+3)	18 (+4)

Saving Throws Wis +6, Cha +7

Skills Investigation +6, Perception +6

Damage Resistances necrotic, radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., truesight 120 ft., passive Perception 16

Languages all

Challenge 5 (1,800 XP)

Flyby. The seraph doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Magic Resistance. The seraph has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The seraph makes two attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage plus 18 (4d8) radiant or necrotic damage, or 7 (1d10 + 2) slashing damage plus 18 (4d8) radiant or necrotic damage if used with two hands.

REACTIONS

Vigilance. Immediately after a creature attacks the seraph it can spend its reaction to make a longsword attack.

The Orzhov Syndicate is an inviting cause for many angels on Ravnica. The Seraphs of the Scales are a choir of angels dedicated to balancing accounts. They are the accountants of the Orzhov, ensuring that all accounts are balanced and up to date. They hunt down anyone who tries to cook the books.

SHARKTOCRAB

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 30 ft., swim 30 ft.

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

Languages —

Challenge 6 (2,300 XP)

Amphibious. The sharktocrab can breathe air and water.

Blood Frenzy. The sharktocrab has advantage on melee attack rolls against any creature that doesn't have all its hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and the target is grappled (escape DC 14). The sharktocrab has two claws, each of which can grapple only one target.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. And the target is grappled (escape DC 16).

The Simic Combine love to invent interesting and unique combinations of mutant creatures. Why not see what happens when you cross a giant shark with a giant crab? Many Simic biomancers feel intense pressure from the expectations of society when it comes to their mutants. Why is a bird-horse more acceptable to the masses than a shark-crab?

Adventurers are most likely to run into these horrific creatures inside a Simic laboratory or near the shore of Zonot Seven.



SIMIC GUILDmage

Medium humanoid (human, merfolk, or elf), any alignment

Armor Class 12 (leather)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	16 (+3)	11 (+0)	11 (+0)

Skills Arcana +5, Medicine +5

Senses passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

Amphibious. The Simic guildmage can breathe air and water.

Spellcasting. The Simic guildmage is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Simic guildmage has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *druidcraft*

1st level (4 slots): *color spray*, *detect poison and disease*, *expeditious retreat*, *jump*

2nd level (3 slots): *alter self*, *enhance ability*, *enlarge/reduce*

3rd level (2 slots): *gaseous form*, *wind wall*

ACTIONS

Multiattack. The Simic guildmage makes two attacks.

Tentacle. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

The Simic guildmage is a scientist and researcher. They might be human, merfolk, elf, or some sort of mutant. The Simic have begun to push the limits of their own bodies and have developed different genetic mutations through arcane research. This guildmage has given themselves the ability to breathe underwater (which helps with researching merfolk) as well as a tentacle instead of a hand to defend themselves.



SKITTER EEL

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 128 (15d10 + 45)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	16 (+3)	3 (-4)	11 (+0)	3 (-4)

Skills Stealth +1

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Amphibious. The skitter eel can breathe air and water.

ACTIONS

Multiattack. The skitter eel makes two attacks: one with its bite and one with its claw.

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage, and the target is grappled (escape DC 15). The skitter eel has two claws, each of which can grapple only one target.

Lightning Jolt (Recharge 5–6). One creature the skitter eel touches within 5 feet of it outside water, or each creature within 15 feet of it in a body of water, must make a DC 15 Constitution saving throw. On a failed save, a target takes 13 (3d8) lightning damage and is stunned until the end of the eel's next turn. On a successful save, a target takes half as much damage and isn't stunned.

Sushi has become a favorite new delicacy in Ravnica after the discovery of lost underground oceans. Merfolk eat raw fish all the time, and it did not take long for surface dwellers to develop a taste for it as well. Simic biomancers wanted to develop a creature that would be large enough to produce enough fish meat to meet the needs of all the new sushi restaurants in Ravnica. As well as produce both eel and crab meat, which are both in high demand. The result was the skitter eel: a massive crab-eel. Unfortunately, these creatures are hard to manage and sometimes break loose.

SKYLASHER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The skylasher makes one attack with its bite, uses reel, and one attack with its tendril.

