



THE SIX PRECINCTS

recinct One. This is the hub of the wealthy and powerful, where courtly games and espionage play out among visitors gawking at the impressive architecture. The precinct is also known as the Guildpact Precinct.

Precinct Two. Many professionals live here in clean and orderly neighborhoods, in the shadow of New Prahv, while mob bosses coerce residents in order to enrich themselves and influence local politics.

Precinct Three. Nature has encroached into the urban environment to varying degrees, and folk here provide bountiful sustenance and domesticated beasts for most of the district.

Precinct Four. Constantly in a state of turmoil, the scarred streets of Precinct Four are a proving ground for soldiers and marauders alike.

Precinct Five. Precinct Five is where the learned folk of the Tenth District gather to discuss theory or to put their knowledge to practical use in the precinct's many schools, libraries, and laboratories.

Precinct Six. In the hardscrabble neighborhoods of Precinct Six, the working folk eke out a living by toiling at warehouses, docks, and factories controlled by callous employers. When night comes, the residents hide indoors to avoid becoming prey to roaming monsters.

MAJOR TRADE WAYS

Two major avenues run across the whole Tenth District, crossing precinct lines.

Tin Street is the longest thoroughfare in the city, a vital center of trade, and a hub of activity day and night. In addition to its shopping attractions, Tin Street is also a popular spot for nightlife, with its many restaurants and theaters. Much of the street runs through the western part of Precinct Four, and other parts are claimed by goblin gangs. The prominent presence of Boros soldiers along the length of Tin Street helps the populace feel safer, but the threat of rubblebelt raiders and goblin thieves remains.

The **Transguild Promenade** makes its way across the district from the edge of the rubblebelt in Precinct Four to the southern gates of Precinct One. The Promenade's northern reach is heavily patrolled by Boros soldiers, and caravans coming from the north employ armed escorts to ensure their safe passage through the ruined areas. Markets and parks line the avenue as it winds through Precinct One, and parades clog the street on festive holidays.

BENEATH THE STREETS

Immediately underground are the city works, such as the sewers and the transit system. Below the complex network of tunnels and passages that make up the city works lies the undercity—a realm populated by creatures that shun the surface world.

CITY WORKS

The Izzet League is responsible for constructing and maintaining public works, including sewers and other pipe systems. Many members of the Golgari Swarm live or work here, farming fungus and scavenging for valuable trinkets in the muck. Orzhov crypts and vaults, Dimir hideouts, and Simic laboratories can also be found in the city works.

SEWERS

A vast, winding sewer network runs under the Tenth District, lit by continual flame spells. Some of the tunnels are simply storm sewers, meant to carry rainwater (and the debris it washes from the streets) into great cisterns, where it is purified and sent into the pipes in the plumbing system that serves Ravnica's nicer neighborhoods. Others carry waste and refuse out of those neighborhoods, depositing it in different cisterns or dumping it into the subterranean oceans of the undercity.

PIPE TUNNELS

Around the sewer system, smaller tunnel networks carry steam, distilled magical energy, and water to various places throughout the city. These passages are large enough for a humanoid to walk through but are often quite uncomfortable, filled with impure air and stifling heat.

TRANSIT TUNNELS

Magically charged tracks line the floors of tube-like tunnels that send vehicular constructs to major locations in the Tenth District and beyond. The tunnels open into small stations that have staircases leading up to the surface.

CRYPTS

Ancient resting places lie in secret chambers below the surface of Ravnica. Many of them have been magically warded to prevent unauthorized entry. Some of these sites are homes for restless undead or gathering places for thieves, smugglers, and other criminals.

UNDERCITY

Deep below the Tenth District lies a vast, thriving community of folk who have no desire or choice to live under the sky. Here, the Dimir, Golgari, Rakdos, and Simic hold sway.

NIGHTVEIL

The sprawling residence of many of the House Dimir elite, this extensive system of caverns houses high-walled mansions and sunken crypts that have a grand, sinister motif. Patrolling specters and other incorporeal undead make it difficult for the unwelcome to enter.

DUSKMANTLE

The Dimir guildhall is protected by glyphs of warding that store *modify memory* spells to ensure that few know of its existence. Those who are called there never remember what transpired, beyond what is necessary. Most assume that the place lies somewhere within Nightveil, but it could lie anywhere in the undercity.

KOROZDA, THE MAZE OF DECAY

Korozda is an arched subterranean cathedral surrounded by fungal hedgerows and moss-encrusted ruins. In its center is a great amphitheater where important issues are brought to the Golgari's attention. Penvar, the Hanging Keep, is a castle fixed upside down on the ceiling above the entrance to Korozda. Its soldiers, predominantly kraul, prevent any unauthorized visitors to the Golgari stronghold.

