



RAVNICA

REVEALED

THE GUILDMASTER'S TOOLBOX



BY CHRISTOPHER WILLETT

TABLE OF CONTENTS

Foreword	2
Filling the Streets of Ravnica	3
Precinct One	7
Precinct Two	9
Precinct Three	11
Precinct Four	13
Precinct Five	15
Precinct Six	16
Monsters	18

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ACKNOWLEDGMENTS: I'D LIKE TO THANK YOU FOR SUPPORTING MY WORK.

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FOREWORD

As a Dungeon Master I am an improviser. My adventure outlines are usually very vague. Like most DMs, I also do not tend to run published adventures, instead I really enjoy coming up with my own stories and campaigns. Whenever I create a new campaign world I like to put together a toolbox, a series of tables that can help me when I am on the fly. When I need a random NPC, or a random but interesting merchant, or someone's name. Nothing is more embarrassing then coming up with a lame name for an NPC or a name that you've already used. It will immediately ruin your players' immersion in your world.

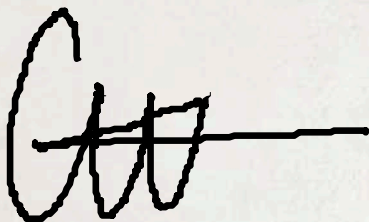
Ravnica Revealed is a tool box. I've given you a table, just like one I would use in my own game, to come up with random citizens. Ravnica is a densely-populated city, your players should never step out to find an empty street. There are always people around. *Guildmaster's Guide to Ravnica* gives vague descriptions of the different precincts found in the Tenth District. That's a good thing! It means that a Dungeon Master can easily fill these places with almost anything. I wanted to add more information to that in the form of tables revealing what type of nightclubs, restaurants, shops, etc. are around.

Ravnica Revealed also includes some optional rules for you to introduce to your players. These rules aren't meant to grant some sort of mechanical bonus to characters, rather it is just a way to introduce some more story to your adventures. For example, I provide rules for some back room illegal gambling. I love the idea of players finding themselves deep in debt to the Orzhov Syndicate. This gives me something to bite onto. Your players will be must more engaged with the stories being told when they feel these stories are about them. If your players participate in this (and how can they resist the opportunity) they should walk away with a lot more than just extra coins, they should leave with new story hooks dug deep into their characters.

Finally, *Ravnica Revealed* also includes some new monsters. If you are running a campaign in Ravnica, it is important that you draw back upon the source material. Your players are going to have a preconceived notion of what playing a campaign on Ravnica means. That means the monsters they see on the cards. Mark Rosewater, the lead designer for *Magic: the Gathering*, talks about resonance. Resonance are the expectations your players bring to the table. As DM, you want to find ways to play with those expectations. If you throw something at your players that does not jive with their expectations, you can expect to get some blow back. Your monsters will have less impact. That's why it is important to sift through those cards looking for inspiration. A very useful tool is [Gatherer](#), which has a database of every card ever made.

Thank you for supporting the Dungeon Master's 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 and 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 DM's 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 DM's Guild fund their works themselves, or channel their earnings back into their products. There are no kickstarters. Thank you this.

Don't split the party,

A handwritten signature in black ink, appearing to read 'CW', with a long horizontal line extending to the right.

Christopher Willett

FILLING THE STREETS OF RAVNICA

RANDOM RAVNICA CITIZENS			
D20	RACE	WHO ARE THEY?	WHAT ARE THEY DOING?
1	Human	Banker	Haggling with a street vendor.
2	Centaur	Diplomat	Eating some street food while sitting in a gutter.
3	Gorgon	Gardener	Picking through produce at the grocer.
4	Goblin	Jeweler	Muttering to themselves.
5	Minotaur	Noble	Feeding bread crumbs to pigeons.
6	Vedalken	Tourist	Standing in line to order a cup of coffee.
7	Loxodon	Healer	Climbing into a carriage.
8	Devkarin Elf (Dark Elf)	Baker	Tossing some coins into a street musician's cup.
9	Sihana Elf (Wood Elf)	Carpenter	Sitting at a café with a friend talking about politics.
10	Viashino (Lizardfolk)	Government official	Using a coin operated binoculars to observe the beauty of the city skyline.
11	Merfolk	Locksmith	Sketching some architecture into a small black notebook.
12	Gorgon	Mob enforcer	Sitting on a bench with a cup of tea, scribbling in a notebook.
13	--	Teenager	Taking their pet for a walk (to determine pet roll 1d4: 1 dog, 2 crocodile, 3 giant crab, 4 boar).
14	--	Farmer	Running errands.
15	--	Laborer	Whistling a familiar song.
16	--	Street urchin	Playing with their children.
17	--	Merchant	Running late for an important appointment.
18	--	Soldier	Enjoying a meal outside.
19	--	Scholar	Reading the newspaper.
20	--	Merchant	Looking for directions.

RANDOM RAVNICA CITIZENS

Use this chart to give some local flavor to the streets of Ravnica. Ravnica has a high population density. The population of intelligent creatures is about 3.7 trillion. In the artwork of Ravnica cards there are always people walking through the streets. As Dungeon Master, it is important to give this impression to the players. They will never be alone on the streets of Ravnica. Even though *Guildmaster's Guide to Ravnica* gives a lot of attention to the ten guilds, don't forget that half the population on Ravnica is guildless. That means they are not affiliated with any guild.

To come up with background filler characters on the fly you can roll 1d12 to pick a race, roll 1d20 to describe their job, and finally roll 1d20 to describe what they are doing. Alternatively, a DM can just pick what they want on the fly.

UNUSUAL RAVNICA CITIZENS

If a player asks: "Can I play a dwarf, halfling, or half-orc in this Ravnica game you're running?" The answer should be yes. Even though these types of characters may not show up on Ravnica in *Magic: the Gathering*, Dungeons Masters should remember that Ravnica is a massive city with trillions of citizens. If a player wishes to play something that may not fit, just let them. There is no reason not to.

