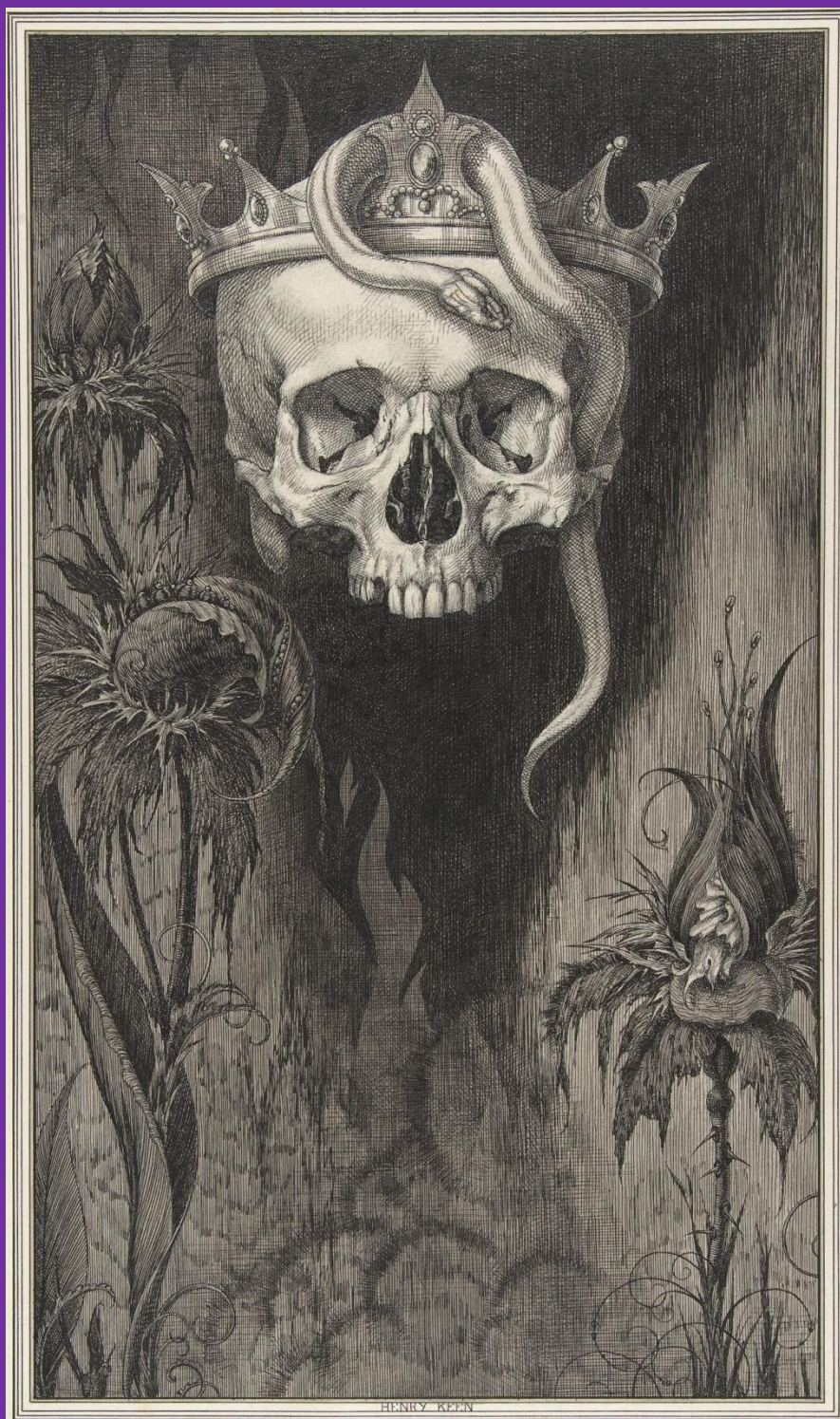
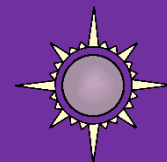


Advanced Arcana

An Alternative Mana-Based Spellcasting System for
Guildmasters' Guide to Ravnica and Dungeons & Dragons 5th Edition



HENRY KEEN





Advanced Arcana



Ken Carcas . Justyn Johnston . Luke Monroe

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Credits

Authors: Ken Carcas, Justyn Johnston, Luke Monroe

Layout: Ken Carcas

Editing: Justyn Johnston

Proofreading: Eric Gunty, Alex Szency

Cover Design: Ken Carcas, Luke Monroe

Cover Image: William Michael Harnett (1884 to 1892)

Internal Art: Jason Adams (Commissioned) WotC Art Packs Prism (Free Photo) Common Domain Sources Clip Art Place (<http://www.ClipArtPlace.com>)

Mana Symbols: Jason Adams (<http://www.facebook.com/jayandrewadams>) Gavrosh Stevenson (<https://www.facebook.com/gav.stevenson.9>)

Maps: Dyson Logos (www.DysonLogos.com)

Spell Lists: Inspired by Isabel Beis ([Spectrum of Magic](http://SpectrumofMagic.com) – <http://SpectrumofMagic.com>)

DMsGuild)

Ravnica Guild Signets: Fil Kearney - Artwork copyright used with permission. (<http://www.filkearney.com/>)

Optional Rule: Establishing a Mana Link: Ian ??? (DMGuild Reviewer)

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A Quick and Dirty Primer on Practical Magic

Mana is in everywhere and in everything. The lowliest goblin street hustler wielding meager mind magic on a hapless mark in the darkest corners of the city and the loftiest angel with their inscrutable goals and sense of inflexible rightness are all made from it, warts to wings. Sure, the scholars, mages, and assorted spellslingers across Ravnica love to classify it, quantify it, and sort it into neat little categories to try and pretend they understand the very substance of the universe.

They can do some amazing things - I've seen the dead rise, demons pulled from the depths of wherever they come from and made to dance to the tune of Rakdos revelers, and armies laid to waste with a gesture and a cross word. Ten thousand years of study, research, and intellectual espionage combined with a not so subtle cold war between the Ten Guilds will get you pretty far.

Whether you believe your power comes from faith, blood, bargain, or study, it doesn't matter. As my master used to say, "... no matter how thin you slice it, it's still bologna ...". Mana drives us, defines us, and if you play your cards right, it can allow you to bend the very stuff of creation to your will.

But always keep to the two key rules of magic, and you can go far in this amazing city we call home. First is keep your hubris in check - it's the number one killer of apprentice magicians besides feral housecats. Never bite off more than you can chew. The second rule is never invoke anything bigger than your head. That should be self-explanatory.

Go with peace,

Harma, Exiled Loxodon Truthsayer

Formerly of the Selesnya Conclave

Currently Seeking Employment-Ask for me in Precinct 3, Tenth District.

I'll probably be pulling a plow. I'd rather not.

Why the new spellcasting system?

With the long-awaited release of a Magic: The Gathering (M:tg) setting into the Dungeons & Dragons (D&D) franchise, the expectation of a spell system to suit the new setting was a given ... or so many of us thought.

Many magic players who also play and love Dungeons & Dragons have waited with bated breath for this day to officially arrive. We say officially as there have been unofficial attempts over the years by the fanbase to duplicate an M:tg style setting into D&D, complete with a spell system to match. And even with the constant cries from the fanbase for the powers-that-be to adopt those systems and release a setting, those cries, though probably heard, were never taken up ... until now.

With the release of *Guildmasters' Guide to Ravnica*, many now realized that their long-awaited dreams had finally arrived. Upon opening the book, many also had those dreams dashed with the long-awaited new spell system nowhere to be seen.

Guildmasters' Guide to Ravnica may replicate the M:tg setting faithfully into the D&D 5e universe but a new spell system, faithful to the M:tg setting, as well as one that can fit into the D&D universe, is what is needed to truly make many M:tg and D&D fans happy.

We, the authors, therefore present to you
....

Advanced Arcana – An Alternative Mana-Based Spellcasting System for Guildmasters' Guide to Ravnica and Dungeons & Dragons 5th Edition.

So ... sit back, relax, enjoy a cup of cider, coffee or ale whilst you read through what 20 years of waiting has produced :)

Adapting a Spellcasting Class to using Mana

D&D classes capable of casting spells will choose two colors during character creation, a **Primary** and a **Secondary** color, as their main means of spellcasting. Most of the colors will be related to a Ravnican Guild (as present in *Guildmasters' Guide to Ravnica*) of which they are members. The spell lists (located below) for their **Primary** and **Secondary** colors replace their traditional class spell list.

In addition, new rules presented here are introduced to replace the conventional Core D&D 5e spellcasting rules. Characters must abide by these new rules shown for drawing and tapping mana in order to cast those spells.

Modified Character Creation Rules

Player characters in *Guildmasters' Guide to Ravnica* will almost always be associated with a Guild, with a few exceptions, one namely being that the player has chosen for their character to go guildless.

As noted above, at character creation, spellcasters choose two colors of mana from which they are proficient in, these

usually being the two colors associated with their Guild. Classes that acquire the spellcasting feature at a level later than 1st level, including a multiclass spellcaster, also choose two colors at the level they acquire the spellcasting class feature. If you are playing in the Ravnica setting, it is **highly** encouraged that you choose the two colors associated with your Guild for maximum roleplaying and mechanical benefit.

The following text explains how to adjust character creation to make a mana-based spellcaster:



All Spellcasters:

- Instead of choosing spells from your class list within the PHB, your spell list instead consists of the spells from the mana colors your character is proficient with (see the individual Player Handout Guild Spell Lists towards the end of the publication)
- All spellcasters automatically add the *summon minion (universal)* spell to their spell list (see page 15). It is always prepared and does not count against your spells known, or in the cascade of wizards, your number of prepared spells.
- Spells granted by your Guild background, as mentioned in *Guildmasters' Guide to Ravnica*, or class feature is still added to your spells known as stated in the rulebooks and publications. As part of the benefit of belonging to a Guild, you are able to cast them using Colorless mana (Colorless Mana, page 11) instead of their normal mana color.

Cleric

- There are no changes to Cleric character creation, save as those state above.

Druid

- There are no changes to Druid character creation, save as those stated above.

Fighter

(Eldritch Knight Subclass, PHB, pg. 74)

- Instead of being limited to the spell schools as listed in the PHB, you instead learn spells from your chosen two colors of mana.

Ranger

- There are no changes to Ranger character creation, save as those stated above.

Paladin

- There are no changes to Paladin at character creation, save as those stated above.
- The Paladin **Smite** ability is still powered by spell slots, per the PHB pg. 85.

Rogue

(Arcane Trickster Subclass, PHB, pg. 97)

- Instead of being limited to the spell schools as listed in the PHB, you instead learn spells from your chosen two colors of mana.

Sorcerer

- There are no changes to the Sorcerer at character creation, save as those stated above.

Warlocks

- *Eldritch blast* is always available to Warlocks, no matter what colors they specialize in. It comes as a part of your Pact.

Wizard (School Specialist, PHB pg. 115)

As spells have been reclassified by color rather than by school, the following suggestions for specializations are made by guild based on their associated colors:

- **Azorious Senate** (White/Blue) Abjuration, Evocation, Illusion, Enchantment, Divination
- **House Dmir** (Blue/Black) Illusion, Enchantment, Necromancy, Abjuration, Divination
- **Cult of Rakdos** (Black/Red) Necromancy, Evocation, Transmutation, Conjunction
- **Gruul Clans** (Red/Green) Evocation, Conjunction, Abjuration
- **Selesnya Conclave** (Green/White) Conjunction, Evocation, Transmutation
- **Orzhov Syndicate** (White/Black) Evocation, Necromancy
- **Izzet League** (Blue/Red) Divination, Evocation, Illusion, Abjuration
- **Golgari Swarm** (Black/Green) Evocation, Necromancy, Conjunction, Transmutation

- **Boros Legion (Red/White)** Abjuration, Evocation, Transmutation
- **Simic Combine (Green/Blue)** Abjuration, Conjunction, Divination, Transmutation

Magic Initiate feat and the Ritual Caster feat

- You choose your spellcasting class as listed to determine your spellcasting attribute and style, but you choose a single color of mana from which you can select your spells (mono-color spellcaster). You can choose to take the Magic Initiate feat again later as you level should you wish to have access to an additional caster (dual-color spellcaster).
- Magic Initiates may choose the *summon minion (universal)* spell as their chosen first level spell.
- You gain a Mana Pool with an initial maximum of 2 mana. This increases as you increase in your spellcaster level.
- Ritual Casters may only choose rituals from their chosen color of mana or the *summon minion (universal)* spell.

Innate Racial Spells

- Spells gained from racial features do not require mana - these 'spells' make use of the innate mana that is a part of your racial being.

Cantrips

Cantrips form the basis of a spellcasters early spell training during those extensive early years. These types of spells are drummed into the spellcaster to such an extent, the spellcaster can literally use any type of mana to cast them. Casting a cantrip is done with the use of mana called **Colorless Mana** (see **Colorless Mana** below). No matter the color of the spell or the color of the mana, any cantrip of any color can be cast with Colorless mana.

To cast a cantrip, the spellcaster simply Draws **any** mana from their Mana Pool and casts the cantrip. This mana, no matter the color, is considered **Colorless** mana appropriate for casting a cantrip.

Unless under rare occasions, usually, a cantrip requires only 1 Colorless mana to power the spell into existence.

Spellcasting

The player prepares the list of spells according to the rules of their base spellcasting class, with the exception that the character is limited to only their chosen **Primary** and **Secondary** color spell list.

To cast a spell, the spellcaster must first create a Mana Link using a Bonus action. Using established Mana Links (discussed later), the spellcaster allocates mana from those links to their Mana Pool. Lastly, the spellcaster expends a spell slot equal to the level of the spell and Draws the amount of mana from the spellcasters Mana Pool to cast the spell. The mana from the Mana Pool must be of the same color as the spell being cast unless otherwise specified. Mana taken from a spellcasters Mana Pool in this way is considered spent, requiring the spellcasters Mana Pool to be replenished during the spellcasters next turn.



In brief, unlike cantrips, spells of substance require color-based mana (**Black** spells require **Black** mana, **Red** spells require **Red** mana, and so forth).

All spells of 1st level and higher requires a minimum 1 color mana for the particular colored spell, with some requiring an additional expenditure of color or **Colorless** mana to increase their effect

Under normal circumstances, spellcasters cannot commence combat at the start of their initiative with mana in their Mana Pool or established Mana Links.

Official WotC Core and Expansion Spells

It's always a concern of creators when it comes to writing rules that may conflict or outright change those rules presented in official WotC Core and Expansion rulesets. In this case, our concern was with changing the entire list and descriptions relating to the official Core and Expansion spells.

In addition, with many creators introducing their own works containing spells onto the DMsGuild, the ability of this works to accommodate those spells falls outside the scope of this publication.

After much deliberation, it was decided to keep it simple for all concerned and maybe explore this in some future expansion of *Advanced Arcana*.

In an attempt not to confuse the system, the following is adopted when using *Advanced Arcana* alongside the official Core and Expansion spells from WotC and creator spells within the DMsGuild:

- All spell descriptions are as per the books or individual publications.
- All sections pertaining to schools of magic, casting times, range, components, and duration are as listed within the books and publications.

The following is added to each spell:

- Beside the line '# level (and) school', the color of mana associated with the spell is

added and how much mana is required to cast the spell. In all instances, the amount of mana required equals the level of the spell.

Example: For the spell *bless*, the following applies:

- In the spell lists (see below), the spell is listed as a **White** spell.
- The spell in the Core 5e rules is 1st level.
- Therefore, the spell requires 1 x **White** Mana (plus the spell slot) to cast.

Example: For the spell *teleport*, the following applies:

- In the spell lists (see below), the spell is listed as a **Blue** spell.
- The spell in the Core 5e rules is 7th level.
- Therefore, the spell requires 7 x **Blue** Mana (plus the spell slot) to cast.

The creators believe and agree that some Core and Expansion spells may be classified as Universal and fit into 2 or more schools of magic. If DM's believe or players suggest that a particular spell should belong to multiple schools, say *teleport* should be available to all schools, who are we to disagree with how you choose to run your game.

Should it be considered that the Core or Expansion spells should belong to multiple schools, the following should be applied: If the spell is turned from a mono-color spell to a dual-color spell, the mana required to cast that spell should be divided as evenly as possible so as to allow 2 or more colors to be used. Preference should be given to the Primary color the spell originated from.

Example: For the spell *arcane lock*, the following applies:

- In the spell lists (see below), the spell is listed as a **Blue** spell, but your group believes it should also belong to **White** as well.
- The spell in the Core 5e rules is 2nd level.
- Therefore, the spell requires 1 x **Blue** mana and 1 x **White** mana (plus the spell slot) to cast.

Example: For the spell *destructive wave*, the following applies:

- In the spell lists (see below), the spell is listed as both a **Black** and **White** spell.
- The spell in the Core 5e rules is 5th level.

- Therefore, the spell requires either 3 x **Black** mana and 2 x **White** mana (plus the spell slot) to cast or 3 x **White** mana and 2 x **Black** mana (plus the spell slot) to cast.

Example: For the spell *gate*, the following applies:

- In the spell lists (see below), the spell is listed as a color available to all (B**W**G**R**U).
- The spell in the Core 5e rules is 9th level.
- Therefore, the spell requires a combination of 2 or more colors of mana (plus the spell slot) to cast (i.e. BBBB**B**WWWW, RRRRR**W**WWG, BB**W**WGGRR**U**, etc.)

When it comes to '**At Higher Levels.**', consult the spells present within this

publication to see what we have accomplished and make a ruling that applies fairly to your table. Again, the creators will visit this in a future expansion of *Advanced Arcana*.