RIX MAADI, THE DUNGEON PALACE

This is the guildhall of the Cult of Rakdos and the lava-filled lair of the demon himself. An immense, crumbling, red stone staircase called the Demon's Vestibule begins the journey from the Smelting District down into the depths, treating travelers to terrifying images depicted on banners as they descend. Farther down, the temperature rises and the passage opens up into the Festival Grounds, where the bloodiest performances of the Rakdos and their torturous equipment are on display.

THE UNDERSEA

Rivers, lakes, and oceans run deep below the surface of Ravnica. Several of them connect to the Simic habitats known as zonots. They are also used as thoroughfares by aquatic races and monsters.



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PRECINCT ONE

Precinct One is the heart of Ravnica's civilization, and visitors gawk at the impressive architecture and rub shoulders with the rich and powerful. Immaculately maintained avenues and manicured gardens create an impression of order, civility, and high culture. During the day, the streets are filled with tourists, government officials, diplomats, and wealthy merchants and financiers. At night, most of Precinct One is quiet, with a few lit carriages drawn by constructs and well-groomed beasts making their way to exclusive nightclubs and restaurants.

AFFILIATED GUILDS

All the guilds have interests here. Lawyers, bureaucrats, and soldiers of the Azorius Senate are found throughout the precinct. The Orzhov Syndicate runs many of the clubs and restaurants here, and this is the location of both its guildhall, Orzhova, and its monumental Vizkopa Bank. The Selesnya Conclave helps to maintain the grounds around the plaza and is often involved as diplomatic envoys for meetings and negotiations that take place here.

NEIGHBORHOODS AND LANDMARKS

Precinct One has few permanent residents, except for the very wealthy and some government officials who live in well-appointed apartments. Buildings here are of modern construction and well maintained.

TENTH DISTRICT PLAZA

A popular place for meetings, recreation, shopping, and simply being seen, Tenth District Plaza is a beautiful oasis of calm and cleanliness. Kept perpetually clean through magic and constantly patrolled by Azorius arresters, the plaza is considered neutral ground for every guild, gang, and faction in the city. Drawing a weapon within the confines of the plaza is met with a swift response from the arresters and marks the offender as a person who can't be trusted.

CHAMBER OF THE GUILDPACT

The long promenade of Plaza Avenue connects the south end of Tenth District Plaza to the great meeting hall of the guilds. The Chamber of the Guildpact is accessible by a grand staircase leading up into a cavernous hall where visitors and dignitaries from all over Ravnica meet. The Living Guildpact has an office here, but he is seldom present. In his absence, various functionaries who occupy the upper levels of the chamber try to carry out his work of adjudicating disputes between guilds and maintaining a semblance of peace.

PLAZA EAST

This neighborhood is home to many government officials, and it offers temporary housing for diplomats. Stately homes intermingle with more modest apartments. Transportation by carriage between Plaza East and Tenth District Plaza is readily available, especially in the morning and evening.

LAW ENFORCEMENT

Azorius law enforcement officers are ever-present here, with at least one arrester assigned to patrol each street in Precinct One. It is illegal to brandish a weapon here, and people who walk around with unconcealed weapons (even sheathed ones) draw attention. Minor crimes are reported as soon as they are witnessed or discovered. Due to enhanced monitoring by precognitive mages, the typical response time to any crime is 1d6 minutes, and the squad consists of one Azorius lawmage and three soldiers (see *Guildmasters' Guide to Ravnica* for their stat blocks).

PLAZA WEST

The best nightclubs and restaurants, most of which are run by the Orzhov, are in this neighborhood. There are few permanent residents in Plaza West, aside from the very rich who reside in spacious, luxurious, multilevel homes.

PLAZA SOUTH

Derogatorily known as Downside by the nobles and elite, this neighborhood is the hub of commerce in Precinct One and has more permanent residents than the other neighborhoods. Specialty shops catering to tourists and the wealthy line the route of the Transguild Promenade as it runs through the area. The residents here tend to be well-to-do merchants and crafters, making their living off visitors and a few rich clients.

ORZHOVA

The Orzhov Syndicate's lavish guildhall, also known as the Church of Deals, is on the western edge of Tenth District Plaza. The towering spires and stained glass windows house the grand gatherings of the guild and also serve as the quarters for its most elite members, including the ghosts of the Obzedat. Below the cathedral lies the mausoleum, glittering with opulence and serving as a resting place and a gathering point for secret meetings far from prying eyes and the Guildpact.