Tendril. *Melee Weapon Attack:* +4 to hit, reach 50 ft., one target. *Hit:* 14 (2d10+3) piercing damage, and the target is grappled (escape DC 15).

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Reel. The skylasher pulls each creature grappled by it up to 25 ft. straight toward it.

The skylasher is like a spider except that a giant tendril tipped by a stinger shoots out of its mouth, located on its back, to reel in birds. These creatures can grow large enough to swallow up a careless pegasus that flies too close. They usually lair among the ruins found in the Rumblebelt. The Gruul Clans leave these creatures alone: they figure they prey on those who fly over their lands to spy on them.

Adventurers are most likely to meet these creatures out in the Rumblebelt, however they will also create a lair in any of Ravnica's many high spires. They prefer to strike out with their tendrils from a hidden location.

SLAUGHTERHORN

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 63 (6d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	21 (+5)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 3 (700 XP)

Siege Monster. The slaughterhorn deals double damage to buildings and objects.

Trampling Charge. If the slaughterhorn moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 14 Strength or Dexterity saving throw or be knocked prone. If the target is prone, the slaughterhorn can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature. *Hit:* 23 (4d8 + 5) bludgeoning damage.

Slaughterhorns are huge, bulky, spiked bulls. They usually live on the edges of Ravnica where there is still pasture. They can also be found in the rubblebelt where there is plenty of grass to eat. They are very aggressive. A favorite pastime for bored Orzhov clergy is to find a slaughterhorn, lure it into an enclosed area and see how many thrulls it can trample to death before they overpower it or it grows bored and leaves.

Slaughterhorn steaks are served in some of the most prestigious restaurants in Ravnica. The cuts of meat are valued for their rich marbling. Profit minded adventurers might try to bring one of these creatures to a slaughterhouse for a hefty fee. Smart adventurers would not even bother trying.



SMELT-WARD IGNUS

Small elemental, chaotic neutral

Armor Class 11

Hit Points 23 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire

Senses passive Perception 10

Languages Common, Ignan

Challenge ½ (100 XP)

Heated Body. A creature that touches the ignus or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Illumination. The smelt-ward ignus sheds bright light in a 10-foot radius and dim light for an additional 10 ft.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The smelt-ward ignus exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

The smelt-ward is where thousands of tons of iron and steel are forged each year. A byproduct of the advances smelting magic used is the birth of an ignus. These creatures swim playfully in the molten metal. They swim through it like a child playing in a pond. Be careful that they don't splash you!

Adventurers are most likely to run into these creatures in one of these factories. Occasionally one of them takes up roost in an Izzet laboratory. They are usually treated as pests but it is very difficult to remove them. No one wants to reach their hand into a vat of molten iron to pull out a fiery toddler.

SMOG ELEMENTAL

Small elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Smog Form. The elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, or a creature begins its turn within the elementals space, that creature takes 10 (2d10) poison damage. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 5 (1d10) poison damage.

Smog Breath (Recharge 5–6). The smog elemental exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Anytime a large group of people come together there will be pollution. The smog in Ravnica is created from coal burning stoves. The intensity of the air pollution can become so bad that it blots out the sun. Air elementals who get caught in these smog clouds can become polluted themselves.

They rarely come down to the ground, preferring to stand near chimneys and absorb more of the smoke and soot pouring forth from the smoke stacks.

SPARK TROOPER

Medium elemental, neutral

Armor Class 17 (half plate)

Hit Points 46 (7d8 + 14)

Speed 30 ft.

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

Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses passive Perception 10

Languages understands Common but cannot speak

Challenge 2 (450 XP)

Haste. The spark trooper has a +5 bonus to initiative.