Before *Return to Ravnica* there were no merfolk or gorgons. The story claims the oceans were believed to be lost, even though they were there all along. Now the merfolk joined the Simic Combine. Gorgons were thought to be extinct until a group of them joined the Golgari Swarm.

NAMES	
MALE NAMES	MALE NAMES
Agmand	Kitov
Agosto	Korun
Alcarus	Klattic
Alovnek	Kramm
Alovnek	Kroshkar
Arrus	Ktank
Baas	Libuse
Belko	Lodusz
Bell	Malacha
Bonmod	Mandor
Bori	Mathvan
Boruvo	Merret
Bougrat	Mezim
Bozat	Mihás
Branko	Miotri
Brev	Mote
Chagrach	Myc
Czaric	Myznar
Damir	Narbulg
Darijo	Nyoser
Dars	Olrich
Dax	Omik
Daxiver	Ossett
Dravash	Otak
Dravin	Pelener
Dryzek	Pelener
Ecaban	Polgar
Evern	Predak
Ezoc	Ptero
Ghut	Quyzi
Gorev	Rencz
Grimbly	Resimir
Grozdan	Roalesk
Grozgrox	Rogad
Grupgrup	Rugar
Gullistan	Ruzi
Gurras	Sadruna
Gusztav	Sirislav
Heruj	Skorik
Hilgur	Skotov
Ilromov	Terrik
Ivos	Trivaz
Jaharg	Ubea
Janik	Uzana
Janoc	Vennick
Josuri	Voka
Jozica	Zataz
Khallist	Zdenia
Karlof	Zelinas
Kasira	Zija

FEMALE NAMES	SURNAMES
Adreya	Javya
Aszen	Zallik
Alcara	Schlak
Anksa	Sweene
Arin	Trul
Aszala	Weslyn
Barvisa	Zunich
Bea	Magrah
Berta	Nar
Boza	Koba
Briska	Wothis
Civa	Hadszak
Cevraya	Rak
Chessa	Capobar
Dahlya	Foley
Daiva	Gostok
Devesh	Trul
Eksari	Grezar
Esfir	Andon
Exava	Suszat
Gna	Radley
Hilga	Sarv
Iveta	Sedlak
Ivrelja	Polacek
Juri	Novak
Juzba	Kovar
Kirce	Chapula
Lalia	Havela
Leighbet	Barta
Lucinka	Kuba
Ludy	Tomsa
Maree	Kubata
Medge	Machata
Miko	Vasata
Milana	Bilov
Mileva	Palacov
Mirela	Prazan
Miri	Nemec
Navona	Slezak
Nedja	Moravec
Nefara	Hanak
Nevana	Kolar
Niszka	Kadlec
Pesha	Rybar
Senka	Tesarik
Svania	Sedlak
Tamsyn	Lanik
Tamina	Starosta
Trifona	Rychtar
Yeva	Jelinek
Zita	Zaba

D20 STREET VENDORS

- 1 Glassblower selling glass and crystal bowls, goblets, and jewelry.
- 2 Weaver selling handcrafted rugs.
- 3 Weaver selling wicker baskets and straw hats.
- 4 Grocer selling apples, pears, and other fruits.
- 5 Baker setting out fresh loaves of bread.
- 6 Barista making espresso drinks for a long line of customers.
- 7 Florist with a colorful display of orange, red, and white flowers.
- 8 Salesperson showing off colorful silk scarves.
- 9 Minstrel singing and pushing a cart full of frozen treats.
- 10 One-man-band marching around with an open coffee can next to them. They are taking requests.
- 11 Merchant with a fine selection of handbags and wallets.
- 12 Merchant selling a wide variety of used books.
- 13 Stall filled with magazines and newspapers.
- 14 Merchant selling beautiful china and glasses.
- 15 Merchant selling Gruul bone charms and handicrafts.
- 16 Weapon smith selling swords, daggers, knives, etc. Will sharpen weapons for a fee.
- 17 Tinkerer selling intricate windup toys.
- 18 Puppeteer showing off a collection of marionettes.
- 19 Jeweler selling handmade jewelry.
- 20 Herbalist selling lotions, salves, and other cures.

STREET VENDORS

These merchants are everywhere in Ravnica, especially along Tin Street and the Transguld Promenade. They may have a wooden stand, a tent, or simply a blanket laid out with all their wares. There is a 10% chance that they may have a magic item for sale that will catch an adventurer's eye. These merchants also love to haggle.

D20 FINE DINING- 1 GP

- 1 Grilled salmon with confit of beetroot, broccoli puree and wine sauce.
- 2 Cauliflower risotto with smoked trout and pickled cauliflower in saffron.
- 3 Duck confit on red wine with potato gnocchi, sprinkled with pumpkin dust.
- 4 Venison saddle with red cabbage, hazelnuts, and juniper.
- 5 Scallops with corn, snow peas, broccoli, grapes, and cardinal sauce.
- 6 Veal fillet with root vegetable puree, kale, and mushroom sauce.
- 7 Chicken roulade and glazed thigh with parsnip puree.
- 8 Rolled rabbit loin with smoked potato mash.
- 9 Spotted deer loin roast with cranberries and chestnuts.
- 10 Grilled beef fillet with truffle-infused garden vegetable mash.
- 11 Pan-seared duck breast with cabbage, beet, and onion compote.
- 12 Cream cheese and mushroom tortellini.
- 13 Pan-seared foie gras with marinated chestnuts and parsnip.
- 14 Marinated salmon trout and catfish with dill mayonnaise.
- 15 Grilled octopus with sauce.
- 16 Beef cheeks in a red wine sauce and vegetable ragout.
- 17 Chicken with truffle risotto.
- 18 Meat tenderloin wrapped in bacon with Oscar on top.
- 19 Chicken stew braised in red wine and brandy with bacon, mushrooms, and pearl onions.
- 20 Raw oysters with horseradish.

FINE DINING ESTABLISHMENTS

Restaurants that are considered fine dining can be very expensive. Diners who eat here can expect to shell over several gold pieces for a full course meal. However, these types of establishments are the favorite haunts of influential people and mob bosses. Adventurers will find it socially beneficial to be seen at one of these restaurants, but should expect for there to be a dress code. The portion sizes are small but artfully presented on tiny plates.