VIZKOPA BANK

The Orzhov-controlled main bank of Ravnica, and also the place where the Orzhov mint their coins, Vizkopa Bank is a giant, opulent structure guarded by gargoyles. Spirits in debt to the Orzhov float within its halls and around the outside of the building.

GOODS AND SERVICES

There are few general shops in Precinct One, but luxury items, grooming supplies, and fine clothing are available in boutiques in the area. Even practical items, such as backpacks and lanterns, are expensive and of the highest quality, bearing artisan's flourishes. Standard adventuring gear, including weapons and armor, is difficult to procure.

Meals and lodging suitable for a wealthy or aristocratic lifestyle are readily available in Plaza West, and comfortable accommodations are the norm for the officials in Plaza East and the merchants in Plaza South. Poorer people, including anyone who maintains a lifestyle as expensive as modest, might be seen as uncouth or undesirable.

PEOPLE ON THE STREET—PRECINCT ONE

d12 Description

- 1 Banker, heading to a favorite restaurant
- 2 Diplomat, heading to the Chamber of the Guildpact
- 3 Gardener, pruning vegetation
- 4 Ghost, looking for directions to Orzhova
- 5 Government official, late for an appointment
- 6 Jeweler, heading to a grooming salon
- 7 Mob boss, leaving a nightclub
- 8 Noble, taking in the sights
- 9 Opera singer, enjoying a meal outside
- 10 Painter, working on a street scene
- 11 Tourist, gawking at everything
- 12 Translator, feeding some birds



PRECINCT TWO

Small houses, modest apartments, and commercial shops are sprinkled throughout Precinct Two, a place that law enforcement officers, lawyers, retired soldiers, and well-off working families call home. Corner shops cater to everyday needs, and many establishments are run by ex-soldiers. Streets are kept tidy, and buildings are maintained to be serviceable. Under the precinct's urbane veneer, tension simmers between law officers and the opportunistic crime families who call this precinct home.

The folk who live in this precinct believe in performing civic duties, conforming to your role, and maintaining strong friendships and family ties. Good neighbors show respect to one another and enjoy competing among themselves to achieve greater successes.

AFFILIATED GUILDS

New Prahy, the Azorius Senate guildhall, is located at the eastern end of the precinct, and many residents work there. Some active officers and retired soldiers from the Boros Legion make their homes in this precinct. The Orzhov Syndicate has a presence here through its connections to many of the small businesses.

NEIGHBORHOODS AND LANDMARKS

Most of Precinct Two is occupied by small commercial centers and rows of simple houses. It is populous but not stiflingly so.

NEW PRAHV

The tallest structure in the Tenth District, the austere New Prahv consists of three towering columns, reminding everyone of the omnipresence of the Azorius Senate. Each column serves as the headquarters for one of the three branches of the senate. Inside, spacious chambers on the lower floors give way to a host of offices upstairs where day-to-day assignments are issued and the strategy of maintaining law is continually honed.

WHITESTONE

Whitestone is an orderly neighborhood on the northern side of the precinct, named for its rows of alabaster stone houses. It was built up by the Azorius to serve as a housing zone for many who work in New Prahv. To meet the demands of construction, many residents of this section of the city had to be relocated to the much more densely populated Griffin Heights.

GRIFFIN HEIGHTS

Two-story houses are nestled in the rolling hills of this neighborhood in the southern section of the precinct. Griffin Heights is rife with corruption, and less scrupulous government officials exchange information and money with the Orzhov in

LAW ENFORCEMENT

Many citizens in Precinct Two work for the Azorius, but others feel stifled by the guild's intrusive presence under the shadow of New Prahv. Most residents respect order, but some rely more on Orzhov protection than on Azorius law. Almost everyone here knows someone who is trained in the use of weapons. The typical response to a reported crime is about 2d6 minutes, and the squad consists of two Azorius soldiers (see Guildmasters' Guide to Ravnica for their stat block) or 1d6 Orzhov thugs (see the Monster Manual for their stat block).

business establishments here. The locals are fiercely loyal to the Orzhov knights who watch over them, dutifully paying their protection fees.

AUGUSTIN STATION

The main airship station for the Tenth District, Augustin Station is located at the western end of Griffin Heights. Travelers from all over Ravnica are carried in various forms of air travel: from gondolas hung from giant balloons to compartments strapped to the backs of enormous floating beasts bred by the Simic Combine. Augustin Station has twenty platforms, with flights arriving and leaving at all hours. The most popular flight is to the Millennial Platform, a journey that costs 5 sp per passenger. Other flights carry passengers to smaller stations in each precinct of the Tenth District (1 gp), to large stations in each other district (10 gp), and to various other stations around the world (1 gp per mile).