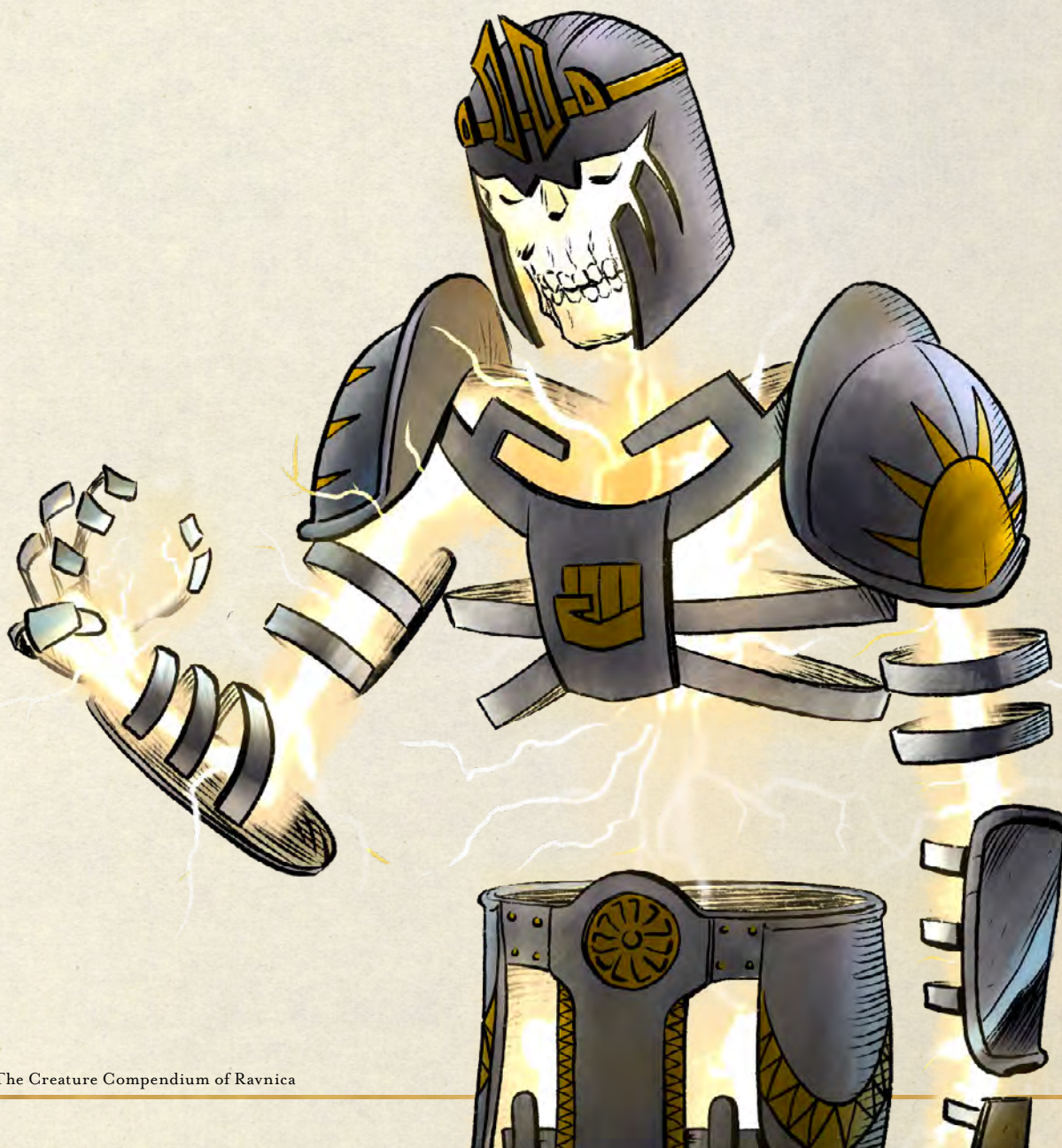
Lifelink. When the spark trooper deals damage to a creature, it regains hit points equal to half the amount of damage dealt.

ACTIONS

Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 7 (2d6) lightning damage.

Discharge. The spark trooper makes one fist attack. If the attack hits, it deals an extra 18 (4d8) lightning damage. The spark trooper then dies at the end of its turn.

The Izzet League designed conductors that sit atop Sunhome to collect energy and use it to charge empty sets of armors. This gives form to fluctuating lightning elementals that charge their enemies and unleash their potential energy.



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THE ESSENTIAL RAVNICA BESTIARY

The Creature Compendium of Ravnica is loaded with monsters inspired by cards from *Magic the Gathering*. This book pairs perfectly with *Guildmaster's Guide to Ravnica*. It is an essential tool for any Dungeon Master running their campaign set in the City of Guilds.