Since the rediscovery of Ravnica's hidden oceans, sea food has been very popular. The vegetables are all organic rotfarm to table fresh.

D20 STREET FOOD- 5 CP

- 1 Roasted meat served on flatbread with peppers and cheese.
- 2 Soft warm pretzels with mustard dipping sauce.
- 3 Fluffy roasted pastries sprinkled with sugar.
- 4 Sausage cart with white or brown sausage served with brown bread and spice mustard.
- 5 Fried chicken or fish sandwich with cheese.
- 6 Artisanal pickles, sauerkraut, and pickled beets.
- 7 Fried, juicy mince meat pies.
- 8 Noodles with chicken, steak, or pork.
- 9 Marinated pork sandwich with mustard and pickle.
- 10 Fried potatoes topped with pulled pork and gravy.
- 11 Lamb kebabs skewered with peppers and onions.
- 12 Small pieces of beef heart grilled and served on a stick.
- 13 Fried rice balls stuffed with meat and cheese.
- 14 Ring shaped bread rolls served with spreadable soft cheese.
- 15 Meat filled sandwiches filled with onions, peppers, and cheese. Served on a thin crusty bread.
- 16 Meat grilled on a vertical rotisserie, sliced off onto flatbread.
- 17 Fried chestnuts.
- 18 A grilled vegetable patty topped with tomato and red onion. Served on baker's bread.
- 19 Undercity Soup. Sautéed mushrooms served with cabbage, tofu, and hot-and-sour vinegar. Very popular.
- 20 Deep fried eggplant.

STREET FOOD VENDORS

Street food is very popular in Ravnica. The people of the City of Guilds are constantly on the move and sometimes do not have the time to stop to eat at a restaurant. These vendors sometimes use a stand, horsedrawn carriage, or even a rickshaw they pull up and down the Transguild Promenade. Street food is cheap at only 5 cp a serving. It is usually greasy but filling.

D20 GOBLIN STREET FOOD- 1 CP

- 1 Steamed silkworm pupae. Served in a cup with toothpicks.
- 2 Grilled octopus's tentacles.
- 3 Sausage drenched in curry.
- 4 A small dumpling made with fish paste.
- 5 Grilled rat on a stick.
- 6 Fried pork rinds.
- 7 Sausage wrapped in a pancake.
- 8 Simic Krasis sausage. Tastes like frog.
- 9 Fried giant frog legs.
- 10 Grilled giant worm on a stick.
- 11 Grilled chicken gizzards, livers, and hearts.
- 12 Chopped veal spleen and lungs fried in lard.
- 13 Flatbread topped with tomato sauce, anchovies, olives, and garlic.
- 14 Fishballs and apple sauce.
- 15 Hard boiled fertilized egg.
- 16 Buttery snails.
- 17 Jerky, from an unidentified animal.
- 18 Grilled snake meat.
- 19 Scotch eggs. A battered fried, hardboiled egg wrapped in sausage.
- 20 Deep fried, chocolate coated locusts.

GOBLIN STREET FOOD VENDORS

Goblin street food is significantly cheaper and more questionable than the standard fair someone may find on the Transguild Promenade. Goblin street food is most commonly found on Tin Street, presented in carts, stands, and rickshaws in a similar manner as what is being sold on the Transguild Promenade. Goblins have a more refined palate than most, thus what is considered a delicacy to them may be considered disgusting to others. However, goblins have a lot of respect for anyone who can stomach their food.

Goblin Street Food poisoning. A creature, other than a goblin, that eats goblin street food must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is Poisoned for 24 hours. On a successful save, the creature takes half damage and gains advantage on Charisma (Diplomacy) checks against goblins.

PRECINCT ONE

This high-end neighborhood is home to government officials, diplomats and wealthy merchants. This is where visitors will find some of the most lavish restaurants, shopping, and night life. This is also the home of the Orzhov Syndicate's lavish guildhall Orzhova and the guild operated Vizkopa Bank. It is also home to the Tenth District Plaza, which is a serene and popular oasis of calm from the bustling city.

PRECINCT ONE

D12 RANDOM ENCOUNTERS

- 1 2d4 **Gargoyles**
- 2 2d6 **Indentured Spirits** (GGR) shiftlessly floating around.
- 3 1 **Deathpact Angel** (GGR) looking to strike a bargain.
- 4 1d4 **Acolytes** with 1d6 **Servitor Thrulls** (GGR).
- 5 1 **Blood Drinker Vampire** (GGR) stepping into a nightclub.
- 6 1d4 **Knights** and 1 **Priest** collecting protection money from local businesses.
- 7 1 **Veteran** and 1d4 **Knights**. They are an Arrester squad out on patrol.
- 8 2d6 **Spectres** floating aimlessly.
- 9 1 **Giant Owl**. Watching the players from its perch.
- 10 2d6 **Nobles** in a heated argument as they are making their way to the Chamber of the Guildpact.
- 11 1 **Spy** appears to be an art student sketching architecture. They are taking detailed notes.
- 12 1 **lawmage** (GGR) sits at a café drinking coffee and pouring over a legal text book.



Nightclubs and Restaurants

D20 Name

- 1 The Pit.
- 2 Debtor's Prison.
- 3 The Final Payment.
- 4 Gift of the Guildpact.
- 5 The Grasping Thrull.
- 6 Night of the Last Breath.
- 7 The Penniless Pontiff.
- 8 Quench.
- 9 Riot Control.
- 10 Showstoppers
- 11 Sin Collector.
- 12 Sire of Inebriation.
- 13 Tithe Drinker
- 14 Gift of Orzhova
- 15 Godless Shrine
- 16 The Bank Vault.
- 17 Kingpin's Petshop.
- 18 The Black Lotus.
- 19 The Grind.
- 20 The Profane Purge.