STATUE OF AGRUS KOS

A ten-foot-tall granite statue of a Boros Legion soldier stands in a small park in Whitestone, surrounded by weatherworn tables. During the Decamillennial Celebration seventy-six years ago, Agrus Kos became a hero by foiling various schemes to undermine the Guildpact. His statue has become a social gathering point for war veterans, mob contacts, and spies who talk as they play various strategy games.

GOODS AND SERVICES

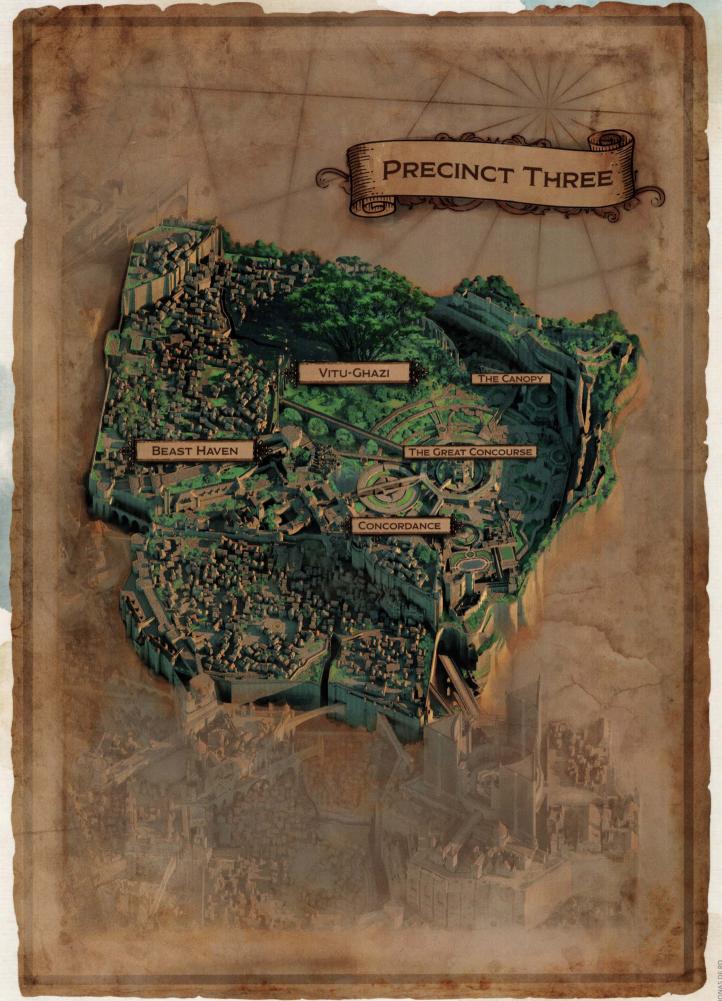
Most any sort of merchandise can be acquired from some shop in Precinct Two. Former soldiers and ex-adventurers run many of the businesses here, and weapons and armor are commonly available in Griffin Heights. Meals and lodging are often of modest or comfortable quality in this precinct, which has lots of boarding houses instead of inns. Corner taverns are frequent and serve as the centers of neighborhood society.

The people who live in Precinct Two aren't fond of people who don't fit in with them, and that includes those of both higher and lower means. People who don't maintain at least a modest lifestyle are viewed as lazy and undesirable, and those who aspire to a wealthy or aristocratic lifestyle are seen as arrogant snobs.

PEOPLE ON THE STREET—PRECINCT TWO

| d12 | Description |
|-----|---|
| 1 | Arrester, off duty and out buying produce |
| 2 | Arrester, on duty and watching for trouble |
| 3 | Baker, returning from a long work shift |
| 4 | Carpenter, searching for a good pack animal |
| 5 | Chandler, fuming after a recent argument |
| 6 | Government official, enjoying a day off |
| 7 | Locksmith, on the way to unlock a door |
| 8 | Mob enforcer, trailing a debtor |
| 9 | Retired soldier, heading to a chess game |
| 10 | Shopkeeper, taking a child out for a treat |
| 11 | Teenager, heading to a friend's house |

Tourist, heading to the Millennial Platform



PRECINCT THREE

Ample parks, busy stables, and large gardens combine to create a vibrant environment in Precinct Three. Natural and urban life intermingle throughout the precinct, and the people who reside here view it as a respite from most other places in the Tenth District. Folk here tend to live simply, and generations of families have dwelt in the same structures for hundreds of years. During the day, the gardens, small pastures, and stables are tended by young and old. Evenings are given over to communal gatherings, sometimes featuring performances by trained beasts or storytelling.