If in doubt, the ruling of the DM for the game should always apply.

What is a Mana Link?

For a spellcaster to be able to cast a spell (arcane) or create a miracle (divine), they require access to the environment they are standing on or have a connection or affinity with. To gain access, they must concentrate on creating (or will to happen) a link from themselves to the environment and colors of choice. Doing this creates a mystical grounding and connection from the spellcaster to the surrounding environment. This grounding and connection are what's called a **Mana Link**.

Mana Links are relatively quick to achieve and hold onto, providing nothing distracts the spellcaster from doing so. Should a spellcaster lose their Mana Links, they will need to reestablish them from the beginning ... a most unfortunate event indeed!

Note: certain spells may exist now or in the future that will cause the spellcaster to lose some or all of their Mana Links or establishing Mana Links in the first place ... at the moment, we'll be taking that concept under advisement.

Quantity of Mana Production

How much mana can an environment produce?

For the purpose of trying not to complicate what may already seem a complicated system, any environment considered large enough is able to produce an endless mana supply, that being enough to accommodate all spellcasters within the area without depleting the mana source (save extenuating circumstances like but not limited to mana



depleting rituals of 9th level, godly intervention and/or the environment being destroyed and turned into a wasteland).

Establishing a Mana Link

As stated above, providing the spellcaster has access to the environment, they are able to create a Mana Link. The action of doing so is quick.

As a Bonus action, the player states that they wish for their spellcaster to establish a connection with the land or environment beneath and around them, or simply, they wish to begin establishing Mana Links. The character chooses where they wish to establish the link (if more than one type of environment exists (such as the existence of dual lands)), and simply wills it to happen. At the conclusion of the Bonus action, the link is established. With an established Mana Link, the spellcaster is free to begin Tapping the Mana Link to provide mana for their Mana Pool (see below)

There is no maximum to the number of Mana Links a spellcaster can establish but the spellcaster must, if they so desire, use their Bonus action on each new round to establish a new Mana Link.

Limitations on Establishing Mana Links

Spellcasters are mortal and cannot attempt to establish a Mana Link with an environment on the other side of the planet; there are limitations on how far a land can be before being considered too far to effectively establish a secure Mana Link.

In addition, environmental and physical factors that fall outside of the spellcasters can prevent them in establishing a secure Mana Link.

Use the following as a guideline within your game; the DM's decision as to what limitations apply within their game is always final.

The following should always allow a secure Mana Link:

- Being in contact with (directly standing on) a land mass of a color the spellcaster has an affinity with.
- Being within 1-mile of a land mass associated with a particular color.
- Being surrounded by the element connected to the environment (i.e. **Elemental Plane of Fire** will always allow **Red** mana; **Shadowfell** is a great source of **Black** mana no matter where you go (though spellcasters will gain access to other colors as lands become available for use); being on a boat in the middle of the ocean will allow constant access to **Blue** mana; etc.).
- Spellcasters combining their efforts to cast a ritual whilst connected to a mana source outside of the 1-mile distance (each additional spellcaster involved in the casting of a ritual spell extends the range from which mana can be obtained by 1 mile (5 spellcasters equals a 5-mile distance)).

Limitations to distance, depending on the severity, may apply to the following:

- Being within 1-mile of a land type but contact with the land mass is being blocked by:
 - A spell force considerable enough to be considered to have a disrupting effect.
 - Standing on a high concentration of a mineral content such as lead, mithral and adamantium.
 - Temporal distorting barrier.
 - Godly intervention.

Where any of the above occur, it may be still possible to **Establish a Mana Link** but the spellcaster would be required to be closer to the source for this to happen.

The following should prevent a spellcaster from establishing a secure Mana Link:

- Not being within 1-mile of land mass associated with a particular color.
- A spell force considerable enough to be considered to have a nullifying effect.
- Godly Prevention (though the DM may rule that the spellcaster is of a high enough level to cancel this effect for spells up to a certain level (i.e. 5th level and down).

Optional Rule for

Establishing a Mana Link

Resulting from a [comment within the Reviewers area of the DMSGuild](#) (see credits above) and discussion between the writers of this publication, the following has been added as an optional way of **Establishing Mana Links**:

Instead of using a **Bonus** action to **Establish a Mana Link** (see above), the spellcaster instead **forges his Movement action to Establish a Mana Link**.

In this option, establishing links to the land requires a level of concentration and pinpoint accuracy that movement will hinder if the attempt is made whilst in motion. The spellcaster must, whilst using this option anytime during their turn, remain stationary whilst **Establishing a Mana Link**. As such, the following is proposed (choose one of the following and adopt that at your table as standard for all spellcasters when **Establishing Mana Links**:

- **Option 1:** The spellcaster, if attacked before the start of their next turn by an attack or spell that would rely upon Dexterity to prevent the attack hitting, a
- -2 penalty to AC applies until the start of the spellcasters next turn.
- **Option 2:** The spellcaster, as part of **Establishing a Mana Link**, must make a **DC 10 Dexterity saving throw**; failure results in -2 to AC until the start of the spellcasters next turn.

In both options, the penalty is lost at the start of their next turn, but may return if another Mana Link is established during the new round.

Unless stated elsewhere, using this optional rule still only allows the spellcaster to **Establish a Mana Link** with 1 source during any new round.

Concentration on Mana Links

Does a spellcaster have to concentrate on maintaining their Mana Links?

No; a spellcaster does not have to concentrate to maintain one or more Mana Links.

Maintaining Mana Links is a mystic thing associated between the spellcasters physical body and the environment around them. As such, their mind doesn't come into the equation. The spellcaster simply wills a Mana Link to happen, and it does. As concentration is associated with the mind and it's the physical body that maintains the link, concentration isn't required. This frees the spellcaster so as they can concentrate on those certain spells and situations requiring concentration as required.

Movement vs. Mana Links

Does moving around affect established Mana Links?

Moving around has very little effect on whether a link is maintained or not; in fact, a spellcaster is able to perform many feats and skills and still maintain their Mana Links.

DM's may adjudicate that an action by the character could drop one or more established Mana Links (see **Effects vs. Mana Links** below for examples). This should be stated to the player before the action is attempted so the player can ascertain if they still wish for the spellcaster to attempt the action. Should the spellcaster still attempt the action, the DM adjudicates over how many Mana Links are dropped, with the DM's decision considered final.

Effects vs. Mana Links

What condition or effects could force a spellcaster to lose their established Mana Links?

Various conditions exist that could cause a spellcaster to lose their established Mana Links. The list below is not exhaustive and situations may arise not covered below that the DM may state that established Mana Links have been lost:

- Moving outside of an environment a spellcaster has an active Mana Link established with. An example of this could be moving from an ocean-bound ship and traveling inland may cause the

spellcasters Mana Link with the ocean (Blue mana) to be lost.

- Falling unconscious (knocked out, sleep by spell effect, etc.)
- Maintaining a Mana Link beyond what the body can stressfully handle (beyond the spellcasters level x 1-minute restriction).
- Fail a saving throw where an opponent spellcaster uses a mind-affecting spell that forces the spellcaster to drop their Mana Links (i.e. *suggestion*)

Tapping Mana from Established Mana Links

With an established link, Tapping mana into the spellcasters Mana Pool is an easy act. Once anytime during the spellcasters turn, the spellcaster can use a Free action state that they wish to Tap X number of Mana Links, where X equates to the number of Mana Links the spellcaster wishes to gain mana from. At the end of that Free action, X mana flows from those Mana Links into the spellcasters Mana Pool, ready for later use.



Mana Pool (Drawing Mana)

To cast a spell, a spellcaster must not only have established Mana Links with the environment around them, but they must also have mana within a Mana Pool from which to Draw from to power their spells.

Spellcasters build up a tolerance to stored mana within their Mana Pool over time. The maximum size of a spellcasters Mana Pool is equal to twice the spellcasters level + the spellcasting attribute modifier (round up). You may have multiple colors of mana in your Mana Pool, but the total number of mana may not ever exceed your maximum limit (see **Excess Mana vs. Mana Burn** below).

Once stated, X mana from those Mana Links flows into the spellcasters Mana Pool ready for use as the spellcaster dictates, whether this is for the casting of spells, summoning creatures or the activation of items.

As a Bonus action, the spellcaster may dump (empty) their entire Mana Pool, thereby preventing any possible Mana Burn damage from occurring.

Excess Mana vs. Mana Burn

Once at any time during a character's turn, when they choose to Tap mana from an established Mana Link to fill their spellcasters Mana Pool, the possibility exists that the spellcaster overestimates how much mana is required and Taps their Mana Links for more mana than their Mana Pool can hold.

Once the player states that their character will Tap their Mana Links if it shows that the spellcaster has Tapped too many Mana Links which results in overfilling their Mana Pool, any excessive mana results in Mana Burn.

Once a situation of Mana Burn has been established, the player needs to work out how much damage the spellcaster has taken from

Mana Burn. The damage taken is on a 1:1 ratio, with 1 excess mana resulting in 1 point of damage. This excessive mana damage is unpreventable, is of the appropriate damage type relating to the color (see **Mana Burn Damage** below) and must be taken from the spellcasters hit points only (not from temporary hit points).

See **Effects of Excessive Mana Burn Damage** below if the spellcasters hit points drop to zero or below as a result of damage from excessive mana.

Colorless Mana

Colorless mana is where a spellcaster Draws mana from any environment they may or may not be associated or have an affinity with. This mana is considered 'neutral' for the purposes of aiding in the casting of spells requiring an additional effect or boost. **Colorless** mana (usually denoted as 'C' where it is used) is also the key component in the casting of a spellcasters cantrips.

Any spellcaster at any time (unless circumstances prevent) can Tap any environment for colored mana. They may then use that colored mana to power spells requiring that particular color or they use that colored mana as **Colorless** mana, using that mana to aid their normal contingent of spells or item activations.

Under special circumstances, **Colorless** mana may be converted into a color usable by the spell caster (such circumstances are discussed elsewhere and will probably involve the use of a magic item or artifact to do so).

Mana Burn

You can hold mana in your Mana Pool for a duration of 10 rounds at 1st level, with that duration increasing by 1 additional round every spellcaster level. If you still have unspent mana in your Mana Pool after this time, you suffer HP damage in the form of Mana Burn.

Mana Burn damage equates to 1 point of damage for each mana in your Mana Pool, no matter the type stored. The type of Mana Burn damage taken equates to the color of the mana

from which the Mana Burn damage is taken (see **Mana Burn Damage Type** below).

If the combat ends and a spellcaster wishes to maintain mana in their Mana Pool, they continue to take mana burn each round.

Mana Burn Damage Type

Mana Color	Mana Burn Damage Type
Black	Necrotic
Blue	Lightning
Green	Acid
Red	Fire
White	Radiant

Effect of Excessive Mana Burn damage

Should the spellcaster take enough damage to drop their hit points to zero, the following occurs:

- Spellcaster drops to the ground and is considered to have the condition of **Unconscious**.
- Any established Mana Links at the time of dropping to zero hit points are lost (the spellcaster has no Mana Links).
- the spellcasters Mana Pool empties at the rate of 1 random mana per round.
- Any form of healing able to raise the spellcaster to 1 hit point or more will revive the spellcaster.

Should the spellcaster take enough damage to drop to below zero hit points, the following occurs:

- spellcaster drops to the ground and is considered to have the condition of **Unconscious**.

- spellcaster begins to make Death Saving Throws.
- any established Mana Links at the time of dropping to below zero hit points are lost (the spellcaster has no Mana Links).
- the spellcasters Mana Pool empties at the rate of 1 random mana per round.
- any form of healing able to raise the spellcaster to 1 hit point or more will revive the spellcaster.

Should the spellcaster take enough Mana Burn damage to drop to equal or greater than their maximum hit point total as a negative, the following occurs:

- Spellcaster drops to the ground and dies from massive damage (see Instant Death; PHB, pg. 197).
- Any established Mana Links at the time of death are lost (the spellcaster has no Mana Links).
- The spellcasters Mana Pool dumps and is considered empty.

Optional Rule: Desperation Casting

During a desperate and dire situation, spellcasters are often forced into spellcasting practices that could potentially lead to their eventual death if they don't closely monitor their actions at the time.

A spellcasters spell slots not only dictate how many spells a spellcaster can cast before needing a Short or Long rest, but they also act as a safety buffer from the damage raw mana has on the body during spellcasting. Not all spells require spell slots, such as is the case with cantrips, but if a spellcaster runs out of required spell slots for those spells that do require them, they can still cast spells using raw mana from their Mana Pool. This spellcasting practice isn't taken lightly by any spellcaster as doing so **always** results in physical damage to themselves.

By Drawing and spending the appropriate color of mana equal to the spell level, a spellcaster can cast a spell using raw mana without a spell slot. Each time this spellcasting practice occurs, the spellcaster subjects their body to raw mana damage, taking 1d4 damage per point of mana

spent. This raw mana damage is consistent with the type of mana burn of that color (see **Mana Burn Damage Type** above). To lessen the effects of this damage, characters may make a **Constitution saving throw against their own spell save DC** for half damage. Raw mana damage of this type cannot be reduced by immunities or resistances. Raw mana damage taken reduces your maximum hit point total by the amount of damage taken. Lastly, this damage cannot be healed magically. Hit points lost in this manner, including regaining a character's maximum hit point total can only be recovered at the conclusion of a Long rest.

New feature: Personal Attunement

Certain magical items within D&D 5e require their wielder or owner to attune to them before the item can be fully utilized. This feature allows the wielder or owner to access some special feature within the item; it also acts as a Core mechanic control measure to limit the number of considered powerful magic items a character can have constant access to whilst actively within the game.

With this new spell system, magic items exist that are controlled by (in terms of access) and linked to (in terms of what benefit they provide to the owner) the various guilds within Ravnica. Each of these items still requires the owner to attune to them to access the beneficial effect/s they bestow on the owner. These items, due to their restricted nature (who can own them), need to fall outside of the Core attunement mechanics but also need to form part of the Core control method behind limiting the number of magic items a character can own at any one time.

Personal Attunement has been introduced as a way of meeting the Core mechanics but allowing for extended magic item ownership within the game. The following applies when dealing with items having the Personal Attunement tag:

- The owner can attune to the magic item, claiming personal ownership of the item for the purpose of accessing the items power/s.
- Items pertaining to Personal Attunement are generally associated with guild related magic items.

- Items of this nature are generally always bestowed upon the owner by their guild (see below re Personal Attunement items found on dead bodies or items found as part of loot caches).
- A character can only attune to one item of its type (guild locket, signet, cluestone, etc.) at any one time.
- Only one character or NPC can ever attune to a magic item bearing this tag. Once the magic item is attuned to its owner, nothing short of death can break the attunement. Unless stated, should the original owner of the magic item die, the magic item loses all powers and reverts to its mundane non-magic item state. These items can become magical again but only by the respective guilds (items must be returned back to the guild to be reenchanted).
- Magic items of this nature fall outside the Core D&D 5e mechanics, allowing for more than 3 magic items to be attuned at any one time.

New Feature: Joint Attunement

Certain guild-related locations require a member to gain Joint Attunement to the location to gain access to the locations feature and/or activate a feature within the location. Joint Attunement is only available to guild members of the same guild and usually restricts other non-guild members from gaining access to the locations and the features they contain.

Joint Attunement allows members of the same guild to attune to a location or item whilst another member of the guild already has attunement. This powerful feature usually has some strategic value attached to the Joint Attunement which prevents the location from being harmed by members intending malicious damage to the location.

To know and understand which locations allow Joint Attunement and what features they allow their guild members through Joint Attunement, see the **Laboratory: New Magic Items and Locations** later in this publication.

Rules for Summoning Creatures

Summoning creatures and having those creatures fight for you, as well as defend you from potential harm forms a major component within the Magic: The Gathering universe. Any player familiar with the game has come to recognize that surviving to win usually involves summoning creatures and allies to help in overcoming one's opponent. This creature summoning element is also represented within this spell casting system.

To help facilitate this summoning mechanic, it is essential that all spellcasters have access to a commonly recognized way of summoning a creature, commonly known as **minions**, into combat when and if required. To do this, all spellcasters who utilize mana as their power source for spellcasting now have access to the *summon minion (universal)* spell (see below). Minions able to be summoned are determined by the following factors:



- Spellcasters current character level (level) determines the Challenge Rating (CR) of the minion to be summoned.
- The mana cost required to summon a minion is relevant to the spellcaster's level and the CR of the minion to be summoned.
- The summoned minion is determined by the use of what available mono-color mana is used to summon that particular minion.
- You may only summon minions of a color that you are able to cast and have an affinity with.
- All spellcasters who use mana to power their spells automatically have and constantly know the *summon minion (universal)* spell.
- The *summon minion (universal)* spell does not count as part of a spellcasters daily spells and is always considered prepared by the spellcaster and ready to use.

All factors presented above are represented in the *summon minion (universal)* spell, **Summoning Cost Table** and the **Minions by Color and CR Table** as shown below.

Summon Minion (Universal)

1st level conjuration

Casting Time: 1 Action

Range: 10 feet

Components: V, S

Duration: 1 minute

This spell creates a rift and summons a minion from the Shadow Realm to serve and protect the spellcaster for a short duration. The minion summoned is dependent on the spell slot, mana cost and monster CR, as shown in the Summoning Cost Table below.

By expending a spell slot of the appropriate level and an amount of colored mana equal to the level of the slot expended, a spellcaster can summon a minion under their control. The type of minion is dependent on the color of mana used to summon the creature. The summoned minion is completely loyal to the spellcaster and will obey any command, up to and including fighting to the death. The summoned minion is friendly to you and your companions.