NIGHTCLUBS AND RESTAURANTS

The best nightclubs and restaurants are in Plaza West and almost all of them are operated by the Orzhov Syndicate. Meals here cost 1 gp each and drinks cost 50 sp each (See **Fine Dining** chart for menu items). Prices are reduced during Happy Hour of course.

The nightclubs in Precinct One are very popular. They are loud, full of people, music, and drinks. Skilled bards and magicians use illusion magic to produce impressive light shows to match the booming music. These establishments are favorite meeting places for criminal enterprises.

Getting into a nightclub may be a problem. **Orzhov Giant** (GGR) bouncers keep poor people out. Sometimes there is a guest list of approved party animals. If the bouncers feel someone is going to cause problems, or that they don't have enough money, they will physically throw people out into the street.

Tenth District Tribune Headlines

D12 Name

- 1 "Interest rates soar above forecast"
- 2 "House price falls forecast to continue"
- 3 "Robbery suspects still on the loose"
- 4 "Where is Jace Beleren?"
- 5 "Vraska replaces Jarad in Golgari Swarm"
- 6 "End-Raze Coming?"
- 7 "Tensions boil over at rally"
- 8 "Obzedat shake-up?"
- 9 "City in crisis"
- 10 "Boros push back Gruul again"
- 11 "Guildpact sends warning to guilds: 'Shape up or else.'"
- 12 "Tensions on the rise"

THE TENTH DISTRICT TRIBUNE

This newspaper is popular throughout Ravnica, especially in Precinct One. It focuses on financial and political reports, unlike the tabloids, which focus more on gossip. Newspapers are a good way to show how the tone of the setting is shifting, or to tie in the adventures of the players with the larger narrative from *Magic: the Gathering*. Lately, news has been bleak. Everyone's anxiety levels are high and the headlines reflect that.

Adventure Hooks

D6 Name

- 1 "Stop in the name of the law!" A group of Azorius Arresters are chasing a suspect through the plaza. The perp is running straight towards the players.
- 2 Alarm sirens are screeching as a group of thieves burst out of Vizkopa Bank with sacks full of gold coins. They run down an alley way, the guards miss them and run the opposite way.
- 3 A (random guild) diplomat has been murdered in the plaza. No one saw it happen.
- 4 A ranting prophet has set up a wooden box and is shouting at passerby that the Living Guildpact is a visitor from another world.
- 5 A young Orzhov financier has thrown themselves from the parapets of Orzhova. No one has answers. Their mother wants to hire the players to investigate.
- 6 One of the nearby Specialty shops has begun selling something impossible: Bananas from Ixalan.

D12 PRECINCT ONE SPECIALTY SHOPS

- 1 Cakery. Sells custom cakes and desserts for special events.
- 2 Antique Store. A carefully curated collection of bric-a-brac.
- 3 Chocolatier. Sells expensive homemade chocolate bonbons and treats.
- 4 Haberdashery. Sells hats, cologne, and other accessories.
- 5 Cigar shop. Sells a wide selection of hand rolled cigars.
- 6 Furniture Store. Sells fine furniture and home accents.
- 7 Bookstore. Only works with first editions, autographed copies, and other rare books.
- 8 Jewelry Store. Repairs and sells expensive jewelry.
- 9 Perfumery. Offers custom blended perfumes.
- 10 Marionettes Shop. Sells souvenir wooden puppets. The Jace puppet is very popular.
- 11 Game Shop. Sells card games, board games, and other frivolities.
- 12 Pottery Shop. Sells handmade ceramics

PRECINCT ONE SPECIALTY SHOPS

The shopping located around the Tenth District Plaza is very popular. It draws people from all over the city. While it is unlikely these stores will hold a lot of attention for adventurers, there is a 10% chance that they may be selling a magic item. The shop keepers may not even be aware of its true nature. Everything sold here is the highest quality and expensive.



PRECINCT TWO

This modest neighborhood is home to law enforcement officers, retired soldiers, and civil servants working at New Prahv, the Azorius Senate guildhall. Whitestone is a neighborhood full of yuppies, successful professionals. Meanwhile, Griffin Heights is a little slummier and home to a large community of retired soldiers and organized crime.

PRECINCT TWO

D12 RANDOM ENCOUNTERS

- 1 1 **Archon of the Triumvirate** (GGR) flying above the Azorius guildhall on a winged felidar, searching for lawbreakers.
- 2 1d6 government officials (**Nobles**)
- 3 Azorius patrol. 1 **Lawmage** (GGR) and 1d6 **Knights**.
- 4 1 **Precognitive Mage** (GGR) who is very suspicious of the players.
- 5 1 hungry looking **Giant Eagle**.
- 6 1d6 **Veterans**.
- 7 1d6 **Griffons** flying around the rooftops of the Azorius Senate guildhall.
- 8 1d6 **Veterans** stumbling home drunk from the tavern.
- 9 1d4 **Knights** and 1 **Priest** collecting protection money from local businesses.
- 10 1 **Spy** selling flowers to passerby.
- 11 1d6 Orzhov **Thugs**.
- 12 1 **Gynosphinx** studying the crowd.

Random Encounters in the City

Some of the encounters on the Random Encounters charts presented in this book are not meant to be combat encounters. Adventuring in a densely-populated city is different from adventuring in the forest or dungeon. The longer a conflict takes, the more likely others will arrive to investigate. This can be used to discourage players from engaging in swordfights all the time. Alternatively, they may need to escape and hide from the authorities for a time while the heat dies down.

Successful Dexterity (Stealth) checks against the Wisdom (Perception) of a patrol are required to escape into the bustling crowds of the city.

Corner Taverns

D20 Name

1	The Arrows of Justice.
2	The Sphinx's Riddle
3	The Slaughterhorn.
4	The Detention Sphere
5	The Hallowed Fountain
6	The Tipsy Archon
7	Fat Archangel
8	Barchon of the Triumvirate
9	Smog Cutter
10	The Sky Goat Tavern
11	The Hard Time Saloon
12	The Pour House
13	JaCobby's
14	Marshal's Law
15	The Sphinx's Revelation
16	Supreme Verdict
17	Swift Justice
18	Trostani's Judgment
19	Big Martha's Judgment
20	Wayfaring Tavern

CORNER TAVERNS

These relaxing restaurants are a comforting place where the community comes together. Some taverns are popular watering holes for off duty Azorius arresters, veterans, criminals, or government officials. Players who are looking to cause a raucous should be careful about who's bar this is.