The people of Precinct Three are comfortable with living around nature. They have no problems with pets or beastly companions sharing their space as well as residing in multifamily structures. Good neighbors help tend to plants, animals, and children whenever necessary.

AFFILIATED GUILDS

The Selesnya Conclave's influence on this area is strong, and its guildhall, the towering tree of Vitu-Ghazi, stands at the northern edge of the precinct. Members of the Gruul Clans sometimes venture into the northern part of the precinct, rarely with peaceful intentions.

NEIGHBORHOODS AND LANDMARKS

Precinct Three is made up of old stone structures partially reclaimed by nature, standing alongside well-preserved wooden buildings that have been enhanced by Selesnya magic.

VITU-GHAZI

The Selesnya guildhall, a towering tree that also serves as a cathedral to Mat'Selesnya, is the epicenter of Selesnya culture. Members of the conclave from across Ravnica make pilgrimages to Vitu-Ghazi in hopes of finding a spiritual connection with the heart of the guild. All who come without ill intent in their heart are welcome to visit the public areas of the tree.

THE CANOPY

The northern neighborhood of the precinct is covered in tall trees, all of which are overshadowed by Vitu-Ghazi. To accommodate a growing population, buildings are situated around the trees and on the larger branches, making use of a network of ladders and rope walkways.

THE GREAT CONCOURSE

A network of elevated roadways links many of the most important Selesnya communities near Vitu-Ghazi. The polished white stone of the roadways gleams in the sun, and the pathways are topped with lush trees, grasses, and flowers. On high holy

LAW ENFORCEMENT

Most of Precinct Three is policed by its residents, occasionally supplemented by Boros troops when a serious threat rears its head. Each block elects a watch captain, who receives weapon training from Selesnya soldiers. The captain can call on additional citizens for support in case of a crisis. The typical response to a reported crime takes about 1d8 minutes, and the squad consists of a watch captain (a scout) with two guards or two wolves. In Concordance, it's either a knight or a Selesnya druid with a topiary guardian (awakened tree). See the Monster Manual for these creatures' stat blocks.

days, its central hub, called the Great Concourse, serves as a gathering place for throngs of Selesnya devotees. On most other days, the Concourse is a teeming marketplace where goods transported across the city on the great roadways are bought and sold.

CONCORDANCE

Once known as the Old City, the eastern neighborhood of Concordance is the oldest section of the precinct. Many buildings in this area were once Orzhov structures, but they have been reclaimed by moss, shrubs, and other growth that make them blend in with the homes, parks, and the Selesnya vernadi that fill the rest of the neighborhood. The Great Concourse runs overhead through most of the neighborhood.

BEAST HAVEN

The western neighborhood has many small pastures and stables, some of which are on open, multilevel structures. The area is filled with the sights, sounds, and smells of beasts of many sorts. Here, beasts as varied as mundane horses, towering indriks, and hulking krovods are trained for labor and sold to customers from across the city. Every so often, a beast escapes captivity and rampages through the neighborhood, but the tough residents are usually able to bring any disruption under control quickly.

GOODS AND SERVICES

The bounty of nature is plentiful in Precinct Three, which serves as the main source of food for the Tenth District. The finest steeds and livestock are raised here, as well as many war beasts (although they're often trained in Precinct Four). Unlike in most other precincts, barter is an acceptable form of transaction here, and some vendors outright reject payment in coin of any kind. Manufactured goods are relatively hard to find, except in large markets such as the Great Concourse.

Meals and lodging are widely varied, from squalid to comfortable, depending on the neighborhood. In general, the neighborhoods in Concordance tend toward the more expensive end of that scale, and those in Beast Haven more toward the other end. The residents of Precinct Three don't put much stock in personal appearance, and they're slow to pass judgment on anyone based on visible standards of wealth. The truly wretched sometimes evoke pity and sometimes scorn, and the very wealthy are generally disliked.