The summoned minion appears as per the relevant creature statistics listed within the *Monster Manual* (MM). The minion appears with all equipment and enough ammunition as stated on page 11 of the MM. The summoned minion will use whatever additional equipment is made available to it to meet any instructions given.

Unless otherwise noted, the summoned minion suffers from **Summoning Sickness** which prevents it from taking actions on the turn it is summoned. The summoned minion's initiative falls on the turn directly before the spellcaster that summoned the minion and will continue to act on that turn unless the situation changes.

The summoned minion obeys any verbal commands that the spellcaster issues (no action required). The summoned minion will continue to follow all previous instructions unless those instructions cannot be followed, at which time it will defend itself but otherwise take no further action.

The summoned minion will continue to follow orders and instructions given to it until one of the following situations occur:

- **Duration of the spell ends:** Once the duration has expired, the minion disappears back through the rift at the end of the minion's turn. The minion disappears back through the rift with whatever equipment it was carrying when it was summoned. The minion leaves behind (drops to the ground, etc.) any equipment given to it or that it acquired during the period it was summoned.
- **Minion Dies:** Once a minion's hit points drop to zero or less unless specified, the rift momentarily appears at the beginning of the minion's turn, causing the minion to immediately disappear.
- **If a spellcaster loses consciousness or dies:** Should this occur, if the spellcaster is not conscious or its hit points raised to above zero, and so becomes conscious, at the beginning of the minion's turn, a rift momentarily appears causing all minions under the spellcaster's control to disappear.
- **Spellcaster dismisses the minion:** The spellcaster can dismiss minions under its control any time before the minion dies or the spell duration ends. This dismissing of a minion or group of minions does not require

an action to do so (Free action). Once this occurs, the rift momentarily appears causing those dismissed minions to disappear.

At Higher Levels: When you cast this spell using higher spell slots and expend mana equivalent to the spell slot used, you are able to summon higher CR creatures according to the table below.

Summoning Cost Table

Spell slot	Mana Cost (by Color)	Minion CR (maximum)
1 st	1	1/8
2 nd	2	1/4
3 rd	3	1/2
4 th	4	1
5 th	5	2
6 th	6	3
7 th	7	4
8 th	8	5
9 th	9	6

Minions by Color and CR

Color	CR	Summonable Minions by CR
Black	0	Crawling Hand, Hyena, Rat
	1/4	Dretch, Skeleton, Zombie
	1/2	Hobgoblin, Shadow, Gazer
	1	Ghoul, Quasit, Specter
	2	Ghast, Minotaur Skeleton, Black Dragon Wyrmling
		Hell Hound, Hook Horror, Wight

	3	Banshee, Flameskull, Shadow Demon,
	4	Cambion, Vampire
	5	Spawn, Wraith
	6	Chasme, Drider, Vrock
Blue	0	Crab, Hawk, Owl
	1/4	Apprentice Wizard, Sprite, Winged Kobold
	1/2	Reef Shark, Steam Mephit / Merfolk (CR 1/8)
	1	Giant Eagle,
	2	Hunter Shark, Intellect Devourer, Nothic
	3	Blue Dragon Wyrmling, Water Weird, Yuan-Ti Malison
	4	Lamia
	5	Water Elemental, Mezzoloth, Giant Shark
	6	Mage, Wyvern, Invisible Stalker
Green	0	Awakened Shrub, Badger, Lizard
	1/4	Giant Frog, Pixie, Panther Ape, Black Bear,
	1/2	Lizardfolk
		Dryad, Myconid Adult, Tiger
	1	Green Dragon Wyrmling, Rhinoceros, Druid
	2	Owlbear, Phase Spider, Winter Wolf
	3	Girallon, Lizard(folk)
	4	King/Queen, Troll
	5	Earth Elemental, Hill Giant, Triceratops
	6	Mammoth
Red	0	Giant Fire Beetle, Goat, Badger
	1/4	Apprentice Wizard, Goblin, Scout

	½	Gnoll, Orc, Worg
	1	Goblin Boss, Giant Eagle, Brass Dragon Wyrmling
	2	Gnoll Pack Lord, Ogre, Saber-Tooth Tiger
		Hell Hound, MantiCore, Minotaur
	3	Orc War Chief, Red Dragon Wyrmling,
	4	Hobgoblin Devastator
		Fire Elemental, Half-Dragon (Red) Veteran,
	5	Young Remorhaz
		Chimera, Cyclops
	6	
White	0	Cat, Baboon, Commoner
		Blink Dog, Acolyte, Giant
	¼	Owl
		Hobgoblin, War Horse.
	½	Scout
		Hippogriff, Lion
	1	Griffon, Pegasus, Polar
	2	Bear
		Knight, Hobgoblin
	3	Captain
Colorless		Bone Naga, Couatl,
	4	Elephant
		Gladiator, Werebear,
	5	Unicorn
		Hobgoblin Warlord
	6	
	0	Cat, Deer, Eagle
	¼	Draft Horse, Wolf, Elk
	½	Crocodile, Giant Goat, Giant Sea Horse
	1	Spy, Brown Bear, Dire Wolf
	2	Giant Boar, Giant Constrictor Snake, Giant Elk
	3	Giant Scorpion, Veteran, Basilisk
	4	Helmed Horror
	5	Flesh Golem, Giant Crocodile, Shambling Mound
	6	Wyvern, Mage

Note: DMs should feel free to add, subtract or change those minions listed above to suit their table, their campaign, and their player's roleplaying style.



Example of *Advanced Arcana* in play

Prelude Caveat: Just a note that the example below uses **Group Initiative** to help condense the example to a manageable length. During your own game, you will more-than-likely use the initiative system as outlined within the **D&D 5th Edition Core Rules** (PHB, p189) and therefore the gameplay will differ from the example as displayed (if you wish to speed up play, using Group Initiative definitely helps but it can be deadlier for the party if they end up on the wrong side of the initiative order).

Vladimir Tolomo is a 1st level Wizard within the *Cult of Rakdos*. Due to his affiliation, loyalty and outlook on life, Vladimir has ready access to spells within the Black and Red color spheres.

Vladimir has an Intelligence of 16 (+3) and 8 hit points (6 + 2 for Constitution modifier).

Using the spellcasting modifier, spells and spell slots assigned to Wizards within the D&D Core Rules (PHB, p113), Vladimir's spells and **Maximum Mana Pool** consist of the following:

HP: 8 (6+2 Con mod)

Int: 16 (+3)

Cantrips: 3 known
fire bolt, acid splash, chill touch

1st Level: 6 known / 2 slots
Red: *witch bolt, grease, thunderwave,*
Black: *cause fear, false life, pro. good/evil*

Maximum Mana Pool Size: Level 1 (2) +
Int at +3 (3) = **Max. Mana Pool of 5.**

Vladimir has spent an enjoyable night out with fellow cult members and is making his

way home when he gets ambushed by a thug in a side street not far from his home.

Vladimir begins the combat with an empty Mana Pool, having yet to **Establish a Mana Link**. He is yet to begin **Tapping Mana from Established Mana Links** for his **Mana Pool** which is required to cast his spells.

Round 1: Vladimir wins initiative and uses his Bonus action to **Establish a Mana Link** to the festering land beneath his feet for 1 Black source, then uses his Free action to **Tap the Mana Link** for 1 Black mana, transferring that mana to his **Mana Pool**. Vladimir then **Draws** 1 Black mana from his **Mana Pool** to cast *false life* for the maximum 8 temporary hit points, giving him effectively 16 hit points at the end of his turn.

The thug, seeing Vladimir cast an unknown spell, throws one of his drawn daggers, hitting him in the arm for 3 piercing damage, surprised as the dagger falls to the ground with no apparent effect.

End of Round: Vladimir has 1 **Established Mana Link** (1 x Black source) with 8 hit points and 5 remaining temporary hit points. His **Mana Pool** is empty. There is 1 thug alive on full hit points.

Round 2: Vladimir again wins initiative. Acting on the thugs apparent surprise and feeling the distant Mountain range flow beneath his feet, Vladimir uses his Bonus action to **Establish a Mana Link** to the distant mountain for 1 Red source. He then uses a Free action and **Taps the Established Mana Links** to transfer 1 Black mana and 1 Red mana to his **Mana Pool**. Vladimir then **Draws** 1 Red mana and as Colorless mana, casts *fire bolt*, releasing the energy towards the thug. Unfortunately, the spell misses, smacking off the rear wall as the thug ducks for cover.

As the thug hits the ground, he rolls into an attack stance, lunging at Vladamir with the remaining dagger, scoring another hit to the arm, this time for 4 slashing damage. Again, he's surprised as the hit does no apparent damage.

End of Round: Vladamir has 2 **Mana Links** (1 x **Black** source, 1 x **Red** source) with 8 hit points and 1 remaining temporary hit point. Vladamir has 1 Black mana in his **Mana Pool**. There is 1 thug alive on full hit points.

Round 3: The thug wins initiative. Deciding that his luck may actually be against him, especially against a spell-chucking mage, he turns and makes a run for it. Using his Movement action, he moves 30ft then expends the Dash action to move another 30ft, placing him near the end of the street some 60ft from his original starting position.

Vladamir, not wanting his assailant to get away, and having the required Links to perform his spells, he forgoes his Bonus action and doesn't **Establish another Mana Link**. He uses his Free action to **Tap the Established Mana Links** for 1 Black mana and 1 **Red** mana, transferring that mana to his **Mana Pool**. During his Action, **Draws 1 Red** mana from his **Mana Pool** and casts *grease* its maximum range, landing beneath the feet of the thug, sending the thug sliding and falling to the ground, impacting against the wall for a minor 2 bludgeoning damage.

End of Round: Vladamir has 2 Links (1 x Black source, 1 x **Red** source) with 8 hit points and 1 remaining temporary hit point. His **Mana Pool** has 2 Black mana contained within. There is 1 thug alive with minor wounds.

Round 4: Vladamir wins initiative. The thug by this time knows he's in trouble and pleads for surrender. Vladamir is willing to let him go but not before leaving him with a parting memento. Deciding this time to cast a cantrip, it doesn't matter what color mana

he uses as cantrips use **Colorless** mana to bring their familiar nature into effect. Again he forgoes his Bonus action to **Establish a Mana Link**. Having the ready mana available (2 x Black mana), he also forgoes his Free action to **Tap the Established Mana Links** for mana. Knowing his 'parting gift' would be a cruel reminder, Vladamir Draws 1 Black mana from his **Mana Pool** and as **Colorless** mana, casts *acid splash* at the thug. The thug, prone and at a disadvantage from the grease within his area, fails to dodge the splash, copping the bubble of acid to his upper torso, neck, and face for 6 acid damage.

The thug, now barely alive, uses the opportunity to scramble the short distance to the corner and disappear from sight.

End of Round: Vladamir has 2 Links (1 x Black source, 1 x **Red** source) with 8 hit points and 1 remaining temporary hit point. His **Mana Pool** has 1 Black mana remaining. There is 1 thug alive but seriously injured.

Round 5: Vladamir wins initiative. Although seeing that he could pursue the assailant if he wished, he knew his 'acidic parting gift' would leave a permanent reminder and make the thug think twice should he come upon a lone 'victim' again. With a satisfying smirk, Vladamir decides to let him go and continues on his merry way. As he gets a short distance away, now satisfied that he is out of danger, Vladamir drops his **Established Mana Links** and drains his **Mana Pool** of the 1 remaining **Black** mana, thus preventing any unnecessary **Mana Burn** from extended **Established Mana Links** and **excess mana within his Mana Pool**.

The thug comes to his feet and makes good his escape, vowing an act of silent revenge on Vladamir, but for another time.

End of the Encounter: Vladamir has no **Established Mana Links**, his **Mana Pool** is

empty, and he still has 8 hit points as his 1 remaining temporary hit point fades away.

Fast Forward to One Year Later ...

Although his time has mostly been spent in studies, Vladamir Tolomo has advanced well within the cult. He has recently proven his worth and has advanced in rank and renown enough to become a 3rd level Wizard.

Vladamir now has 24 hit points (6 + 2 for Con at 1st plus 6 + 2 for Con per level thereafter).

Using the spell slots assigned to Wizards within the D&D 5e Core Rules (PHB, p113), Vladamir's spells consist of the following:

HP: 24 (6+2 for Con mod at 1st level plus 6 + 2 for Con mod per level thereafter)
Int: 16 (+3)

Cantrips: 3 known
fire bolt, acid splash, chill touch

1st Level: 10 known / 4 slots
Red: *burning hands, hellish rebuke, witch bolt, grease, thunderwave,*
Black: *alarm, cause fear, false life, pro. good/evil, tenser's floating disc*

2nd Level: 2 known / 2 slots
Red: *scorching ray*
Black: *melf's acid arrow*

Maximum Mana Pool Size: Level 3 (6) + Int at +3 (3) = **Max. Mana Pool of 9.**

Magic Item: Rakdos Locket (see Laboratory: New Magic Items for details)

Whilst on a minor research mission for the cult, Vladamir and his 2 fellow cult members (both fighters), are ambushed by a large group of 12 goblins and a mysterious cloaked figure whilst they relax around a

campfire in a small clearing just off the side of the road.

Vladamir begins the combat with no **Established Mana Links** and an empty **Mana Pool**.

Round 1: Using Group Initiative, Vladamir and his comrades win initiative and use the time to adopt a planned defensive position with both fighters flanking Vladamir, placing him in the middle. Whilst the fighters release a quick volley of arrows, taking down 2 of the goblins, Vladamir uses his Bonus action to **Establish a Mana Link** with the distant mountains for 1 **Red** source. As a Free action, he transfers 1 **Red** mana to his **Mana Pool**. As an additional Free action, he activates his *rakdos locket* magic item to **Draw** 1 **Red** mana from within and transfers that **Red** mana to his **Mana Pool**. **Drawing** a twin burst of mana and using his Action to cast *scorching ray*, he targets 3 of the goblins with 1 ray each and watches as all 3 go up in flames, inflicting maximum damage on each of the unfortunate creatures.

The cloaked figure urges on the attack as the goblins continue to press forward. Each fighter takes minor wounds from slashing damage from the goblins as the cloaked figure releases an arrow at Vladamir, hitting him in the shoulder for 4 piercing damage.

End of Round: Vladamir has 1 **Established Mana Link** (1 x **Red** source). His **Mana Pool** is empty. He has used the mana ability from his *rakdos locket* magic item. Lastly, Vladamir has taken a minor arrow wound resulting in 20 hit points remaining. His 2 companion fighters have minor slash wounds. There is 1 cloaked figure and 7 goblins remaining.

Round 2: The cloaked figure and his goblin band win initiative. The goblins continue to press the attack, inflicting further wounds on the fighters, one sustaining a serious hit to the chest. As the cloaked figure again let's fly with another arrow,

hitting Vladamir in the leg for 3 piercing damage, the cowl of the cloak slips back, revealing the familiar sneering scarred face of his assailant from over 12 months ago ... it appears the thug can hold a grudge.

The fighters, dropping their bows and drawing their longswords, do their best to hold the ground, but only manage to drop one of the attacking goblins. Vladamir draws on his inner strength and decides on a course of action. Calling on the fighters to hold out, he uses his Bonus action to **Establish a Mana Link** with the ground beneath his feet for a Black source. As a Free action, he **Taps** those **Established Mana Links** to transfer 1 Black mana and 1 Red mana to his **Mana Pool**. During his Action, Vladamir draws his dagger and, pulling off an accurate throw, hits his scarred 'friend' in the upper torso for 3 piercing damage.

End of Round: Vladamir has 2 **Established Mana Links** (1 x Black source, 1 x Red source). His **Mana Pool** contains 1 of each Black and Red mana. Lastly, due to the arrow sticking out of his leg, Vladamir has 17 hit points remaining. His 2 companion fighters are alive but injured. There is 1 scarred thug and 6 goblins remaining.

Round 3: Vladamir's party wins the group initiative. The fighters dig deep for the strength required to continue but again only manage to drop one of the goblin attackers. Vladamir knows that his fighter companions won't hold out for much longer and hopes his plan pays off. Using his Bonus action to **Establish a Mana Link** again with 1 Black source, he uses his Free action to **Tap** on those **Mana Links** to transfer 1 Red mana and 2 Black mana to his **Mana Pool**. During his Action, he **Draws** the 2 Black mana from the **Mana Pool** and casts *melf's acid arrow*. Releasing the acidic arrow at the thug, Vladamir scores the hit he was hoping for and watches as the thug begins to sizzle from the spray of acid. With the thug now holding his face whilst screaming in pain, he

sees the sudden doubt come across the faces of the goblins.

The thug, partially blinded from an all-too-familiar acid attack to the face, stumbles back, attempting to retreat whilst leaving the remaining goblins to their own fate. Whilst 4 of the goblins stand momentarily confused with their leader making a run for it, a couple of the other remaining goblins make a dash for the hills, only to be taken down by the fighters.

End of Round: Vladamir has 3 **Established Mana Links** (2 x Black sources, 1 x Red source) and 3 mana (1 x Black mana and 2 x Red mana) in his **Mana Pool**. Vladamir currently has 17 hit points. His 2 fighter companions are alive but injured. There is 1 scarred thug retreating and 4 goblins remaining.