These taverns offer Street Food but it is served on a plate. They also have their own house beers, wines, or cocktails.

GUSTAV'S OUTFITTERS

Gustav is a former Arrester who now operates a small business selling arms, armor, and other tactical gear. In the evenings, some of Gustav's old comrades offer hand-to-hand combat training. This the best place for players to obtain good quality weapons. Gustav seems like an authoritarian, however his years on the force have made him jaded. He has a dark gallows sense of humor.

Gustav is also deeply in debt to the Orzhov Syndicate, to the tune of 250,000 gp. He took the debt to help pay for this nest egg. He's willing to do almost anything to get out from underneath his mortgage to the church of deals.



DOWNTIME ACTIVITY: ILLEGAL GAMBLING

It is a shame that so much illegal backroom gambling is taking place beneath the shadow of law and order that is New Prahv. These games are organized by the Orzhov Syndicate of course. Many of the good shop owners of Precinct Two are forced to host these games after hours.

What makes these games different from others, is that players do not stake their own money, instead they are gambling with loans from the Orzhov Syndicate. The game is a card game similar to poker but it uses 5 colors.

Resources: This activity requires one workweek of effort plus a loan of at least 10 gp to a maximum of 10,000 gp or more, as you see fit.

PRECINCT THREE

This lush part of the city is covered in beautiful trees and gardens pouring out of every window and street corner. Most of the buildings here are cracked as roots and vines are overgrown on the walls. The skyline is dominated by the giant towering tree of Vitu-Ghazi, the Selesnya guild hall.

PRECINCT THREE	
D12	RANDOM ENCOUNTERS
1	A stampede of loose beasts. 1d12 Rhinoceros .
2	1d4 Equenauts (Scout mounted on a Pegasus).
3	1d4 Ledev guardians (Knight mounted on a Dire Wolf).
4	A Horncaller (GGR) and 1d6 Wolves .
5	Selesnya watch captain (Scout) with two guards and two wolves .
6	Loxodon (GGR) priest sweeping the street.
7	1d8 Giant Spiders .
8	1d6 Sabretooth Tigers .
9	1d6 Dryads and 1 Conclave Dryad (GGR) singing to a tree.
10	1 Spy watering a garden.
11	1 Treant
12	A Gruul raiding party. 1 Half-Ogre and 1d6 Anarchs (GGR).

THE CATHEDRAL TO MAT'SELESNYA

The parun of the Selesnya Conclave was a female elemental named Mat'Selesnya. She founded the guild on the ideal of being a selfless, nurturing, and spiritual group. This church is a place where players can receive healing. The priests and priestesses of Mat'Selesnya can cast *heal*, *hero's feast*, or *greater restoration*. They do not request payment or donations, only service.

SWAP MARKETS

Most of the street vendors and grocers in Precinct Three refuse payment of coin here. The largest of these Swap Markets is located on the Great Concourse. Precinct Three is built upon a barter economy. To trade with a merchant, players will need to offer something of equal value. These swap markets get all manner of strange and interesting items. If players spend an hour searching the stands they should be able to find any mundane item.

Resolution: The character must make three checks: Wisdom (Insight), Charisma (Deception), and Charisma (Intimidation). If the character has proficiency with an appropriate gaming set, that tool proficiency can replace the relevant skill in any of the checks. The DC for each of the checks is 5 + 2d10; generate a separate DC for each one. Consult the Gambling Results to see how the character did.

ILLEGAL GAMBLING RESULTS	
RESULT	VALUE
0 Successes	Lose all the money you bet, and accrue a debt equal to that amount to the Orzhov Syndicate.
1 Success	Break Even. Win just enough money to pay back the Orzhov Syndicate.
2 Successes	Gain half the amount of money you borrowed from the Orzhov Syndicate.
3 Successes	Gain the amount of money you borrowed from the Orzhov Syndicate.

Complications: Everytime players participate in illegal gambling there is a 10% chance of a complication.

ILLEGAL GAMBLING COMPLICATIONS	
RESULT	VALUE
1	You are accused of cheating. The Orzhov Syndicate puts a bounty on your head.
2	The Azorius Senate raids the gambling hall and places everyone under arrest.
3	A government official loses badly and vows to get revenge.
4	A high-stakes gambler joins the game and insists you play.
5	One of the other players is a lousy winner and starts rubbing it in your face.
6	Gustav is one of the other players, trying desperately to wipe away his debt. Instead he loses and is now deeper in debt.

BARTERING

For players to barter, the DM must determine the NPC's initial attitude, either *hostile*, *indifferent*, or *friendly*. Merchants will be hostile to someone who lives a wealthy or aristocratic lifestyle. Merchants will be friendly to anyone who is a part of the Selesnya Conclave or who is working with the Selesnya Conclave. However, most merchants will just be indifferent. Then players will need to make a Charisma (Persuasion) test to get the merchant to accept what the players are offering for trade.

BARTERING NPC ATTITUDE	DC
Hostile	22
Indifferent	18
Friendly	16

If the player fail the skill check, then the Merchant may demand a trade of higher value in exchange for the item. Alternatively, they may just refuse to part with the item. Merchants may request a service in exchange for the item. Use the chart "Requested Services from Merchants" for some examples.

If perfectly acceptable to tell the players that the merchant won't accept a trade. It would make no sense for an experienced merchant, who has been haggling and bartering for years, to accept a handful of dirt in exchange for a sword. However, they may accept a handful of magic dirt.