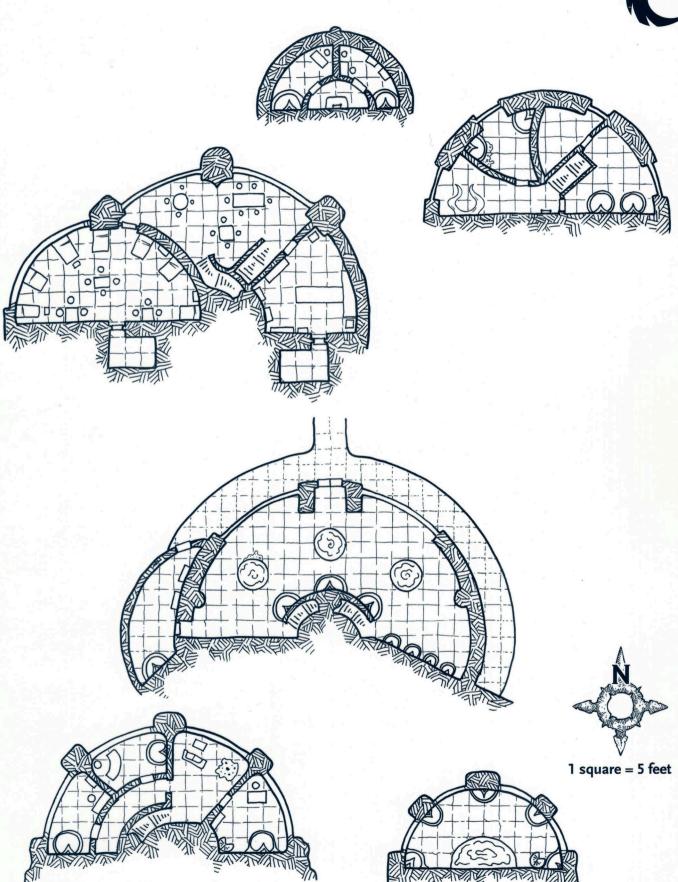
PEOPLE ON THE STREET—PRECINCT THREE

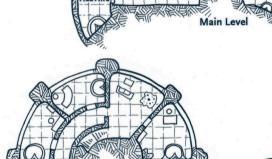
d12 Description

- 1 Beast trainer, walking an animal on a leash
- 2 Awakened shrub, completing an errand
- 3 Centaur, out to get the family some food
- 4 Evangelist, trying to win Selesnya converts
- 5 Farmer, using a healing balm after a hard day
- 6 Guide, taking a wolf out for a stroll
- 7 Healer, on the way to tend to someone sick
- 8 Ledev guardian, on patrol
- 9 Pilgrim, looking for directions to Vitu-Ghazi
- 10 Storyteller, practicing oration out on the street
- 11 Teamster, carrying a broken wagon wheel
- 12 Woodcarver, whistling a familiar song









Upper Level 1



GROWTH CHAMBER ADVENTURES

d12 **Adventure Goal**

Escape from the chamber while a category 3 krasis (see chapter 6 in Guildmasters' Guide to Ravnica) rampages through it after breaking out of its growth pod.

WALKWAY

- Break one or more krasis (see chapter 6 in Guildmasters' Guide to Ravnica) out of their 2 growth pods in order to wreak havoc on the growth chamber.
- 3 Stop a sinister experiment in progress.
- Spy on a research program intended to create superior soldiers. 4
- 5 Subtly sabotage a research program so that it fails without the interference being
- 6 Steal research notes from an experiment with broad applications.
- Free someone who has become the involuntary subject of Simic experiments. 7
- Discover the source of a form of terraforming magic spreading out from the chamber's 8 location.
- 9 Capture a crazed Simic scientist who is trying to use other scientists in the chamber for experimental subjects.
- 10 Capture a crazed Simic scientist whose own body has been drastically altered by their experiments.
- Acquire the laboratory's technology so it can be put to use by another guild. 11
 - 12 Retrieve research notes from a flooded and abandoned laboratory.