Round 4: Vladamir's group wins the initiative. The fighters, renewed with the sudden change of circumstance, push the fight to the remaining goblins but fail to score any vital hits. Vladamir, having now expended his 2nd level spells (slots), now must rely on ingenuity and his lower spells so as not to let the thug escape. Thinking quick, he decides to attempt to pull off a risky spell and attack combination. Forgoing his Bonus action to **Establish a new Mana Link**, he **Taps** the existing **Mana Links** for 2 Black mana and 1 Red mana, transferring those to his **Mana Pool**. During his Action, he **Draws** upon 1 Black mana to cast *tenser's floating disc*, releasing it at its maximum range of 30 feet, just in front of the escaping thug. Being out of range by 10ft, the disc immediately reverses direction back to its owner, slamming into the thug on its return. The partially blinded thug stumbles and falls on top of the disc, ending prone and 10 ft closer to the mage than he intended.

The remaining goblins choose this moment to break ranks and run, luckily missing getting sliced by the fighters as they make their escape. The thug, still searing from the

burning acid, rolls off the disc and begins to blindly run in a random direction. Unfortunately, the 2nd round of acid damage from the previously cast *melf's acid arrow* kicks in at the end of the round, just being enough to end the unlucky thug's life.

End of Encounter: Vladamir has 3 Mana Links (2 x **Black** sources, 1 x **Red** source) with 5 mana (3 x **Red** mana and 2 x Black mana) still in his **Mana Pool**. Vladamir has 17 hit points remaining. His fighter companions are alive but injured. There is 1 dead scarred thug and 4 lucky goblins on the run.

With the ambush a complete failure, Vladamir looks across at the now dead thug, his face now disfigured beyond recognition. As he sees to the healing of his valiant companions, he feels the ebb of his Mana Links fade and the residual mana within his Mana Pool drain back into the earth beneath his feet.

All that and he still didn't know who the thug was ...

Suggested Props

Props are never really seen as a thing to have at the gaming table but when you consider maps and miniatures, Player Handouts, pictures of NPC's encountered along the way, etc., all these are, in fact, props.

It is recognized that to use this system, a player may require some way to keep an accurate account of **Established Mana Links**, and mana available for spell use, minion summoning and magic item activation in **Mana Pools**.

The easiest way to do this is pen and paper, similar to what you do to keep track of hit points and spell durations if you don't want to mess up your character sheet.

As this is a Magic: The Gathering setting, why not use the resources (props) already

available to the *Collectable Card Game* (CCG).

Land cards are used in the CCG to represent a mages link to mana and to represent when that mana is Tapped and Drawn to provide mana to the mages Mana Pool. These cards are represented as Swamp (Black), Plains (**White**), Mountains (**Red**), Islands (**Blue**) and Forests (**Green**). As **Colorless** mana can come from any color, you don't need a card to represent it.

If you are not already a M:tG player who has ready access to Land cards, these cards are easily available from your local gaming store. Most stores have these for sale as singles for a very cheap price. You will require at least the colors relating to your chosen guild (i.e. the *Cult of Rakdos* would need both Swamp and **Mountain** Land cards).

What follows are a few examples on how you can use these easily available Land cards with your *Guildmasters' Guide To Ravnica* combat encounters:

Method 1: Cards Alone.

This method requires 2 sets of Land cards that relate to the colors of mana your mage is affiliated with. One set of cards would represent your **Established Mana Links** and the other set would represent mana available in your **Mana Pool**. We recommend at least 20 of each card (or 40 cards total).

As you **Establish a Mana Link**, you would place a Land card appropriate to the color of the link to the left of your sheet. With each new link, a new Land card is added to this area. When these links are **Tapped** for mana, take a Land card and place it to the right of your sheet; this becomes your **Mana Pool**. As you **Tap** for mana and cast a spell, summon a minion, etc., Land cards are added to and removed (**Drawn**) from the area as required. At the end of the

encounter, all Land cards are removed back to their storage area, ready for later use.

This method is easy as it only requires Land cards to work. The only problem seen is space and forgetting which Land cards are what.

Method 2: Land cards and Pebbles

This method requires 1 set of Land cards that relate to the colors of mana your mage is affiliated with. This set of cards would represent your Established Mana Links. To go with these Land cards, similarly colored pebbles would be used to represent mana available in your Mana Pool. We recommend at least 10 of each card (or 20 cards total).

As above, as you **Establish a Mana Link**, you would place a Land card appropriate to the color of the link in a convenient place. With each new link, a new Land card is added to this area. When these links are **Tapped** for mana, take a pebble of the appropriate color and place it just below the Land cards; this becomes your **Mana Pool**. As you **Tap** for mana and cast a spell, summon a minion, etc., these pebbles are added to or removed from the area as required. At the end of the encounter, all Land cards and pebbles are removed back to their storage area, ready for later use.

This method is still easy as it requires Land cards to represent **Established Mana Links** only. Although the use of pebbles makes it easy to know what is in your Mana Pool, they constitute another thing to carry around.

Instead of pebbles, use colored babbles or colored glass beads to spruce it up ☺

Method 3: Land Cards and Dice

This method requires 1 of each Land card that relates to the colors of mana your mage is affiliated with (1 for a mono-spellcaster or 2 for the dual-color spellcaster from a guild). These 1 or 2 cards would represent your

Established Mana Links. To go with these Land cards, you'll require a neutral colored d8 (not a color you are affiliated with). These d8's sit on top of the Land cards and are used to represent **Established Mana Links**. Finally, one or two similarly colored d10 die would be used to represent mana available in your **Mana Pool**.

As above, as you **Establish a Mana Link**, you would place a Land card appropriate to the color of the link in a convenient place and place the neutral colored d8 on top. With each new link, the d8 would go up by 1 to represent the new **Established Mana Link**. When these links are **Tapped** for mana, take a d10 die of the appropriate color and place it just below the Land cards; this becomes your **Mana Pool**. As you **Tap** for mana and cast a spell, summon a minion, etc., the number on these d10's are raised and lowered as required. At the end of the encounter, all Land cards and dice are removed back to their storage area, ready for later use.

This method is probably the easiest as it only requires one or two Land cards to represent **Established Mana Links**. As for dice, what D&D player doesn't have a bag full of dice they can use ☺



Spell List by Color

Abbreviations are as follows:

(New) – Grimoire: New Ravnica Spells (see below)

SCAG – Sword Coast Adventurers Guide

XGE – Xanathars Guide to Everything

Black Spells

0-Level (Cantrip)

Acid Splash
Chill Touch
Infestation XGE
Poison Spray
Thaumaturgy
Toll the Dead XGE
Vicious Mockery

1st Level

Alarm
Armor of Agathys
Arms of Hadar
Bane
Barrier of Bones (NEW)
Cause Fear XGE
Chromatic Orb
Create or Destroy Water
Detect Evil and Good
Dissonant Whispers
False Life
Find Familiar
Guiding Bolt
Hellish Rebuke
Hex
Hunter's Mark
Inflict Wounds
Protection from Evil and Good
Ray of Sickness
Tenser's Floating Disk
Wrathful Smite

2nd Level

Augury
Blindness/Deafness
Crown of Madness
Darkness
Defenseless (NEW)
Enhance Ability
Find Steed

Life Drain (NEW)
Melf's Acid Arrow
Phantasmal Force
Ray of Enfeeblement
Shadow Blade XGE

3rd Level

Animate Dead
Bestow Curse
Binding of Darkness (NEW)
Blinding Smite
Conjure Animals
Curse of the Horde (NEW)
Elemental Weapon
Enemies Abound XGE
Fear
Feign Death
Hunger of Hadar
Life Transference XGE
Phantom Steed
Slow
Speak with Dead
Spirit Guardians
Stinking Cloud
Summon Lesser Demons XGE
Tiny Servant XGE
Vampiric Touch

4th Level

Banishment
Blight
Diseased (NEW)
Divination
Elemental Bane XGE
Evard's Black Tentacles
Find Greater Steed XGE
Leomund's Secret Chest
Locate Creature
Phantasmal Killer
Shadow of Moil XGE
Sickening Radiance XGE
Staggering Smite
Summon Greater Demon XGE
Vitriolic Sphere XGE

5th Level

Animate Objects
Banishing Smite
Cloudkill
Contact Other Plane
Contagion

Danse Macabre XGE
Destructive Wave
Dispel Evil and Good
Dominate Person
Dream
Enervation XGE
Hallow
Infernal Calling XGE
Insect Plague
Legend Lore
Modify Memory
Negative Energy Flood XGE
Planar Binding
Scrying
Skill Empowerment XGE
Telekinesis

6th Level

Circle of Death
Create Homunculus XGE
Create Undead
Drawmij's Instant Summons
Eyebite
Flesh to Stone
Harm
Magic Jar
Mental Prison XGE
Planar Ally
Soul Cage XGE

7th Level

Divine Word
Finger of Death
Mordenkainen's Magnificent Mansion
Plane Shift
Power Word Pain XGE
Prismatic Spray
Sequester
Simulacrum
Symbol
Temple of the Gods XGE

8th Level

Abi-Dalzim's Horrid Wilting XGE
Clone
Demiplane
Feeblemind
Illusory Dragon XGE
Maddening Darkness XGE
Power Word Stun
Trap the Soul

9th Level

Astral Projection
Gate
Imprisonment
Power Word Kill
Prismatic Wall
Storm of Vengeance
Weird
Wish

Blue Spells

0-Level (Cantrip)

Friends
Frostbite
Mage Hand
Message
Minor Illusion
Prestidigitation
Ray of Frost
Shape Water XGE
Vicious Mockery

1st Level

Alarm
Bane
Charm Person
Chromatic Orb
Command
Comprehend Languages
Detect Magic
Disguise Self
Find Familiar
Fog Cloud
Hunter's Mark
Identify
Illusory Script
Magic Missile
Silent Image
Sleep
Unseen Servant
Zephyr Strike XGE

2nd Level

Alter Self
Arcane Lock
Augury
Blur
Calm Emotions
Detect Thoughts

Enhance Ability
Enlarge/Reduce
Find Steed
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Magical Probe (NEW)
Mind Spike XGE
Mirror Image
Missed (NEW)
Misty Step
Nystul's Magic Aura
Rope Trick
Skywrite XGE

3rd Level

Blink
Clairvoyance
Conjure Animals
Counterspell
Elemental Weapon
Encapsulated (NEW)
Fly
Gaseous Form
Foiled Vision (NEW)
In Your Head (NEW)
Major Image
Nondetection
Sending
Tidal Wave XGE
Tiny Servant XGE
Tongues
Wall of Water XGE
Water Breathing
Water Walk

4th Level

Arcane Eye
Charm Monster XGE
Conjure Minor Elementals
Conjure Woodland Beings
Control Water
Dimension Door
Divination
Dominate Beast
Elemental Bane XGE
Fabricate
Find Greater Steed XGE
Fire Shield

Four-Warned (NEW)
Greater Invisibility
Hallucinatory Terrain
Polymorph
Watery Sphere XGE

5th Level

Animate Objects
Bigby's Hand
Commune
Cone of Cold
Conjure Elemental
Contact Other Plane
Creation
Dominate Person
Dream
Far Step XGE
Geas
Hallow
Legend Lore
Maelstrom XGE
Mindblown (NEW)
Mislead
Rary's Telepathic Bond
Scrying
Seeming
Skill Empowerment XGE
Steel Wind Strike XGE
Synaptic Static XGE
Telekinesis
Teleportation Circle
Wall of Force

6th Level

Arcane Gate
Conjure Fey
Contingency
Drawmij's Instant Summons
Eyebite
Investiture of Wind XGE
Planar Ally
Programmed Illusion
Scatter XGE
Wall of Ice
Wind Walk

7th Level

Etherealness
Forcecage
Mirage Arcane
Plane Shift

Prismatic Spray
Project Image
Simulacrum
Symbol
Teleport

8th Level

Antimagic Field
Dominate Monster
Feeblemind
Illusory Dragon XGE
Maze
Telepathy
Tsunami

9th Level

Foresight
Gate
Mass Polymorph XGE
Prismatic Wall
Psychic Scream XGE
Time Stop
Wish

Green Spells

0-Level (Cantrip)

Booming Blade SCAG
Druidcraft
Gust XGE
Infestation XGE
Poison Spray
Primal Savagery XGE
Shillelagh
Thorn Whip

1st Level

Animal Friendship
Beast Bond XGE
Brute Force (NEW)
Chromatic Orb
Compelled Duel
Create or Destroy Water
Cure Wounds
Detect Poison and Disease
Ensnaring Strike
Entangle
Expeditious Retreat
Feather Fall
Find Familiar
Fog Cloud
Goodberry

Hail of Thorns
Hunter's Mark
Jump
Longstrider
Purify Food and Drink
Snare XGE
Speak with Animals

2nd Level

Alter Self
Animal Messenger
Barkskin
Beast Sense
Darkvision
Dust Devil XGE
Earthbind XGE
Enhance Ability
Enlarge/Reduce
Find Steed
Find Traps
Gust of Wind
Healing Spirit
Lesser Restoration
Locate Animals or Plants
Pass without Trace
Protection from Poison
See Invisibility
Spider Climb
Spike Growth
Warding Wind XGE
Web

3rd Level

Aura of Vitality
Catnap XGE
Conjure Animals
Create Food and Water
Dispel Magic
Elemental Weapon
Haste
Landslide (NEW)
Plant Growth
Remove Curse
Revivify
Sleet Storm
Speak with Plants
Spillover (NEW)
Thunder Step XGE
Tiny Servant XGE
Wind Wall

4th Level

Aura of Life
Conjure Woodland Beings
Dominate Beast
Find Greater Steed XGE
Freedom of Movement
Giant Insect
Grasping Vine
Guardian of Nature XGE
Ice Storm
Locate Creature
Polymorph
Storm Sphere XGE

5th Level

Animate Objects
Antilife Shell
Awaken
Commune with Nature
Control Winds XGE
Greater Restoration
Hallow
Insect Plague
Mass Cure Wounds
Passwall
Raise Dead
Reincarnate
Skill Empowerment XGE
Swift Quiver
Tree Stride
Wrath of Nature XGE

6th Level

Conjure Fey
Create Homunculus XGE
Druid Grove XGE
Eyebite
Find the Path
Flesh to Stone
Heal
Investiture of Wind XGE
Planar Ally
Transport via Plants
True Seeing
Wall of Thorns

7th Level

Group Summons (NEW)
Plane Shift
Prismatic Spray
Regenerate

Temple of the Gods XGE
Whirlwind XGE

8th Level

Animal Shapes
Control Weather

9th Level

Gate
Mass Heal
Mass Polymorph XGE
Prismatic Wall
Shapechange
Storm of Vengeance
True Polymorph
Wish

Red Spells**0-Level (Cantrip)**

Booming Blade SCAG
Control Flames XGE
Create Bonfire XGE
Dancing Lights
Eldritch Blast
Fiery Rain (NEW)
Fire Bolt
Friends
Frostbite XGE
Green Flame Blade SCAG
Lightning Lure SCAG
Magic Stone XGE
Mending
Mold Earth XGE
Produce Flame
Ray of Frost
Shocking Grasp
Thunderclap XGE
True Strike

1st Level

Burning Hands
Catapult XGE
Chaos Bolt XGE
Charm Person
Chromatic Orb
Compelled Duel
Dissonant Whispers
Earth Tremor XGE
Faerie Fire
Find Familiar
Grease

Hellish Rebuke
Hunter's Mark
Ice Knife XGE
Searing Smite
Tasha's Hideous Laughter
Thunderous Smite
Thunderwave
Witch Bolt

2nd Level

Aganazzar's Scorching XGE
Cloud of Daggers
Continual Flame
Crown of Madness
Dragon's Breath XGE
Earthbind XGE
Elementary Resistance (NEW)
Enhance Ability
Enthrall
Find Steed
Flame Blade
Flaming Sphere
Heat Metal
Maximilian's Earthen Grasp XGE
Pyrotechnics XGE
Scorching Ray
Shatter
Snillloc's Snowball Swarm XGE
Suggestion

3rd Level

Call Lightning
Conjure Animals
Elemental Weapon
Erupting Earth XGE
Fire Blade (NEW)
Fireball
Flame Arrows XGE
Glyph of Warding
Instant Burn (NEW)
Lightning Arrow
Lightning Bolt
Meld into Stone
Melf's Minute Meteors XGE
Sleet Storm
Spawned Goblins (NEW)
Summon Lesser Demons XGE
Thunder Step XGE
Tiny Servant XGE
Volcanic Rise (NEW)
Wall of Sand XGE

4th Level

Charm Monster XGE
Compulsion
Confusion
Conjure Minor Elementals
Elemental Bane XGE
Fabricate
Find Greater Steed XGE
Fire Shield
Freedom of Movement
Ice Storm
Stone Shape
Stoneskin
Storm Sphere XGE
Summon Greater Demon XGE
Wall of Fire

5th Level

Animate Objects
Cone of Cold
Conjure Elemental
Fiery Sacrifice (NEW)
Flame Strike
Immolation XGE
Passwall
Skill Empowerment XGE
Steel Wind Strike XGE
Transmute Rock XGE
Wall of Stone

6th Level

Blade Barrier
Bones of the Earth XGE
Chain Lightning
Create Homunculus XGE
Disintegrate
Investiture of Flame XGE
Investiture of Ice XGE
Investiture of Stone XGE
Mass Suggestion
Move Earth
Otiluke's Freezing Sphere
Otto's Irresistible Dance
Planar Ally
Tenser's Transformation XGE

7th Level

Delayed Blast Fireball
Fire Storm
Plane Shift
Prismatic Spray

Reverse Gravity
Symbol

8th Level

Control Weather
Earthquake
Glibness
Illusory Dragon XGE
Incendiary Cloud
Mighty Fortress XGE