BARTER SERVICES FROM MERCHANTS

D10 SERVICES

- 1 Pick up their lunch order from a specific food cart. A DC 20 Wisdom (Investigation) to find the right one.
- 2 Deliver medicine to the beast master at one of the stables in Beast Haven. Takes 2 hours.
- 3 Deliver a freshly sharpened chisel to the woodcarver in The Canopy. Takes 3 hours.
- 4 Deliver a giant hay bale to the Rhinoceros farm in Beast Haven. Takes 2 hours and requires a cart.
- 5 Pick up the merchant's laundry from Gorto's Goblin Laundry. Takes 1 hour.
- 6 Go to the grocer and purchase 1 onion, 1 carrot, celery, tomatoes, and potatoes. Takes 2 hours and costs 5 sp.
- 7 Go to the Horn of Plenty tavern and pick up their wallet. Takes 2 hours.
- 8 Pick up the merchant's pet dire wolf from the groomer. It is friendly, but very energetic and hard to control. Takes 3 hours.
- 9 Go to the merchant's home in the Canopy and remove the **Giant Spiders** infesting their neighborhood.
- 10 Take their library books back to the library located in The Great Concourse. Takes 2 hours.



PRECINCT FOUR

While Precinct Three is a peaceful and idyllic neighborhood to settle down and raise children, Precinct Four is a wild and dynamic part of town. There are volatile Izzet experiments and goblin gang wars ripping up the streets. If you're coming to Precinct Four, be ready for a fight, and to enjoy some of the best nightlife in the entire city.

Precinct Four is an interesting mix of Izzet League, Boros Legion, Gruul Clans and Guildless citizens. It is a precinct that probably holds a lot of interest for players since they can buy weapons, armor, and healing here.

PRECINCT FOUR

D12 RANDOM ENCOUNTERS

- 1 Izzet experiment on the loose! 1 **Galvanice Weird** (GGR).
- 2 1 Izzet Engineer Roll 1d4: (1 **Flux Blastseeker**, 2 **Cosmotronic Blastseeker**, 3 **Counterflux Blastseeker**, 4 **Galvanic Blastseeker**) (GGR)
- 3 1d6 **Veterans** stumbling home drunk from the tavern.
- 4 A mob of Tin Street Toughs. 1 **Thug** and 1d6 **Goblins**.
- 5 A Boros Legion Patrol. 1 **Knight** and 4d4 **Soldiers**.
- 6 A Rakdos performance troupe. 2d4 Rakdos performers (**Blade Jugglers**, **Fire Eaters**, or **High-wire Acrobats**) and 1d4 **Rakdos Lamponers** (GGR).
- 7 1 **Hill Giant**.
- 8 1 **Guardian Giant** (GGR).
- 9 1 **Knight** mounted on a **Skyjek Roc** (GGR)
- 10 1 **Spy** checking a meter and writing it down in a notebook.
- 11 1 **Arclight Phoenix** (GGR).
- 12 A Gruul raiding party. 1 **Half-Ogre** and 1d6 **Anarchs** (GGR).

THE RED WASTES

D12 RANDOM ENCOUNTERS

- 1 1d6 **Berserkers**.
- 2 A Gruul smash squad. 1 **Druid of the Old Ways** and 2d6 **Rubblebelt Stalkers**.
- 3 1 **Mammoth**.
- 4 1d6 **Giant Boars** and 2d6 **Boars**.
- 5 A pack of Maaka. 1d6 **Saber-toothed tigers**.
- 6 Two fighting elementals. 1 **Fire Elemental** and 1 **Earth Elemental**
- 7 1 **Wurm** (GGR).
- 8 1d4 **Cyclopes**.
- 9 1 settler who refuses to leave. They have lived here for 10 years and have no interest in leaving just because the Gruul showed up.
- 10 1 **spy** pretending to be a very angry **Berserker**.
- 11 1 **Stone Giant**.
- 12 A Gruul raiding party. 1 **Half-Ogre** and 1d6 **Anarchs** (GGR).

THE RED WASTES

This is where the Rubble Belt has encroached into Precinct Four. The Red Wastes is a lawless realm full of raging monsters and barbarians ripping down the walls of Ravnica.

However, players may have an interest in the Red Wastes. The Gruul Clans have ripped buildings apart, and discovered all manner of good loot. While the Gruul Clans are usually not interested in money, they are interested in barter. Gruul love trading for good food or alcohol. Alternatively, they may trade the item in exchange for getting into a good fight to the death. If the player wins the duel, they can keep the item.



THE BULWARK HEALING CENTER

This neighborhood is home to the largest veteran's hospital in the Tenth District. This is a good place for players to receive healing. The healers here can cast *heal*, *hero's feast*, *greater restoration*, and even *resurrection*. Unless you are a member of the Boros Legion, they charge hefty fees for their services. Current and former members of the Boros Legion receive free medical care.

HEALING FEES

SPELL	COST
<i>Greater restoration</i>	10,000 gp
<i>heal</i>	30,000 gp
<i>heroes' feast</i>	30,000 gp
<i>resurrection</i>	50,000 gp

Those who cannot afford to pay these fees can pay for them another way. The Boros Legion is always looking for new recruits. Anyone can have their hospital fees waived if they enlist for a two-year contract with the Boros Legion.

RENTING PRIVATE LABORATORIES

Precinct Four is home to the massive Nivix tower, the guildhall of the Izzet League. This neighborhood has lots of coffee shops, bookstores, and alchemy labs that are available for rent. Private laboratories are useful for anyone wanting to conduct research or do their work away from their colleagues at the Izzet League. These establishments pride themselves on their security and secrecy. They are guarded by various homunculi and require identity runes to gain access.

A private laboratory costs 10 gp a day and provides you with any artisan's tools required for your research. Assistants (**Commoner**) can be hired for the fee of 1 sp a day. An **Apprentice Wizard** can be hired to assist for 5 sp a day.