GROWTH CHAMBER

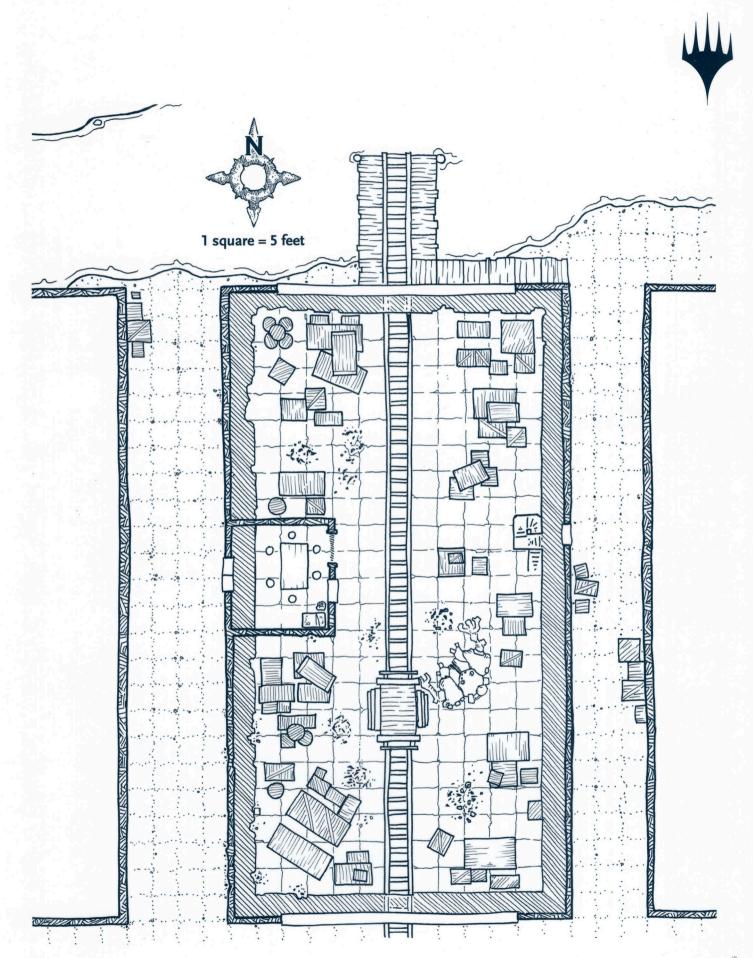
This structure is attached to the side of some other structure, much as a coral affixes itself to a solid surface. It might be built on the inside wall of a zonot or a chasm, or it could abut another building at street level. The chamber consists of a series of overlapping domes with large,

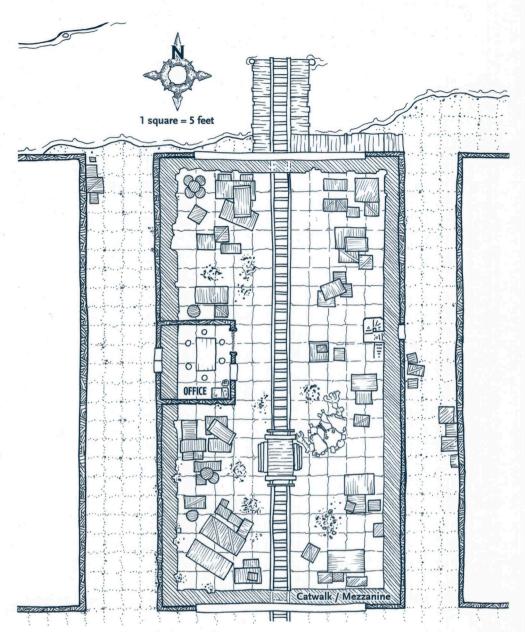
green-tinted windows.

The main entrance leads into a lobby with three decorative pools and three functional growth pods showcasing the most innocuous research being done here. The pods are glass and metal devices filled with greenish, vaguely glowing liquid, designed to allow life forms to gestate and grow until they are ready to emerge. The pods might be growing homunculi or category 1 krasis, but it would be highly unusual for the Simic to display the maturation of a hybrid soldier in such a public way. Four smaller growth pods to one side serve the same function. On the other side, a meeting room (containing one more growth pod) offers a place for researchers to meet with outsiders.

The first level above the main floor is dedicated to living, cooking, and eating space for the researchers and others who live here. A single large room acts as a barracks for the scientists, with folding screens offering some degree of privacy.

The other levels of the chamber are entirely dedicated to research and space to grow the laboratory's creations. Growth pods are found in nearly every room.





KRENKO'S HIDEOUT

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

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

All members of Krenko's gang are goblin gang members (see stat block). Each goblin carries a whistle (worn on a rope around its neck), which it can blow as an action to sound the alarm. A goblin might carry another item it obtained elsewhere, employing it in combat if an opportunity presents itself. You can roll or choose from the items on the Goblin Gang Possessions table. More information on these items can be found in chapter 5 of the *Player's Handbook*.

GOBLIN GANG POSSESSIONS

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

GOBLIN GANG MEMBER

Small humanoid (goblinoid), neutral evil

Armor Class 14 (leather armor) Hit Points 10 (3d6) Speed 30 ft.

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

Skills Stealth +5
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1/4 (50 XP)

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

ACTIONS

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

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





ORZHOV CHARM

When you activate this charm, you can cast the *bestow curse* or *fear* spell. Alternatively, when a creature you can see within 30 feet of you is reduced to 0 hit points, you can use your reaction to have it drop to 1 hit point instead. The charm vanishes after you activate it.



AZORIUS CHARM

When you activate this charm, you can cast the *hold person* (3rd-level version), *command*, or *counterspell* spell. The charm vanishes after you activate it.