9th Level

Gate
Meteor Swarm
Prismatic Wall
Storm of Vengeance
Wish

White Spells

0-Level (Cantrip)

Blade Ward
Green Flame Blade SCAG
Guidance
Light
Mending
Message
Resistance
Sacred Flame
Spare the Dying
Sword Burst SCAG
Thaumaturgy
True Strike
Word of Radiance XGE

1st Level

Absorb Elements XGE
Alarm
Bless
Ceremony XGE
Color Spray
Command
Cure Wounds
Detect Evil and Good
Divine Favor
Faerie Fire
Feather Fall
Find Familiar
Guiding Bolt
Healing Word
Heroism

Hunter's Mark
Mage Armor
Plain Sight (NEW)
Protection from Evil and Good
Purify Food and Drink
Return Service (NEW)
Sanctuary
Searing Smite
Shield
Shield of Faith
Thunderous Smite
Wrathful Smite

2nd Level

Aid
Branding Smite
Calm Emotions
Cordon of Arrows
Enhance Ability
Find Steed
Gentle Repose
Hold Person
Lesser Restoration
Magic Weapon
Moonbeam
Prayer of Healing
Protection from Poison
Silence
Spiritual Weapon
Warding Bond
Zone of Truth

3rd Level

Aura of Vitality
Beacon of Hope
Blinding Smite
Catnap XGE
Conjure Animals
Conjure Barrage
Crusader's Mantle
Daylight
Elemental Weapon
Hypnotic Pattern
Intensify Weapons (NEW)
Interception (NEW)
Leomund's Tiny Hut
Life Transference XGE
Magic Circle
Mass Healing Word
Protection from Energy
Remove Curse

Speak with Dead
Spirit Guardians
Tiny Servant XGE

4th Level

Aura of Life
Aura of Purity
Banishment
Death Ward
Find Greater Steed XGE
Guardian of Faith
Mordenkainen's Faithful Hound
Mordenkainen's Private Sanctum
Otiluke's Resilient Sphere
Sickening Radiance XGE
Staggering Smite
Sudden Spectator (NEW)

5th Level

Animate Objects
Antilife Shell
Banishing Smite
Circle of Power
Conjure Volley
Dawn XGE
Destructive Wave
Dispel Evil and Good
Flame Strike
Greater Restoration
Hallow
Hold Monster
Holy Weapon XGE
Mass Cure Wounds
Skill Empowerment
XGE
Swift Quiver
Wall of Light XGE

6th Level

Blade Barrier
Create Homunculus
XGE
Forbiddance
Globe of
Invulnerability
Guards and Wards
Heal
Heroes' Feast
Planar Ally
Primordial Ward
XGE

Sunbeam
Wind Walk
Word of Recall

7th Level

Conjure Celestial Crown of Stars XGE
Divine Word
Mordenkainen's Sword
Plane Shift
Prismatic Spray
Resurrection
Sequester
Temple of the Gods XGE

8th Level

Antipathy/Sympathy
Control Weather
Holy Aura
Mighty Fortress XGE
Mind Blank
Sunburst

9th Level

Gate
Invulnerability XGE
Power Word Heal
Prismatic Wall
Storm of Vengeance
True Resurrection
Wish



New Dual-Colored Guild Spells

White/Blue

(Azorius Senate)

Positively Aligned
Refill
Untouchable



Blue/Black

(House Dimir)

Disenchanted
Negatively Aligned
Switch



Red/White

(Boros Legion)

Duplicity
Ebb and Flow
Rinse and Repeat



Blue/Red

(Izzet League)

Creation of Pain
Dragon Call
Rebound



Black/Red

(Cult of Rakdos)

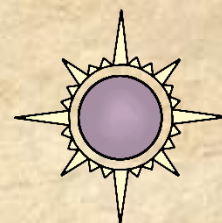
Discovered Mana
Incursion
Tradeoff



White/Black

(Orzhov Syndicate)

Draining Touch
Purification
Strength of Undeath



Black/Green

(Golgari Swarm)

Dark Buff
Dark Summoning
Draw Raw



Green/White

(Selesnya Conclave)

Allied Invasion
Raise the Walls
Collective Healing



Red/Green

(Gruul Clans)

Instant Power
Forest Fire
Devastation



Green/Blue

(Simic Combine)

Alternate Reality
Aversion
Pièce de Résistance



Grimoire: New Ravnica Spells

The following **60 spells** are new spells created for *Advanced Arcana*. They include both mono-color and the new dual-color casting spells.

The amount of mana used to cast each spell is indicated in parentheses after the level of the spell. +X indicates that the expenditure of an additional amount of **Colorless** mana can increase the overall effect of the spell.

Note: Just a reminder that as indicated above, those spells that can be found in the D&D 5e Core rules and official WotC expansion books are treated as mono-color casting requiring their color mana x the level of the spell to cast (see Official WotC Core and Expansion Spells above for more details).

There are spells within the description below that state (**XYZ Guild Spell**) just above the spell level. These spells are also listed in the New Dual-Colored Guild Spells page above. Although these spells have been designed as guild-specific, as a way to show the benefits of belonging to a guild, DM's are encouraged alter this to suit their game as they see fit.

Where possible, if the spell presented here is a reskin of an actual M:tg card, that card and the set it belongs to is listed below the title of the spell.

The following indicates what type of mana must be expended for each spell: B=Black, U=Blue, G=Green, R=Red, W=White, and C=Colorless.



Allied Invasion

(Selesnya Conclave Guild Spell)

1st-level Transmutation (GW)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of white cloth)

Duration: 1 round

Until the start of your next turn, whenever an ally within range of you makes a melee attack, they can add +1 to one damage roll for each ally within 10 feet of them.

I am here for you brother.

~ Tribal proverb ~

Alternate Reality (C11)

(Simic Combine Guild Spell)

5th-level Illusion (GGUUX)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (pinch of sapphire dust which is consumed upon casting)

Duration: X where X equals 1 round per **Colorless** mana used in casting this spell

Target 2 separate creatures within range. Exchange target creatures ACs for the duration of this spell.

If one or both target creatures are unwilling targets of the spell, one or both unwilling targets must make a Wisdom saving throw to avoid the effect of the spell.

The spell ends immediately if an unwilling target makes a successful saving throw or if either target creature dies before the spell ends.

She shook her head, trying to clear her thoughts and mind. As she looked across at her comrade she asked herself "What just happened?". But that didn't matter. What did

*matter was that she now felt vulnerable
Very vulnerable.*

Aversion

(Sinister Sabotage - GoR)

(Simic Combine Guild Spell)

5th-level Abjuration (UUGGC)

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

Range: 60 feet

Components: V, S, M

Duration: Instantaneous

You attempt to disrupt a spell cast by a creature within range.

If the creature attempts to cast a spell of 3rd level or lower, *aversion* counters that spell, causing that spell to fail and have no effect. If the creature attempts to cast a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, *aversion* counters that spell, causing the spell to fail and have no effect.

Additionally, if you successfully cast *aversion*, you regain one spell slot equal to the level of the countered failed spell. If you do not have a free spell slot, you gain one temporary, additional, spell slot of that level. This temporary spell slot disappears once you take a Short rest.

As the caster focused on casting his spell, he had no idea that his mage opponent was plotting her course of action as well. Not only about stopping his spell ... she was also going to steal it from him!

Barrier of Bones (GoR)

1st-level Conjuration (Ritual) (B)

Casting Time: 1 action

Range: 30ft

Components: V, S, M (a piece of bone)

Duration: 10 minutes per caster level (or until dispelled)

Caster targets an area they can see within range and creates a wall of bone 25 ft wide x 10 ft high and a thickness of 5 foot (AC 12 and 10 hit points). Once the *wall of bones* is reduced to zero hit points, the wall crumbles to dust.

At Higher Levels: When cast using a spell slot greater than 1st, the wall grows by 5ft wide x 2ft high, duration increases by 1 minute, it gains +1 to AC and +10 hit points per spell slot used.

Breaking a bone is one thing. Breaking a wall completely made of the stuff? That's another thing entirely.

~ Ancient Ogre proverb ~

Bidding of Darkness

3rd-level Conjuration (Ritual) (BBB)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (strand of hair, a fingernail, and some bone shavings)

Duration: 30 min per level of the caster

1 x **ghoul** (MM, p148) rises up out of the ground within range of the spell. The ghoul is friendly to you and your companions. It acts on its own initiative and obeys any verbal commands you give it (no action required by you). If you don't issue any commands, the ghoul defends itself against creatures hostile to it. The spellcaster can control 1 ghoul at 3rd level.

At Higher Levels: You can raise 1 additional ghoul when you cast this spell using a spell slot of 5th, 7th and 9th level and you can control 1 additional ghoul at 5th, 7th and 9th level. The mana cost increases by 2 **Colorless** mana each when cast at 5th, 7th and 9th level.

"He who fears the darkness is a fool, for it hides you; hides your location, hides your face, hides your fear. Believe me, embrace the dark."

~ Jusjo, the sightless Seer ~

Brute Force

(*Giant Growth - M11*)

1st-level Transmutation (G)

Casting Time: 1 action

Range: Touch

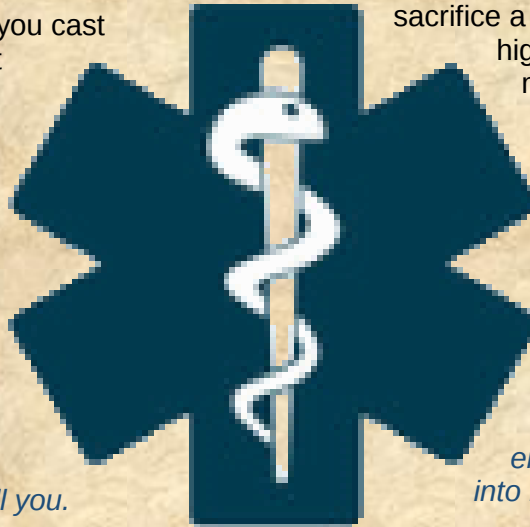
Components: V, S, M (twig of an oak tree)

Duration: 1 round

You touch one creature and it gains +3 to attack and +3 damage rolls. The target creature also gains an increase of +3 to AC against the *next* attack against it.

At Higher Levels: When you cast this spell using a spell slot of 3rd-level or higher, and every 2 spell levels thereafter (5th, 7th, and 9th level), the spell duration increases by 1 round.

Before your very eyes, the transformation took place. Yet you perceived nothing. For true strength comes from within... and that sort of strength will kill you.



Collective Healing

(*Centaur Peacemaker - GoR*)

3rd-level Evocation (GW +X)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (oak leaf extract)

Duration: Instantaneous

Each creature of your choice within range is healed for Xd6 + your spellcasting modifier, where X equals the amount of **Colorless** mana used to cast this spell.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the healing increases by +1d6 for each slot level above 3rd.

"Come to me my brethren and I will heal your wounds, I will restore your health"

~ Denegar the Healer ~

Creation of Pain

(*Nin, the Pain Artist - CDR*)

(Izzet League Guild Spell)

3rd-level Evocation (URC)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pin)

Duration: Instantaneous

Choose a creature within range and sacrifice a spell slot of 2nd level or higher. The creature must make an Intelligence saving throw; failure results in the creature taking 1d12 psychic damage for each sacrificed spell level. On a success, the creature takes half damage.

She reached deep. Deep into his mind. Swirling his memories, swirling his energies, swirling his being, into nothing but sheer despair.

Curse of the Horde

(*Burden of Greed - DST*)

3rd-level Necromancy (BBC)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a blackened pebble)

Duration: Instantaneous

Select target creature within range. Target creature makes a Constitution saving throw; failure results in target creature taking 1d10 necrotic damage for each ally of the target creature within 30 feet. On a successful save, the target takes half damage.

"There is no 'I' in team, that's true. But there is one in pain, and in my experience, team and pain are synonymous with each other. So I'll take my chances on my own thanks."

Dark Buff

(Charnell Troll - GoR)

(Golgari Swarm Guild Spell)

4th-level Enchantment (BBGG)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

Target one creature within range. Sacrifice one of your spell slots, and remove one of your spells (a spell you are able to cast currently) for the rest of this combat. Give the target creature +1 to AC for each level of the spell slot you sacrificed (the casting of this spell is not included as part of the sacrifice) e.g. sacrificing a 5th level spell slot gives +5 to the target creature's AC. Give the target creature +1 to both attack and damage rolls for each level of the spell removed from this combat (at that spell's lowest level).

It was like a lamb going to the slaughter. But with one minor difference. It was the lamb that was going to be doing the slaughtering!

Dark Summoning

(Izoni, Thousand-Eyed - GoR)

(Golgari Swarm Guild Spell)

7th-level Conjuration (BBBGGGCX)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (crushed beetle)

Duration: Concentration, up to 1 minute

Pick an unoccupied area within 30ft that you can see. You summon one CR 'X' creature where X equals the combined spell slots you sacrifice at the time of casting. The summoned creature is friendly to you and your companions. It acts on its own initiative and obeys any verbal commands you give it (no action required by you). If you don't issue any commands, the summoned creature defends itself against creatures hostile to it. The summoned creature disappears at the conclusion of the spell, if its hit points drop to zero or if you will it to disappear.

Only the whites of his eyes showed as he waved and chanted, head facing skyward. As he lowered his gaze, he pointed to a spot right next to me. Up out of the ground rose not one but many summoned monstrosities. My attention immediately left the mage and was now squarely on my newest challenge. The beasts of death.

Defensive Retreat

3rd-level Abjuration (GGG)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (small vial of water and some iron filings)

Duration: X rounds

Sacrifice 1 spell slot of level 'X'. You may choose a number of creatures equal to 'X' to gain a bonus to AC equal to 'X'. Creatures benefitting from this bonus are unable to attack.

The gift of self is the greatest gift of all. It will strengthen one. It will strengthen some. It will strengthen all.

~ Anonymous ~

Defenseless

(Cabal Trainee - JUD)

2nd-level Enchantment (BBC)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (dehydrated worm)

Duration: 3 rounds

Your affinity to the darkness allows you to weaken a target that you can see within range.

Target a creature within range. You inflict 3 necrotic damage on yourself. This necrotic damage cannot be reduced or prevented in any manner. Target creature's AC is reduced by 2.

*"Can I relieve you of some of your burdens? Your personal protections perhaps?". A sudden look of terror crossed the paladin's face as he suddenly realized... she **wasn't** joking!*

Discovered Mana

(Runaway Steam-Kin - GoR)

(Cult of Rakdos Guild Spell)

2nd-level Necromancy (BR)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (black pearl worth 200gp)

Duration: Instantaneous

Target a willing ally within range that you can see. As part of casting this spell, you reduce target willing ally's current hit points by 3. Add 1 Black or **Red** mana (your choice) to your **Mana Pool**. This damage cannot be reduced in any way. This Black or **Red** mana must be used in the casting of a spell before the end of your next turn. If this mana is not used, it is lost.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, increase the hit points lost by the target willing ally by 3 for each spell slot level above first. You add 1 additional **Red** or Black mana (your choice) to your **Mana Pool**.

The wizard looked around at his students. "The secret with searching for mana" he began, "is to go within before you go without." He paused. "Use your eyes. Mana is all around you if you really look."

Devastation

(Gruul Clans Guild Spell)

4th-level Transmutation (RRGG)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of gold flakes)

Duration: Special

Target 1 creature within range that you can see. That creature has advantage on all melee weapon attacks it makes on its next turn. Additionally, those melee weapon attacks are considered a critical hit on a roll of 16 or higher on the d20.

The barbarian stared at his party's spellcaster, begging, pleading, for her to bestow her beautiful gift upon him. As she closed her eyes and slowly began her chant, he could feel her power coursing through his veins. For his opponents, this was going to be nothing short of devastating!

Diseased

4th-level Necromancy (BBBB)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (withered rat's tail)

Duration: Until dispelled

A creature within range must make a Constitution saving throw; failure results in the creature being infected with a disease, taking a -1 penalty to AC, and both attack and damage rolls. A *remove curse* or *lesser restoration* spell ends the effect. A creature can only be affected by this spell once until dispelled.

Looking up at the grinning half-elf, Jenzi started coughing up blood. The skin of her hands and arms was breaking out in rashes and boils. "It's called 'dis-ease'" laughed the warlock. "You'll get used to it."

Disenchanted

(Clinging Darkness - RCoG)

(House Dimir Guild Spell)

5th-level Enchantment (UUBBC)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (pentagram inscribed onto a sapphire worth 100gp)

Duration: Concentration, up to 3 rounds

Target a creature within range that you can see. Target creature makes a Charisma

saving throw. On a failure, target creature takes -4 to all attacks and -1 to AC until the spell ends.

The ogre rushed forth for another brutal attack. It drew back its great club and swung hard at the unflinching mage. A look of confusion swept across the monster's face as it realized it had missed and missed badly. "Time to finish you, beast" the spellcaster mused.