Adventure Hooks

- | D6 | Name |
|----|---|
| 1 | An Izzet elemental experiment has gotten loose and is on its way to drain all the magical energy out of the generator. |
| 2 | A Boros Legionnaire the players know approaches them. There has been a training accident that led to a death. However, he is concerned it wasn't an accident and need their help investigating. |
| 3 | A Gruul Clan giant burst into the neighborhood and smashed a school. Everyone is trying desperately to save the children trapped beneath the rubble. |
| 4 | An explosion rocks the street. Someone has sabotaged an experiment operating out of a high security private laboratory. |
| 5 | A group of Rakdos performers are putting on a very bawdy play about Aurelia, the Boros Guildmaster. It looks like it is about to start a riot. |
| 6 | The goblin gang war has flared up again. More goblins are ending up dead in the streets. Krenko is to blame. |

D12 PRECINCT FOUR SPECIALTY SHOPS

- | | |
|----|---|
| 1 | Cutting Edge Swords sells all manner of bladed weaponry. |
| 2 | A pay day lender who offers loans with astronomical interest rates. |
| 3 | Convenience store offering unhealthy snacks and drinks. |
| 4 | Mental Jolt, a coffee shop that offers extra caffeinated coffee. |
| 5 | Aurelia's Fury, A gentleman's club. |
| 6 | A tattoo parlor. |
| 7 | A uniform shop that also does tailoring. |
| 8 | A smith who sells and repairs. He's so good, he repairs the armor the Boros armorers can't fix. |
| 9 | Alchemist's Supply sells all manner of strange chemicals and tools. |
| 10 | A book store that specializes in engineering texts. |
| 11 | A children's store specializing in arcane science toys such as "My First Jacob's Ladder". |
| 12 | A veteran veterinarian who specializes in griffins. |

PRECINCT FIVE

Precinct Five is the college town of the Tenth District. The most recent addition to the precinct is Zonot Seven, a massive sinkhole filled with water from one of Ravnica's lost underground oceans. This has led to a resurgence in the availability of sea food, as well as merfolk joining the Simic Combine and overhauling their philosophy. Precinct Five is home to Zonot Seven, the new guildhall of the Simic Combine as well as many libraries.

PRECINCT FIVE

D12 RANDOM ENCOUNTERS

- 1d6 **Apprentice Wizards** at a café cramming for their next test.
- 1d6 **Merfolk** enjoying a meal.
- 1d8 **Hybrids** (GGR) standing in an alleyway watching the street.
- A private investigator (**Spy**) keeping an eye on a domicile.
- A **Galvanic Blastseeker** meeting with a colleague.
- A **Category 1 Krasis** (GGR) being walked on a leash by a **Biomancer** (GGR)
- A **Dragon Turtle** on the loose!
- 1 **Biomancer** (GGR) studying a large book and taking notes.
- 1 **Spy** who is on their way to deliver some library books.
- 1 **Spy** reading the newspaper on a park bench.
- 1 **Hybrid Spy** (GGR) who just dropped something into a trashcan.
- 1 **Skyswimmer** (GGR) flies overhead.



ISMERI LIBRARY

On the outside, this unassuming research library is just one of many that surround the Universities and Cafes of Precinct Five. However, it is a front for House Dimir. Those who work with the guild of spies can receive secret missions from their handlers. Ismeri Library also is a valuable place to conduct research, however, anything players discover will immediately be known by the spymasters of House Dimir.

D12 SECRET MISSIONS FROM YOUR HANDLER

- 1 A Rakdos performer is about to perform their ultimate performance before a massive crowd. Replace her makeup with the jar provided by your handler.
- 2 A Simic Biomancer has made an earth-shattering discovery. Steal their notes.
- 3 Loosen the timing belt on an Izzet Experiment set to launch tomorrow.
- 4 Place the poison provided by your handler into the ear of a specific Azorius Lawmage.
- 5 Infiltrate Viskopa Bank and remove the record of a specific person's debt.
- 6 Rub the oil provided by your handler on the breastplate of a Boros Legionaire captain. The oil will make the metal brittle.
- 7 Infiltrate a Golgari rotfarm and collect information about the new guildmaster Vraska. Relay that information back to your handler.
- 8 A Dimir agent has gone rogue and is now speaking to the Azorius Senate. Silence them.
- 9 Infiltrate the Cathedral of Mat'Selesnya and obtain a clipping of a rare poisonous herb.
- 10 Travel to the Red Wastes and poison a giant.
- 11 Disable a bomb planted at a restaurant in the hopes of ending the goblin gang war.
- 12 Infiltrate a guildless meeting in the hopes of discovering what the rebels are planning.

D20 SEA FOOD- 5 CP

- 1 Fried squid.
- 2 Raw oysters.
- 3 Steamed crab legs.
- 4 Grilled shrimp.
- 5 Chilled jumbo white shrimp.
- 6 Dungeness Crab.
- 7 Catfish.
- 8 Trout.
- 9 Mahi Mahi.
- 10 Salmon.
- 11 Tilapia.
- 12 Swordfish.
- 13 Yellowtail.
- 14 Yellowfin Tuna.
- 15 White Sea Bass.
- 16 Halibut.
- 17 Grouper.
- 18 Clams.
- 19 Fried Cod with fried potatoes.
- 20 **The Prime Speaker's Platter:** 8 oysters, $\frac{3}{4}$ lb snow crab, 3 clams, 14 jumbo shrimp, 1 wild dungeness crab, 4 chilled scallops. Costs 7 gp.

SEA FOOD RESTAURANTS

These new eating establishments have become the latest fad in Ravnica. The Merfolk from Zonot Seven have made quite a living bringing in nets full of fish and shellfish to the surface from Ravnica's lost underground oceans. This has drawn people from across the Tenth District in search of new exotic flavors. This has been an asset for the spies and rumormongers of Precinct Five. Why search people out when you can bait the trap and they will come to you? A popular scheme is giving vouchers for a free Prime Speaker's Platter to their targets. No one can resist the allure of free sea food.

PRECINCT SIX

This warehousing district may seem quiet, industrial, and unassuming. Yet lying underneath it is the stairway down into Rix Maadi, the guildhall of the Cult of Rakdos.