AZORIUS CHARM

When you activate this charm, you can cast the *hold person* (3rd-level version), *command*, or *counterspell* spell. The charm vanishes after you activate it.



IZZET CHARM

When you activate this charm, you can cast the *dispel magic* or *light-ning bolt* spell. Alternatively, as an action, you can regain one expended spell slot of 3rd level or lower. The charm vanishes after you activate it.



DIMIR CHARM

When you activate this charm, you can cast the *blink* or *sleep* (3rd-level version) spell. Alternatively, when you take damage, you can use your reaction to turn invisible and teleport up to 30 feet to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast a spell. The charm vanishes after you activate it.



DIMIR CHARM

When you activate this charm, you can cast the *blink* or *sleep* (3rd-level version) spell. Alternatively, when you take damage, you can use your reaction to turn invisible and teleport up to 30 feet to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast a spell. The charm vanishes after you activate it.



RAKDOS CHARM

When you activate this charm, you can cast the *crown of madness*, *hellish rebuke*, or *shatter* spell. The charm vanishes after you activate it.



RAKDOS CHARM

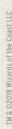
When you activate this charm, you can cast the *crown of madness*, *hellish rebuke*, or *shatter* spell. The charm vanishes after you activate it.



IZZET CHARM

When you activate this charm, you can cast the *dispel magic* or *light-ning bolt* spell. Alternatively, as an action, you can regain one expended spell slot of 3rd level or lower. The charm vanishes after you activate it.







GRUUL CHARM

When you activate this charm, you can cast the *heroism* or *thunder-wave* spell (3rd-level versions). Alternatively, as a reaction when you miss with a weapon attack, you can make another attack against the target you missed. The charm vanishes after you activate it.



GRUUL CHARM

When you activate this charm, you can cast the *heroism* or *thunderwave* spell (3rd-level versions). Alternatively, as a reaction when you miss with a weapon attack, you can make another attack against the target you missed. The charm vanishes after you activate it.



GOLGARI CHARM

When you activate this charm, you can cast the *dispel magic*, *false life* (3rd-level version), or *stinking cloud* spell. The charm vanishes after you activate it.



SELESNYA CHARM

When you activate this charm, you can cast the *aura of vitality* or *conjure animals* spell. Alternatively, as an action, you can give up to three creatures of your choice within 30 feet of you resistance to bludgeoning, piercing, and slashing damage until the end of your next turn. The charm vanishes after you activate it.



BOROS CHARM

When you activate this charm, you can cast the *crusader's mantle* or *haste* spell. Alternatively, you can cast the *guiding bolt* spell, and if it hits, you regain a number of hit points equal to the damage it deals. The charm vanishes after you activate it.



BOROS CHARM

When you activate this charm, you can cast the *crusader's mantle* or *haste* spell. Alternatively, you can cast the *guiding bolt* spell, and if it hits, you regain a number of hit points equal to the damage it deals. The charm vanishes after you activate it.



SIMIC CHARM

When you activate this charm, you can cast the *enhance ability* (3rd-level version), *enlarge/reduce*, or *gaseous form* spell. The charm vanishes after you activate it.



SIMIC CHARM

When you activate this charm, you can cast the *enhance ability* (3rd-level version), *enlarge/reduce*, or *gaseous form* spell. The charm vanishes after you activate it.



SELESNYA CHARM

When you activate this charm, you can cast the *aura of vitality* or *conjure animals* spell. Alternatively, as an action, you can give up to three creatures of your choice within 30 feet of you resistance to bludgeoning, piercing, and slashing damage until the end of your next turn. The charm vanishes after you activate it.



STAND WITH YOUR GUILD

This accessory contains resources that Dungeon Masters can use to enhance the experience of running a campaign in the sprawling city of Ravnica, using *Guildmasters' Guide to Ravnica*, a separately sold DUNGEONS & DRAGONS campaign sourcebook.

Contained within this durable folder are 20 cardstock sheets designed for use with dry-erase markers.

Printed on these sheets are the following resources to help you run your Ravnica campaign:

- 7 double-sided color maps of Ravnica's Tenth
 District, with helpful quick-reference information
 about each district
- 11 double-sided, single-color maps of adventure sites associated with Ravnica's guilds, with helpful reference information on each location
- 2 perforated sheets of color cards (18 cards total) with character illustrations on one side and descriptions of guild charms on the other

For use with the DUNGEONS & DRAGONS'
Roleplaying Game













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Cover illustration by Magali Villeneuve. Cartography by Jonas De Ro and Dyson Logos. Card illustrations by Wesley Burt. Graphic design by Emi Tanji and Trish Yochum.