Dragon Call

(Izzet League Guild Spell)

5th-level Transmutation (UURRR)

Casting Time: 1 action

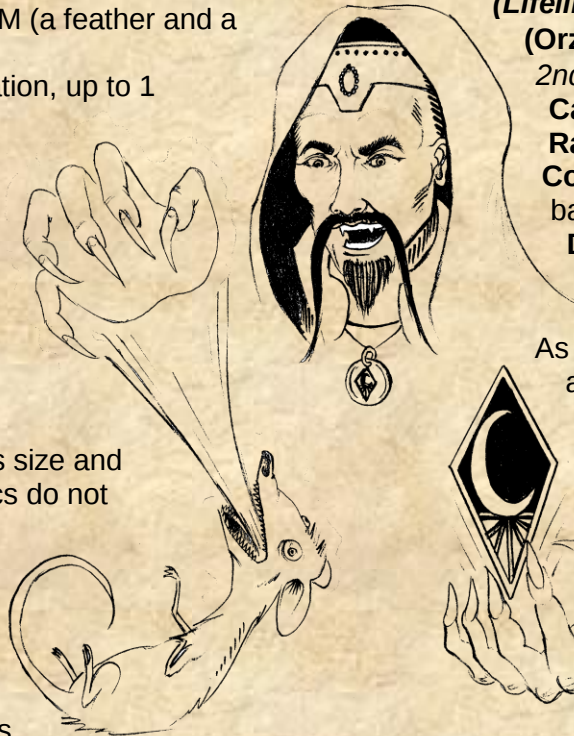
Range: 30 feet

Components: V, S, M (a feather and a reptilian scales)

Duration: Concentration, up to 1 minute

One creature within range gains the following traits and abilities of a metallic or chromatic dragon (your choice) as follows:

- The creature's size and game statistics do not change.
- The creature grows a pair of dragon wings and has a flying speed equal to their walking speed.
- The creature gains a breath weapon of the dragon's type (see the dragon Ancestry table - PHB, p34) with recharge 6. The breath weapon DC equals 8 + the creature's Constitution modifier + the creature's proficiency bonus.
- The creature sprouts scales that increase its AC by 1 (if wearing medium, light, or no armor).



- The creature can speak and understand draconic.
- The creature has resistance to the energy type of its breath weapon.

The spell ends and the creature reverts to its normal self if the creature is reduced to zero hit points or less, if the caster wills it to happen or if the spell duration ends.

Teledronus grimaced in pain as a pair of wings clawed their way out of his back. And then, just like that, he was airborne!

Draining Touch

(Lifelink mechanic)

(Orzhov Syndicate Guild Spell)

2nd-level Evocation (WB)

Casting Time: 1 action

Range: Touch

Components: V, S, M (old bandage)

Duration: Concentration, up to 1 minute

As part of casting the spell, target a creature and make a touch spell attack. On a success, you inflict 2d8 necrotic damage to the target and you heal hit points equal to the same amount of damage just dealt. The healed hit points cannot take your current hit point total above your hit point maximum. At the start of each of your subsequent turns, for the duration of the spell, if you maintain contact with the target, you can automatically inflict an additional 2d8 necrotic damage to the target, healing yourself for an equal amount of hit points equal to the damage inflicted each turn.

The spell ends if you lose contact with the target, if you lose concentration or if the spell ends.

"Come to me so that I may feed on your soul ... and your flesh."

~ *Garwon, the Dark Priest* ~

Draw Raw

(Golgari Swarm Guild Spell)

6th-level Enchantment (BBGGCC)

Casting Time: 1 action

Range: 30 feet

Components: V, S,

Duration: Concentration, up to 6 rounds

Select target creature within range that you can see. Whenever you use a Bonus action to tap mana directly from a Black or Green mana source, target creature gains +2 to AC, +2 to attack and +2 to damage rolls whilst the target remains within range. You may select a new target creature to be the target of the spell at the start of each of your turns.

The spell ends if the target moves outside the range and there isn't another target to select within range at the start of the following turn, concentration is broken, or the spell ends.

It is the deep and the dark that sustains us, that gives us power, that gives us strength.

~ *Proverb of the Dark Order* ~

Duplicity

(Boros Challenger - GoR)

(Boros Legion Guild Spell)

5th-level Enchantment (WWRRRC)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small mirror)

Duration: Concentration, up to 1 minute

Target one creature within range to enchant with this spell. Whenever the enchanted creature attacks, a CR1 creature is summoned (Free action) into an unoccupied space within 10 feet of the enchanted creature. The summoned creature is friendly to you and your companions. It acts on its own initiative and obeys any verbal

commands you give it (no action required by you). If you don't issue any commands, the summoned creature defends itself against creatures hostile to it.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the enchanted creature gains +1 to attack and damage rolls, and +1 to AC, for every 2 spell slots above 5th.

Looking around, she saw that they were outnumbered. Closing her eyes, Jezanara drew on the power of the land about her. Her eyes flashed open as she pointed to her comrade, Elantar, attacking the horde of goblins. Suddenly, a new ally appeared. A giant hyena. Jezanara knew that given enough time, and luck, they would soon have their own 'horde'.

Ebb and Flow

(Deafening Clarion - GoR)

(Boros Legion Guild Spell)

5th-level Evocation (WWRRRC)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (pebble inscribed with yin-yang symbol)

Duration: Concentration, up to 1 minute

When you cast this spell, choose one of the following options:

- Select target creatures within range that you can see; those creatures take 1d10 radiant damage or fire damage (your choice).
- Select target creatures within range that you can see; those creatures heal for 1d10 damage every time they deal damage to a hostile creature.

On your turn, you may use your action to do one of the following:

- Deal 1d10 radiant damage or fire damage (your choice) automatically to all targets that took damage from this spell on the previous turn.

- Heal 1d10 hit points automatically to all targets that were healed by this spell on the previous turn.

When rolling either damage or healing, roll a single 1d10 and apply the result to all target creatures.

Her opponents were left baffled for they did not know how to see her; as damage healer, or as a damage dealer. What they did know was that if they wanted to survive, they best not spend too much time thinking it over.

Elementary Resistance

2nd-level Abjuration (RR)

Casting Time: 1 reaction, when an ally within range is hit with an elemental energy attack

Range: 30 feet

Components: V, S, M (a small piece of charred wood)

Duration: Instantaneous

Target 1 creature within range that you can see. This spell grants this target resistance to the energy type it has just been attacked with until the start of its next turn.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the target instead gains *immunity* to the energy type it has just been attacked with, until the start of its next turn. The mana cost increases by 1 **Colorless** mana for each spell slot above 2nd.

Nothing upsets a mage more than seeing you still alive after surviving her fireball.

Encapsulated

(Capture Sphere - GoR)

3rd-level Enchantment (UUC)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small colored bead)

Duration: 1 round

Target 1 creature within range that you can see. That creature makes an Intelligence saving throw. On a failure, the target creature cannot attack until the start of the targets next turn. On a success, the creature is unaffected by this spell.

At Higher Levels: When you cast this spell using a spell slot of 4th-level or higher, the duration lasts for 1 extra round for each spell slot used above 3rd. The mana cost increases by 1 **Colorless** mana for every level cast above 3rd level.

His arms hung limply at his side. He had no idea why. Nor did he care. All he knew was that right now, the only thing he should do, is do nothing at all.

Fiery Rain

1st-level Evocation (R+X)

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a pinch of sulfur)

Duration: Special

Each creature in a 20-foot-radius, a 40-foot-high cylinder within range must make a Dexterity saving throw. On a failed save each creature takes Xd10 fire damage, or half as much damage on a successful one, where X equals the character level (minimum 1) and the number of **Red** mana used when casting this spell.

For each d10 fire damage, a 5x5 area within the area of effect is set ablaze and becomes difficult terrain for 1 round per X spent during the casting of the spell.

At the start of a target creatures turn within the area of effect, the target creature takes



X+1 damage where X equals the number of mana spent during the casting of the spell.

"So you love the rain huh? Let's see how you feel when it's raining fire then shall we."

Fire Blade

3rd-level Transmutation (RRR)

Casting Time: 1 action

Range: Touch

Components: V, S, M (metal shavings)

Duration: 1 round

You touch a bladed weapon and that weapon gains +3 to attack and damage rolls and deals an additional 3d6 fire damage on a successful hit.

'She watched as the wizard closed his eyes, muttered some words, and touched her sword. She could feel the power coursing through it. Opening his eyes the wizard bid her to "strike while the iron's hot." So she did.'

Fiery Sacrifice

5th-level Evocation (RRRRC)

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (tinder)

Duration: Instantaneous

Target 1 creature within range that you can see. The target creature must make a Constitution saving throw or be wreathed in flames, taking 5d10 fire damage on a failed save, or half as much damage on a successful one. The fire damage ignores resistances.

The goblin ran. As fast as he could. A smile crossed the young mage's face. "You needed to run faster.....and further" he whispered. Just then, he unleashed the fires of hell on the hapless goblin. The stench of burning flesh surrounded him. "Perhaps I needed to be further away" he chuckled.

Foiled Vision

(Quasiduplicate - GoR)

3rd-level Illusion (UUU)

Casting Time: 1 action

Range: 30 feet

Components: V, S,

Duration: Concentration, up to 1 minute

Select one ally within range. You create an illusory duplicate of that creature. Enemies that choose to attack this ally must roll 1d20. On a result of 11 or higher, the attacking creature can roll an attack roll as normal. On a result 10 or lower, they attack and miss the illusory duplicate instead.

At Higher Levels: When you cast this spell using a spell slot of 4th-level or higher, you can target one additional creature for every 2 spell slot levels above 3rd. The mana cost increases by 1 **Colorless** mana for every level cast above 3rd.

"Those who say, 'the only thing you should fear is fear itself' have not truly experienced the fear of the dark."

~ Rueshar Shadow lord ~

Forest Fire

(Gruul Clans Guild Spell)

3rd-level Evocation (RGG)

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (tinder)

Duration: Concentration, up to 1 minute

An intense fire bursts forth from you, incinerating flammable objects.

All creatures within a 30-foot cone must make a Constitution saving throw or take 3d10 + your spellcasting modifier fire damage on a failed save, or half as much damage on a successful save. The spell's *current area of effect* is considered difficult terrain for everyone except you.

Any creature that starts its turn in, or moves into, the area of effect must make a

Constitution saving throw or take 3d10 fire damage on a failed save or half as much on a successful save. On each of your subsequent turns, you must use your Bonus action to keep the spell active.

The spell ends if you choose not to use your Bonus action to continue the spell, if you lose concentration or if the duration of the spell ends.

"If you can't stand the heat, then get out of my way"

~ Ode to a Firemancer ~

Four-Warned

4th-level Divination (UUUU)

Casting Time: 1 action

Range: 30 feet

Components: V, S,

Duration: Concentration, up to 5 rounds

You can grant *advantage* on up to 4 melee weapon attacks per round for any creature that you can see within range (including yourself). This spells cannot be used in conjunction with any other effect that grants advantage to a melee weapon attack.

"Once, is a coincidence. Twice, is luck. Three times is concerning. But four times? That my friend is skill."

~ Melkee Evergreen ~

Group Summons

(Siege Wurm - GoR)

7th-level Conjuration (GGCCCC)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (pinch of salted snakeskin)

Duration: 1 minute

Each ally that forgoes one attack until the end of their next turn is able to contribute 1 **Green** or **Colorless** mana towards the casting of this spell.

You summon a **siege wurm** from the wilds of Ravnica to serve and protect you. The siege wurm appears through a rift to an unoccupied space within range. The summoned siege wurm is friendly to you and your companions. It acts on its own initiative and obeys any verbal commands you give it (no action required by you). If you don't issue any commands, the summoned creature defends itself against creatures hostile to it.

This spell ends when the siege wurm drops to zero hit points, you voluntarily end the spell, you drop unconscious or die, or the spell duration ends.

In an instant, the battle seemed to stop. No attacking. No running. No dodging. Nothing. Then, almost out of nowhere, there came a deep rumbling. You were scared but didn't exactly know why. Then, it became crystal clear.

In Your Head

3rd-level Enchantment (UUU)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose 1 creature within range. The target must make a Wisdom saving throw; failure results in the creature suffering a -1 penalty to all saving throws. The target can make a Wisdom saving throw at the end of each of its turns with the effect ending if successful.

"The last bastion of privacy. The mind. Now even 'that' has been corrupted."

~ Alaross, the great archmage ~

Incursion

(Cult of Rakdos Guild Spell)

4th-level Conjuration (BBRR + X)

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a 20-foot by 20-foot misty cloud (heavily obscured) from which 2 CR 'X' creatures (your choice) appear, where 'X' equals the amount of **Colorless** mana used to cast this spell. The conjured creatures are friendly to you and your companions. They act on their own initiative and obey any verbal commands you give them (no action required by you). If you don't issue them any commands, they defend themselves against creatures hostile to them. The caster can control 2 creatures at 7th level plus 2 additional creatures per spell slot thereafter.

The thick fog came up out of nowhere, making it impossible to see. What wasn't impossible to see where the two creatures that strode forth with strength and with purpose from the fog. There was no turning back now.

Instant Burn

3rd-level Transmutation (RRR)

Casting Time: 1 action

Range: 30 feet

Components: V, S,

Duration: Instantaneous

Target one creature within range. That creature gets an Attack action and a Movement action that can be taken on your turn. This Attack action and Movement action granted by this spell is in addition to any previous or yet to be taken Attack actions and Movement actions the creature may already have had or still has to come. A creature that benefits from this spell's effects suffers one level of exhaustion at the end of *this* turn.

"What do you mean 'it's not my turn'? I'll go whenever the hell I like!"

Instant Power

(Colossal Might – ARC)

(Gruul Clans Guild Spell)

3rd-level Enchantment (RGC)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (ginger root)

Duration: 1 round

Target one creature within range. That creature gains +2 to AC, +4 to attack and damage rolls. If the target creature attacks and reduces a creature to 0 hit points, any excess damage spills over to another creature within 5 feet of the target creature.

There was a silence, a stillness, that couldn't be explained. Everyone was on edge. Then, suddenly and without warning, it came crashing down with a thunderous boom. 'It' was his warhammer. And the 'thunderous boom'? That was death.

Intensify Weapons

(Blade Instructor - GoR)

3rd-level Enchantment (WWW)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (pinch of fairy dust)

Duration: Concentration, up to 1 minute

Target a creature within range. Whenever target creature attacks, another creature of your choice within 10 feet can add +1 to all attack and damage rolls until the start of your next turn. The +1 bonus cannot be applied to more than one creature each round.

"It works a little like compound interest. Only better. And deadlier" he smiled.

Interception

3rd-level Abjuration (WWW)

Casting Time: 1 reaction, when a creature with flying makes an attack

Range: 60 feet
Components: V, S
Duration: Instantaneous

With a burst of wind from your outstretched hands, you interrupt an attack from one creature within range with flying, pushing it off balance as it attacks.

Roll 1d6 and subtract this total from the interrupted flying creature's attack roll. You may cast this spell after you know the outcome of the attacking creature's attack roll.

"Is there anything that can match the power of the wind? It can go anywhere. It can influence anything. And all this without being seen."

~ Breklabar the Ancient Sage ~

Landslide

3rd-level Abjuration (GGGC)

Casting Time: 1 reaction (whenever land is tapped for colored mana by an opponent within range).

Range: 30 feet
Components: V, S
Duration: 1 round

Choose a target creature within range. That creature gains +2 to AC, and +2 to attack and damage rolls, until the end of their next turn.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can target 1 additional creature for every 2 spell slots above 3rd.

To truly appreciate the power of the land, you must become one with the land.

~ Wisdom of the Ancients ~

Life Drain

2nd-level Necromancy (ritual) (BB)

Casting Time: 1 Bonus action
Range: 30 feet

Components: V, S, M (a piece of dried/petrified flesh)
Duration: Instantaneous

Choose a target within range that you can see and make a ranged spell attack. If the attack hits, target creature must make a Constitution saving throw against the spellcaster's DC; failure results in the target taking 2d6 necrotic damage. The caster of the spell gains hit points equal to the damage dealt. Hit points gained through the use of this spell can come from the target's temporary hit points first before their actual hit points. Hit points gained through the use of this spell cannot go above the caster's current maximum hit points.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the necrotic damage increases by 1d6 for each spell slot above 2nd. The mana cost also increases by 1 **Colorless** mana for each spell slot above 2nd.

Cocking her head to the side, she could see it in his eyes. The last bit of life draining from his body. She loved this part. Soon, she would feel the vitality of his life, sustaining hers.

Magical Probe

(Perilous Research - CDR)

2nd-level Divination (UU)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a piece of blank parchment)
Duration: Special

You go into an almost *meditative* state, creating a direct mental link to your spellbook to bring forth the sequence and components of one of your spells.

Choose a 2nd-level spell or lower from your spellbook. Add this spell to your list of prepared spells. You can cast this spell once at 2nd level before your next Long rest. If the spell is not cast before this time,

the spell is lost. This spell does not create any spell slots.

At Higher Levels: When you cast this spell using a spell slot of 3rd-level or higher, the level of the newly recalled spell from your spellbook increases by 1 level for each **Colorless** mana used to cast this spell (to a maximum spell level of 5).

"The wizard's link with her spellbook is akin to the link of a mother to her child. But then, only a mother could know what that is like."

~ Althere Brizzeldek ~

Mindblown

5th-level Enchantment (UUUUU)

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S

Duration: Instantaneous

A blast of psychic energy races from you in all directions.

Choose target creatures within range. Those creatures must make an Intelligence saving throw; failure results in each creature taking 5d6 psychic damage and being stunned until the end of their next turn, or half as much damage if successful and not stunned. Creatures in range do not need to be seen by you for this spell to take effect but the spell is blocked by solid material greater than 5 ft thick or a 1-inch thick sheet of lead.

At Higher Levels: When cast using a spell slot of 7th-level or higher, the range increases to 30 feet. The psychic damage increases by 1d6 for each spell slot above 5th-level.

*"Come closer", she beckoned them. As she cackled, she continued. "I have a story that is going to **blow your mind**".*

Missed

(Wall of Mist - GoR)

2nd-level Illusion (UU)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small vial of vapor)

Duration: 1 round

You create the illusion of a vaporous wall.