PRECINCT FIVE**D12 RANDOM ENCOUNTERS**

- 1 A Boros Legion Patrol. 1 **Knight** and 4d4 **Soldiers**.
- 2 The Wight of Precinct Six. A **Deathlock Wight** (MTF).
- 3 1d8 **Thugs** who decide to beat you up and take your money.
- 4 1d8 **Indentured Spirits** (GGR).
- 5 1 Orzhov **Priest** and 1d8 **Commoners** working late into the night.
- 6 1d4 **Swarms of Bats**.
- 7 A Rakdos performance troupe. 2d4 Rakdos performers (**Blade Jugglers**, **Fire Eaters**, or **High-wire Acrobats**) and 1d4 **Rakdos Lamponers** (GGR).
- 8 1d12 **Spectres** floating aimlessly through the streets.
- 9 1d8 **Ghouls** on the hunt for something fresh to eat.
- 10 A **Spy** who has been working down at the docks for several years.
- 11 A vigilante (**Soldier**) who is prowling the night looking for the Wight of Precinct Six.
- 12 1 **Shadow Horror** (GGR).



D12 RAKDOS PAINCLUBS

- 1 Act of Treason
- 2 Bedeck and Bedazzle
- 3 Blood Crypt
- 4 Carnival and Carnage
- 5 Cavalcade of Calamity
- 6 Riot
- 7 Ablaze
- 8 The Point
- 9 The Immolation Location
- 10 The Scourge
- 11 The Macabre Mockery
- 12 The Scorchmark

RAKDOS PAINCLUBS

These are popular night clubs and comedy clubs where people come to be amazed. They put on death defying feats of entertainment, and sometimes they don't defy death. These dens of sin are raucous and wild with lots of alcohol and blood being spilled. Players may be interested in performing at one of these establishments as a quick (and dangerous) way to make some coin.

PERFORMING AT A RAKDOS PAINCLUB

You are invited to perform at one of the wild and outrageous painclubs, ran by the Cult of Rakdos. In exchange for your performance you get a share of the earnings.

Resources. Performing at a Painclub requires one workweek of effort.

Resolution. To determine how much money you earn, make a Charisma (Performance) check. Consult the earnings table to see how much money you earned performing in the concert. You gain advantage on this roll if you use any magical instrument.

Earnings

Check Total	Earnings
9 or lower	1 gp
10-14	2 gp
15-20	4 gp + 1 renown
21+	25 gp + 1 renown

Complications. Performing at a Rakdos Painclub is fraught with peril. If you want to make things more interesting for the players, roll on the Rakdos Painclub Complications table.

RAKDOS PAINCLUB COMPLICATIONS**D12 RANDOM ENCOUNTERS**

- 1 A group of imps try to drill your teeth with a giant drill.
- 2 A knife thrower blindfolds you, ties you up to a spinning target, then starts throwing knives at you.
- 3 A priest of Rakdos takes an intense interest in you.
- 4 The crowd hates your performance and turns against you.
- 5 Your performance is so great that you are in all the tabloids the next day.
- 6 Your performance upstages a rival who plans to take revenge on you.
- 7 You get dragged into a performance that ends in a death, the Boros Legion blames you.
- 8 The ring leader loves your performance so much they invite you to Rix Maadi, where you'll perform for Rakdos himself.

D10 TABLOID HEADLINES

- 1 Precincit Six Wight strikes again!
- 2 I gave birth to Jace Beleren's love child!
- 3 Goblin plot to blow up Transguild Promenade foiled!
- 4 Half-human half-fish found!
- 5 The Guildpact is from another world!
- 6 I bought a statue, turned out to be Jarad!
- 7 I repaid my debt to the Orzhov!
- 8 I married a Centaur.
- 9 Simic mutants on the loose.
- 10 Golgari raising an army of the dead!

THE TABLOIDS

These are a collection of bawdy newspapers published by the Cult of Rakdos. Most of them are made up nonsense, some of them get the facts right but publish them in the most embarrassing way possible. Many of the guildleaders and other celebrities are popular headline news for the tabloids. If the players develop enough notoriety, it is possible they could see their name in print, in an embarrassing expose about their alleged affairs.

MONSTERS

HUMONGULUS

Large construct, neutral

Armor Class 11 (natural armor)

Hit Points 60 (7d10+21)

Speed 30 ft.

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

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

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft.

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

Challenge 3 (700 xp)

Spell 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 homunculus who is thicker and stronger than average. Usually the citizens of Ravnic use these creatures as helpful servants or pets, but the Humongulus serves a more combat role. It is a loyal guardian, always watching its master's back.

This creature is a testament to the paranoia that has gripped the city's citizens recently. It is most likely to be met following its master around the streets of Ravnic or standing guard near someone's door.

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	15	20	1	9	3
(+5)	(+2)	(+5)	(-5)	(-1)	(-4)

Senses blindsight 30 ft., passive perception 9

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

Claw. *Melee Weapon Attack:* +9 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:* +9 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. And the target is grappled, escape DC 16.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage

The latest and greatest in Simic biodesign, the Sharktocrab reflects the war footing the Simic Combine has been on. The design principles are simple, combine the combat attributes of a hammerhead shark, giant crab, and giant octopus. The result is a warbeast capable of wreaking havoc on land or at sea.

PLAXCASTER FROGLING

Tiny beast, unaligned

Armor Class 11

Hit Points 2 (1d4+0)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1	13	10	1	8	3
(-5)	(+1)	(+0)	(-5)	(-1)	(-4)

Skills Perception +1, Stealth +3

Senses darkvision 30 ft., passive Perception 11

Languages --

Challenge 1/4 (450 xp)

Amphibious. The plaxcaster frogling can breathe air and water.

Standing Leap. The plaxcaster frogling's long jump is up to 10 ft. and high jump is up to 5 ft., 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.

SPARK TROOPER

Medium elemental, neutral

Armor Class 17 (half plate armor)

Hit Points 98 (15d8+30)

Speed 30 ft.

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

Senses passive Perception 11

Languages understands Common.

Challenge 2 (450 xp)

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

Haste. The Spark Trooper gains a +5 bonus to Initiative.

ACTIONS

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

BIOGENIC OOZE

Large ooze, unaligned

Armor Class 6

Hit Points 100 (9d10+45)

Speed 15 ft.

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