Choose an area within range that you can see. An illusionary wall of mist 20 feet high, 5 feet wide, and 20 feet long appears. The wall creates a lightly obscured area for any creature on the same side of the wall as the caster.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration lasts for 1 extra round and the dimensions increase by 5ft in each direction for each spell slot used above 2nd. The mana cost increases by 1 **Colorless** mana for every level cast above 2nd level.

Nothing can be more confounding than to become lost in a game of smoke and mirrors. Even worse is when it stops being a game.

~ Zutel the Illusionist ~

Negatively Aligned

(Clutch of Undeath - SRG)

(House Dimir Guild Spell)

2nd-level Enchantment (UB)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (small wooden cross)

Duration: 1 minute

Target a creature you can see. If the target creature's **Primary** mana color does not match the **Primary** mana color of the caster of this spell and is on either side of the caster of this spell, the target creature gets -1 to AC and -1 to both attack and damage rolls for the duration of the spell. If the target creature's **Primary** mana color is more than 1 either side of the **Primary** mana color of

the caster of this spell, the target creature gets -3 to AC and -3 to both attack and damage rolls, for the duration of the spell.

Example: If the casters **Primary** mana color was Black then the target creature would get -3 to AC and -3 to both attack and damage rolls if it's **Primary** mana color is **Green** or **White**. If the target creature's **Primary** mana color was either **Blue** or **Red**, the target creature would get -1 to AC and -1 to both attack and damage rolls.

Note: The **Primary** mana color is the mana color the spellcaster associates with first, so a Black/**Blue** caster would have the Primary mana color set to Black with any other mana colors thereafter being secondary.

"You thought surviving me was the worst part of us meeting?" the sorcerer glowered. "Trust me, feeling the wrath of my curse is far more debilitating".

Pièce de Résistance

(Bounty of Might - GoR)

(Simic Combine Guild Spell)

7th-level Abjuration (GGGUUUC)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: Concentration, up to 3 rounds

Target 3 creatures within range. Each target creature gets +3 to AC and +3 to one ability saving throw (chosen when you cast this spell) until the spell ends. You do not have to choose the same ability for all targets.

"They say the best 'Defence' is a strong 'Offence'. Clearly, they haven't seen the magnitude of my work!"

~ Exaltar, Archdruid ~

Plain Sight

1st-level Divination (W+X)

Casting Time: 1 action

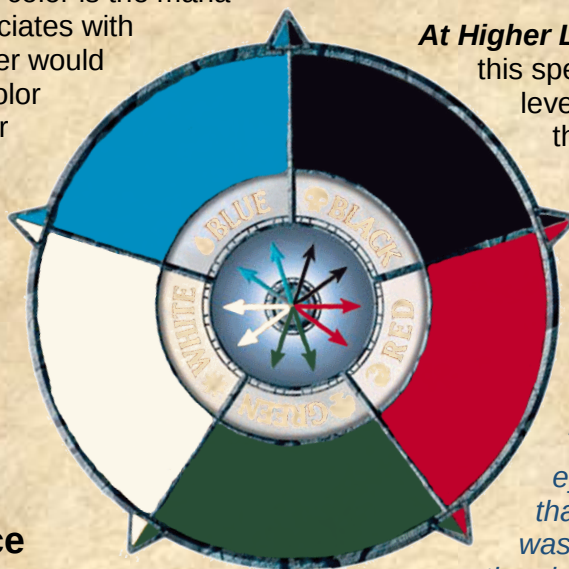
Range: Touch

Components: V, S, M (a small piece of glass)

Duration: Concentration, up to 1 minute

You touch 1 target creature and give target creature a +X bonus to Wisdom (Perception) checks where 'X' equals the amount of **Colorless** mana used to cast this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you increase the time by 1-minute per spell slot used beyond 1st level.



"Have you ever wished for the sight of an eagle?" asked the mage. "No" I answered. "Well, let me help you with that." Then, he touched my eyelids. He gave me more than the ability to see what was around me. He gave me the ability to see what others couldn't.

Positively Aligned

(Clutch of Undeath - SRG)

(Azorius Senate Guild Spell)

2nd-level Enchantment (UW)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (small wooden cross)

Duration: 1 minute

Target a creature you can see. If the target creature's Primary mana color matches the Primary mana color of the caster of this spell, the target creature gets +3 to AC and +3 to both attack and damage rolls, for the duration of the spell. If the target creature's Primary mana color is one either side of the

caster of this spell, the target creature gets +1 to AC and +1 to both attack and damage rolls for the duration of the spell.

Example: If the casters Primary mana color was Black then the target creature would get +3 to AC and +3 to both attack and damage rolls if it's Primary mana color is Black. If the target creatures Primary mana color was either **Blue** or **Red**, the target creature would get +1 to AC and +1 to both attack and damage rolls.

Note: The Primary mana color is the mana color the spellcaster associates with first, so a Black/**Blue** caster would have the Primary mana color set to Black with any other mana colors thereafter being secondary.

"It is not the numbers that give us strength, but rather the quality of those numbers."

~ Guild Master Isbeis ~

Purification

(Orzhov Syndicate Guild Spell)

4th-level Abjuration (WWBC)

Casting Time: 1 action

Range: Touch

Components: V, S, M (holy water)

Duration: Instantaneous

You touch one target creature and all curses, conditions, and ailments end for that creature. Additionally, the target creature can immediately roll up to 3 of its hit dice and heal themselves for that many hit points. The hit dice do not get subtracted from their hit dice pool.

As a Bonus action, you can target a new creature within 30 feet of you. That target takes necrotic damage equal to the hit points healed to the target creature you just touched with this spell.

"Healing touch?" mused the cleric. "Well, that depends on which side of the touch you are on my friend."

Raise the Walls

(Selesnya Conclave Guild Spell)

2nd-level Transmutation (GW)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small piece of stone)

Duration: 1 round

You target 1 creature within range that you can see. That creature has +5 to AC but cannot attack until the end of its next turn. An unwilling target must make a Wisdom saving throw to resist the effect.

What good is attack if you can't breach the defense?

~ Velcarcas, Ancient Sage ~

Rebound

(Wild Ricochet - CDR)

(Izzet League Guild Spell)

5th-level Abjuration (UURRC)

Casting Time: 1 reaction, when the caster is targeted with a ranged (weapon or spell) attack

Range: 30 feet

Components: V, S, M (small square of polished metal)

Duration: Instantaneous

As part of casting this spell, the caster must select a new target for the ranged attack. If the caster cannot select a new target, the spell fails. The attacker must make a Charisma saving throw. On a success, the attack still targets you but you only take half damage. On a failure, the attacker must either lose the attack or attack the new target you designate.

If the attack is a spell, you also gain the ability to cast that spell as an Action at its lowest level on your next turn. If you fail to cast this spell on your next turn, the spell disappears from memory.

Taking aim, the goblin grinned as he lined up the target with his shortbow. In an

instant, he wasn't grinning. He had missed the target. Somehow, he had killed his comrade instead.

Refill

(Muse Drake - GoR)

(Azorius Senate Guild Spell)

3rd-level Transmutation (UW+X)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a glass vial holding a small feather)

Duration: Concentration, up to X rounds

Target a creature you can see. That target creature gains a fly speed of 30ft for X rounds, where X equals the Colorless mana used to cast this spell. When you cast this spell, you regain one spell slot equal to X minus 2 (minimum of 1).

Looking upwards, the mighty wizard Lu'Mon mused. "Freedom is not about what you can do, but rather, where you can go."

Return Serve

(Reciprocate - CoK)

1st-level Evocation (WC)

Casting Time: 1 Bonus action

Range: 30 feet

Components: V, S, M (small mirror)

Duration: Instantaneous

Target a creature that dealt damage to you since your last turn. You deal the same amount, and type, of damage from 1 attack to that target creature. This damage cannot be reduced in any way.

"Nothing good can ever come from a bad experience. Unless that experience is the catalyst to inflicting pain on a deserving opponent."

~ Yanshee, scribe to Xulig the Great ~

Rinse and Repeat

(Chance for Glory - GoR)

(Boros Legion Guild Spell)

7th-level Abjuration (WWWWRRR)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a strip of leather)

Duration: Special

Target one creature within range that you can see. That creature gets an extra action on their next turn. In addition, target creature is immune to all damage and damage types until the end of their next turn.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it. At the conclusion of the target creature's extra action, target creature gains one level of exhaustion.

The wizard smiled at the perplexity her spell had brought on the face of her opponent. "Why won't you die?" he yelled, his frustration building as he hit her again, and again, and again. "Why" he screamed at the top of his voice. "Why, why, why".

Spawned Goblins

(Dragon Fodder - KvD)

3rd-level Conjuration (RRC)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (pinch of dust)

Duration: 1 minute

Select 2 unoccupied areas within range that you can see. Within each of those unoccupied areas appears 1 x CR ¼ goblins (MM, p166 (2 total) equipped with leather armor, shield, and scimitar or shortbow and 10 arrows. The goblins are friendly to you and your companions. They each act on their own initiative and obey any verbal commands you give them (no action required by you). If you don't issue any commands, the goblins defend themselves against creatures hostile to them.

You may end the spell at any time. If you do, both goblins disappear. The spell ends when both goblins have dropped to zero hit points or the spell duration ends.

Narrowing his eyes, Gardkoss decided to let someone else do the talking for him. Who better for the task than a couple of angry, well equipped, goblins.

Spillover (Trample)

3rd-level Evocation (GGG)

Casting Time: 1 action

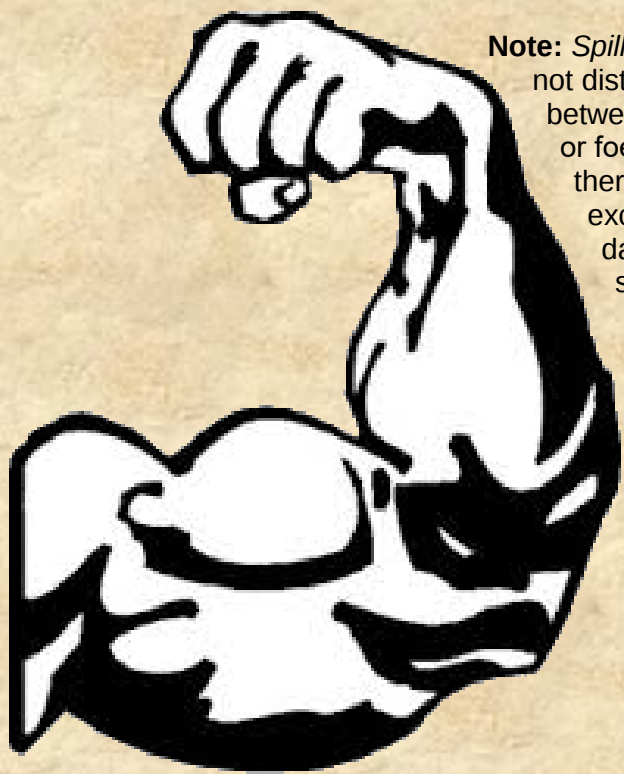
Range: 30 feet

Components: V, S, M (small vial of water and some iron filings)

Duration: Concentration, up to 1 minute

Target one creature within range that you can see. Whenever this creature deals damage that reduces an opponent to 0 hit points, this creature can then cause any remaining damage to spillover onto one adjacent creature within 5ft of the previous opponent. If that creature is reduced to 0 hit points, any remaining damage spills over onto the next creature within 5ft of the previous creature reduced to 0 hit points. This spillover of damage continues until all excess damage has been expended or no living creatures remain within 5ft of a previous creature.

Note: *Spillover* does not distinguish between friend or foe ... should there still be excess damage to spillover to an



adjacent creature and that adjacent creature is an ally to the caster, the excess damage spills over to that ally.

Pain is like a waterfall. It cascades over you, over the ones you love, over anyone near you.

~ Guild Proverb ~

Sudden Spectator (Pacifism - MRG)

4th-level Enchantment (WWWWX)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (small white flag)

Duration: Special

As part of casting this spell, you must choose a target creature within range and then sacrifice an 'X' level spell slot. The spell lasts for X rounds where X is equal to the sacrificed spell slot.

At the start of target creatures turn, the target creature must make a Wisdom saving throw; failure results in target creature being unable to attack for that round. Target creature is still able to defend against attacks made against it.

"Yes, it is true, I will offer a great sacrifice. But you. You will soon see that your sacrifice will be even greater."

~ Stormrunner the Pure ~

Strength of Undeath (Clutch of Undeath - SRG) (Orzhov Syndicate Guild Spell)

2nd-level Enchantment (WBB)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (small wooden cross)

Duration: 3 rounds

Target an undead creature you can see under your control. Target creature gets +3

to attack and damage rolls.

If the creature is not undead or is not under the control of the caster, target creature must make a Strength saving throw; failure results in the creature suffering -3 to attack and damage rolls until the end of the spell.

At the end of the creatures turn, the creature may make a Strength saving throw to end the effect of the spell.

At Higher Levels: If cast at 3rd level and every 2 levels thereafter (5th, 7th), target creature suffers -1 per spell slot to their saving throw to resist the spell. If cast using a 9th level spell slot, the target creature also suffers the additional -1 to the saving throw, as well as all saving throws being made at disadvantage.

The mage threw back his head and laughed maniacally. "You think it's life that gives you strength, fool? Allow me to reveal the truth behind your ignorance. It is death. Let its dim light give you the strength that you seek. For death, and death alone will save your sanity!"

Switch

(Disinformation Campaign - GoR)

(House Dimir Guild Spell)

2nd-level Divination (UB)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (double sided coin)

Duration: Instantaneous

Target one creature within range that you can see.

If the target is not a spellcaster, the spell slot used to cast this spell is expended, this spell fails, and you end your turn.

If the target is a spellcaster, it loses a 2nd level spell slot and you recover that spell slot. If the target has no 2nd level spell slots, you recover two 1st level spell slots instead. You cannot gain more spell slots

than your current maximum will allow. You cannot target yourself with this spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the spell slot that is lost and the spell slot(s) recovered equal the current level of this spell. Each spell level above 2nd level used to cast this spell costs one additional **Colorless** mana.

Spellcasting is all about 'give and take'. I'll take your last spell slot so I can give it back to you in the form of a deadly, life ending, spell. Any takers?

~ Frezbo the Cruel ~

Trade Off

(Cult of Rakdos Guild Spell)

1st-level Necromancy (BR+X)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (the dried heart of a tiny creature)

Duration: 1 round

As part of casting this spell, you inflict X necrotic damage to yourself. Reduce your current maximum hit points total by X until your next Short rest. This damage cannot be reduced in any way.

Select a target creature within range that you can see. Target creature must make a Wisdom saving throw with a penalty of X where X equals the reduction to your current maximum hit points. Success results in the spell ending. Failure results in a reduction to the target creature's AC, attack rolls, and damage rolls by X until the start of your next turn, where X equals the reduction to your current maximum hit points.

At Higher Levels: When you cast this spell using an odd level spell of 3rd or higher, the penalty to the target's saving throw, AC, attack rolls, and damage rolls, increases by -1.

"You thought the phrase 'no pain, no gain' came from the wisdom of your people" he snorted. "No. Your people were just smart enough to recognize a hobgoblin truth when they saw it."

~ Xulig the Great, hobgoblin wizard ~

Untouchable

(Azorius Senate Guild Spell)

3rd-level Abjuration (WWUU+X)

Casting Time: 1 reaction, whenever one of your allies is forced to make a saving throw.

Range: 30 feet

Components: V, S

Duration: Instantaneous

Target one ally within range who is forced to make a saving throw. That target has advantage on that saving throw and gets a bonus +X to their saving throw, where X equals the number of Colorless mana used in the casting of this spell.

The orc chief glared at her and snarled; "How dare you challenge me! Don't you know who I am?". The mage smiled to herself. "Yes," she whispered, "I know exactly who you are."

Volcanic Rise (Seething Song – C9)

3rd-level Divination (RRC)

Casting Time: 1 action

Range: Self

Components: V, S, M (miniature tuning fork)

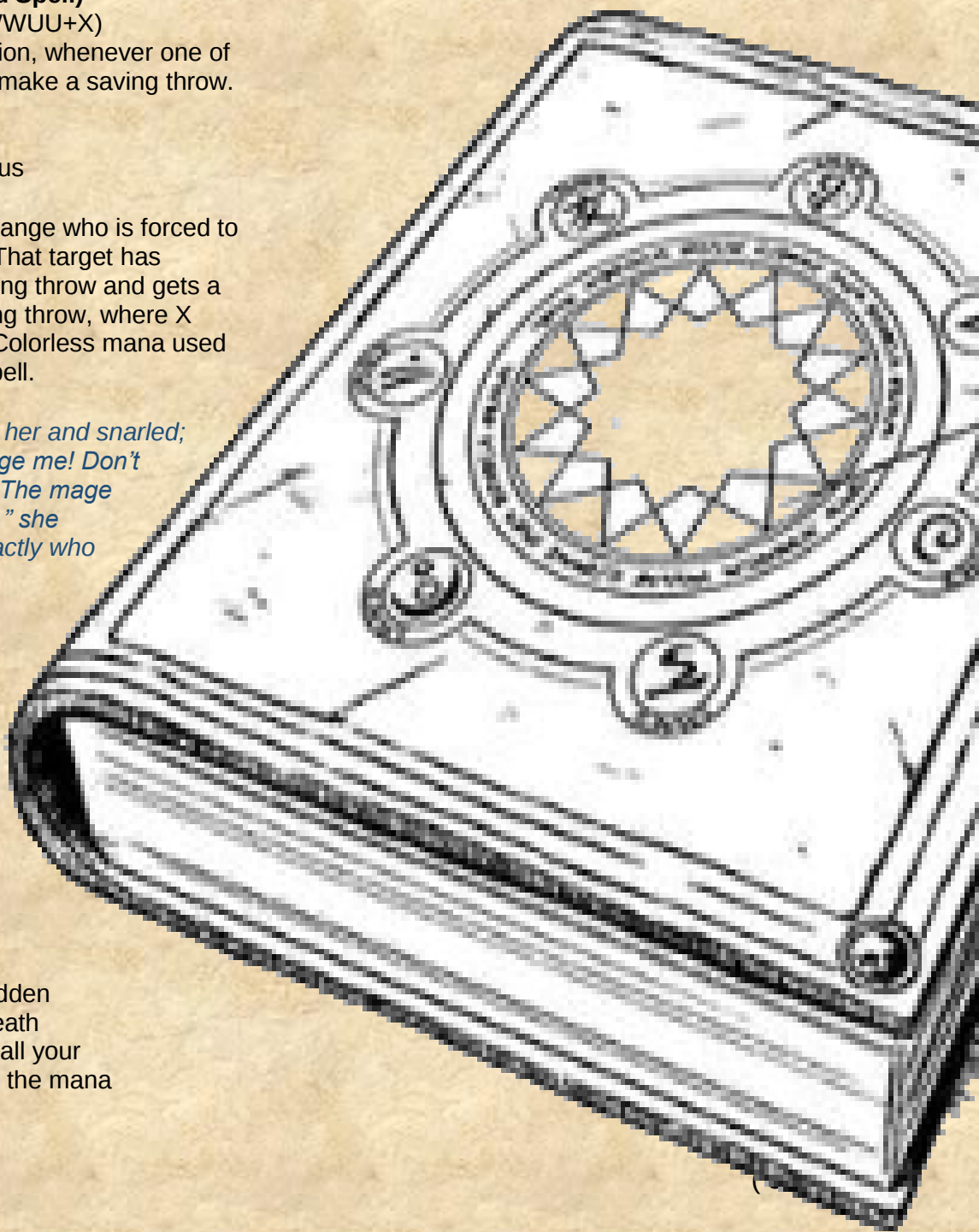
Duration: Special

You locate a deeply hidden well of Red mana beneath your feet. Summoning all your energies, you call forth the mana into your being.

Add RRRRR temporary mana to your **Mana Pool**. You must use this mana before the end of your next turn. All unused mana resulting from this spell drains from your **Mana Pool** at the end of your next turn.

"Ravnica is divided into two types of people; those who can find mana, and those who can't."

~ Sleranon the Wise ~



Laboratory: New Magic Items and Locations

Concerning the selected Magic Items and Locations (Land)

Due to the new *Advanced Arcana* rules, the decision was made that the items chosen would mostly relate to mana production and healing. *Guildmasters' Guide to Ravnica* setting is very heavily magic-based, and spell combat will be more frequent here than other settings. It was therefore considered appropriate to add additional *Magic: The Gathering* themed convenient ways for players to have their characters regain life. A selection of life-gaining magic items from the current (**Core 2019**) and earlier editions was chosen (for you oldies, all the way back to **Unlimited**) for the Dungeon Master to reward (or punish) their players with.

For ease of being able to quickly locate specific magic items, all magic items presented here are cataloged alphabetically as either **Guild Specific Magic Items**, or **Universal and Locations**.

Located at the end of the Guild Specific Magic Items are the stat blocks for the various Guild Keyrunes



What is a Cluestone?

- * Cluestones are 'break-in-case-of-an-emergency' crystal, and are only broken in the case that the guild faces an eventual fall and defeat at the hands of some assailant or major force.
- * Each individual crystal is keyed to each individual guild.
- * Crystals are located generally close to the guild's Seat-of-Power.
- * Crystals are attuned to and able to be broken by the three highest guild members within each guild.
- * Personal ownership to this item and access to the Personal Attunement of the item can be transferred to another as a Bonus action by any willing current owner.
- * Each crystal is able to provide guild-related mana once per Short rest to guild members as a Free action.
- * Although similar in nature and function, each individual cluestone offers a unique guild-related effect when activated (being touched) or when broken (by any of the attuned).
- * Only one cluestone per guild can exist at any one time.
- * Each guild's cluestone crystal is set within a protective sigil.
- * Due to the importance of the cluestone to the defense of the guild, all cluestone locations are usually guarded by 2 or more sentries at all times.
- * Mana production is keyed to the guild members Locket, with mana from the cluestone being only accessible whilst within the area defined by the guild's Guildgates (see Guildgate).
- * Although the CCG cards have a Common rarity, the nature of the fact that only one pair of gates can exist, the rarity of the magic item has been changed to Legendary.

Guild Specific Magic Items

Note: Bolded constructs and creatures are either **Monster Manual** or are new **Spell and Magic Item Stat Blocks** located within the next section.

Azorius Cluestone (DM)

*Wondrous item - legendary (requires **Joint Attunement** by (list three guild positions))*

The three cloaked figures stepped forward. Reaching up to the crystal, the mage in blue spoke -

“There are three sides to every story; your side, their side, and the truth. We are here to determine the third.”

As a Free action, this cluestone provides each Azorius guild member within the confines of the *Azorius Guildgates* one mana of either **White** or **Blue** to their **Mana Pool** per Short rest.

Any person not attuned to the cluestone that touches the crystal activates the protective sigil and must make a **DC 25 Constitution saving throw**; failure results in the creature becoming paralyzed. At the start of their next turn, the creature must make a 2nd **DC 25 Constitution saving throw**; failure results in the creature becoming petrified for 24 hours. Once 24 hours has passed, and each subsequent 24 hours thereafter, the creature can make another **DC 25 Constitution saving throw** to end the effect.

As an Action, recover 1 previously used spell slot. This recovered spell slot includes but cannot exceed 5 spell levels. Once this ability is used *azorius cluestone* cannot be used to activate this effect until after you complete a Short rest.

Lastly, as an Action, any one of the three attuned members may destroy the crystal to cause all non-Azorius guild members within

What is a Keyrune?

- * Keyrunes are magical objects about the size of a human's hand. Carried as symbols of power and authority.
- * Keyrunes, although designed to allow a limited use for gaining mana, are also designed to aid in the protection and welfare of the guild member in the form of a mechanoid construct creature magically contained within the keyrune.
- * Each individual keyrune is keyed to each individual guild.
- * Each keyrune contains, as part of its construction, enchanted elements associated with the primary and secondary environments aligned with each guild, thereby allowing the guild member limited access to their guild's mana colors no matter where they travel.
- * Keyrunes are issued to guild members who have shown initiative in helping or solving problems associated within the guild or guild matters pertaining to business relating to other guilds
- * Each guild has their own design and each design contains its own (similar) abilities but the activating rune on every keyrune works in the same fashion.
- * When issued, each keyrune has a **Personal Attunement**, allowing for more than the usual 3 magic item attunement rule.
- * Only one keyrune can be owned by a creature at any one time. Attempting to attune to 2 keyrunes at the same time will destroy both keyrunes.

the confines of the *azorius guildgates* to make a **DC 20 Wisdom**

saving throw; failure results in the creature becoming immobile until the end of their next turn.

Azorius Keyrune

*Wondrous item, uncommon (requires **Personal Attunement** by individual Azorius Guild Member)*

The methods the Azorius use to garner a power source for their keyrune production is a closely guarded secret. Needless to say that whatever it is, the soldier constructs

have served them well in their times of need.

As a Free action, the owner may activate *azorius keyrune* to provide one **White** mana or one **Blue** mana to their **Mana Pool**. *Azorius keyrune* activated in this fashion cannot be activated again until after the owner completes a Short rest.

To rise above your problems you must soar above the clouds.

~ Ellenorfus the Archmage ~

As part of an Action to activate *azorius keyrune*, the owner must **draw** 1 **White** mana and 1 **Blue** mana from their **Mana Pool** and channel both mana into *azorius keyrune*. Once activated, *azorius keyrune* becomes a (**White** and **Blue** mana aligned) **avid construct creature**. The owner may use a Bonus action to change *avid construct creature* back into *azorius keyrune*. Once used in this fashion, *azorius keyrune* cannot be used in this fashion again until the owner completes a Long rest.

The form **avid construct creature** takes is irrelevant and is chosen by the owner upon activation. *Avid construct creature* has its own initiative and will either follow orders given to it by its owner (Free action) or combat against combatants it perceives as enemies. If *avid construct creature* drops to zero hit points, *avid construct creature* reverts back to its *azorius keyrune* form. If *avid construct creature* is reduced to its maximum hit points in the negative, *avid construct creature* reverts back to its *azorius keyrune* form and is destroyed.

Azorius Locket (RA)

Wondrous item - rare (requires **Personal Attunement** by individual Azorius Guild Member)

The right to survive resides in the ability to protect.

~ Senate document 178 ~

What is a Locket?

- * Lockets are magical pieces of guild jewelry that look and function exactly like an ordinary locket.
- * On a casual inspection, this piece of jewelry comes in many shapes and sizes, is commonly worn from a chain but can be worn from a ribbon and clasp setup, military oriented.
- * Each locket, when opened, displays the symbol of the guild the locket is affiliated with.
- * Although lockets were originally given to guild members to commemorate some significant event or service the member performed on behalf of the guild, they are now more readily available to any guild member who can afford to pay the cost to obtain one.
- * Lockets provide readily available mana for the guild member, and in an emergency, recover spell slots should the need arise.
- * When issued, each locket has a **Personal Attunement**, allowing for more than the usual 3 magic item attunement rule.
- * Only one locket can be owned by a creature at any one time. Attempting to attune to 2 lockets at the same time will destroy both lockets.

As a Free action, *azorius locket* can be activated to provide its wielder with one of both **White** mana and **Blue** mana to their **Mana Pool**. Once this feature has been activated, this feature cannot be activated until the owner completes a Short rest.

Draw 2 of any combination of **White** mana and/or **Blue** mana from your **Mana Pool**. Use any combination of both **White** and/or **Blue** mana to activate *azorius locket*. Whenever *azorius locket* is activated in this fashion, recover up to 2 previously used spell slots. Recovered spell slots include but cannot exceed 3 spell levels. Once this ability is used, *azorius locket* cannot be used to activate this effect until after you complete a Long rest.

Azorius Signet

Wondrous item - uncommon (requires **Personal Attunement** by individual Azorius Guild Member)

Things do not change; we change.

~ Henry David Thoreau ~

As a Free action, you may convert 1 **Drawn** mana from 1 **Colorless** mana to either 1 White or 1 **Blue** mana and add that converted mana to your Mana Pool. You may convert 1 **Colorless** mana to 1 White or 1 Blue mana up to 3 times. Once *azorius signet* has been used 3 times, you must complete a Short rest before *azorius signet* resets to zero uses. If you complete a Short Rest before *azorius signet* has been used 3 times, *azorius signet* resets to zero uses.

Boros Cluestone

Wondrous item - legendary (requires **Joint Attunement** by (list three guild positions))

"Contingency Plan; the disguise worn by one's fears and doubts."

Quote from 'Untamed Chaos'

As a Free action, this cluestone provides each Boros guild member within the confines of the *boros guildgates* one mana of either **Red** or **White** to their **Mana Pool** per Short rest.

Any person not attuned to the *boros cluestone* that touches the crystal activates the protective sigil and must make a **DC 25 Constitution saving throw**; failure results in the creatures hit points dropping to zero and becoming unconscious. Any form of natural healing will fail to work for 24 hours. After 24 hours and each subsequent 24 hours thereafter, the creature must make a further **DC 25 Constitution saving throw**; failure results in the effect continuing for a further 24 hours but success will end the effect. Any form of magical healing greater

What is a Signet?

- * Signets are magical emblems relating to and signifying a person's membership to one of the Ten Guilds of Ravnica.
- * Signets are primarily designed to be displayed and have been found on walls, tomb entrances, and even etched into the sides of broken statues.
- * Signets can come in any form but will most likely be in the form of a piece of jewelry or ornament that can be worn or displayed on one's person or in prominent place.
- * Each signet contains, first and foremost, the guild's emblem. It can contain, on rare occasions, mystic symbols and runes but these are dependent upon where the signet will be displayed.
- * Signets designed to be worn are usually presented to the guild member upon their acceptance into the guild.
- * Lost or stolen signets can be replaced but there are usually in-depth questions asked as to why such an important item has gone missing.
- * Although signets primarily produce mana for the wearer, they can be designed to provide or fulfil other functions (wards, glyphs, etc.).
- * When issued, each signet has a **Personal Attunement**, allowing for more than the usual 3 magic item attunement rule.
- * Only one signet can be owned by a creature at any one time. Attempting to attune to 2 signets at the same time will destroy both signets.

than 3rd level will restore the creatures hit points based on the effect of the spell.

As an Action, recover 1 previously used spell slot. This recovered spell slot includes but cannot exceed 5 spell levels. Once this ability is used *boros cluestone* cannot be used to activate this effect until after you complete a Short rest.

Lastly, as an Action, any one of the three attuned members may destroy the crystal to cause all Boros guild members within the confines of the *boros guildgates* to heal for 21 (6d6) hit points and gain resistance to all attacks until the end of their next turn.

Boros Keyrune (RtR)

Wondrous item, uncommon (requires **Personal Attunement** by individual Boros Guild Member)

When bravery is measured by how well you fight, your opponent's bravery is valued more so when their essence can power the very thing that may keep you alive.

It rose up, glowing red and white, a machine of sheer destruction.

As a Free action, the owner may activate *boros keyrune* to provide one **Red** mana or one **White** mana to their Mana Pool. *Boros keyrune* activated in this fashion cannot be activated again until after the owner completes a Short rest.

As part of an Action to activate *boros keyrune*, the owner must draw 1 **Red** mana and 1 **White** mana from their Mana Pool and channel both mana into *boros keyrune*. Once activated, *boros keyrune* becomes a (**Red** and **White** mana aligned) **soldier construct creature**. The owner may use a Bonus action to change *soldier construct creature* back into *boros keyrune*. Once used in this fashion, *boros keyrune* cannot be used in this fashion again until the owner completes a Long rest.

The form the *soldier construct creature* takes is irrelevant but must be humanoid in shape and is chosen by the owner upon activation. *Soldier construct creature* has its own initiative and will either follow orders given to it by its owner (Free action) or combat against combatants it perceives as enemies. If the *soldier construct creature* drops to zero hit points, the *soldier construct creature* reverts back to its *boros keyrune* form. If the *soldier construct creature* is reduced to its maximum hit points in the negative, *soldier construct creature* reverts back to its *boros keyrune* form and is destroyed.

Boros Locket (GoR, RA)

Wondrous item - rare (requires **Personal Attunement** by individual Boros Guild Member)

The fleeting life; nothing more than a multitude of fleeting moments, and fleeting victories, tied together with the same fabric. Time.

'The Eternal Life', ~ Delavir Elmsforde ~

As a Free action, *boros locket* can be activated to provide its wielder with one of both **Red** mana and **White** mana to their **Mana Pool**. Once this feature has been activated, this feature cannot be activated until the owner completes a Short rest. **Draw** 2 of any combination of **Red** mana and/or **White** mana from your **Mana Pool**. Use any combination of both **Red** and/or **White** mana to activate *boros locket*. Whenever *boros locket* is activated in this fashion, recover up to 2 previously used spell slots. Recovered spell slots include but cannot exceed 3 spell levels. Once this ability is used, *boros locket* cannot be used to activate this effect until after you complete a Long rest.

Boros Signet

Wondrous item – uncommon (requires **Personal Attunement** by individual Boros Guild Member)

In discipline we find strength. Our trusted ally, our greatest resource, our immunity against failure.

~ General Tikzowin ~

As a Free action, you may convert 1 **Drawn** mana from 1 Colorless mana to either 1 **Red** or 1 **White** mana and add that converted mana to your **Mana Pool**. You may convert 1 **Colorless** mana to 1 **Red** or 1 **White** mana up to 3 times. Once *boros signet* has been used 3 times, you must complete a Short rest before *boros signet* resets to zero uses. If you complete a Short

rest before *boros signet* has been used 3 times, *boros signet* resets to zero uses.

Dimir Cluestone

*Wondrous item - legendary (requires **Joint Attunement** by (list three guild positions))*

It rose up from the pits of death, bringing with it timeless secrets. Mysteries the world has never seen, let alone known. Enigmatic. Yet it held answers to the greatest of riddles untold. "Reach forth" it beckoned. "Touch".

As a Free action, this cluestone provides each Dimir guild member within the confines of the *Dimir Guildgates* one mana of either **Blue** or Black to their **Mana Pool** per Short rest.

Any person not attuned to the cluestone that touches the crystal activates the protective sigil and must make a **DC 25 Constitution saving throw**; failure results in the creature being banished (as per the *banishment* spell) to a prison pocket dimension. After one minute, the creature must make a 2nd **DC 25 Constitution saving throw**; failure results in the creature being permanently banished to the prison pocket dimension.

As an Action, recover 1 previously used spell slot. This recovered spell slot includes but cannot exceed 5 spell levels. Once this ability is used *dimir cluestone* cannot be used to activate this effect until after you complete a Short rest.

Lastly, as an Action, any one of the three attuned members may destroy the crystal to allow all Dimir guild members within the confines of the *dimir guildgates* one use of use *misty step* (as per the spell) within the next 10 minutes. Once used, if the Dimir guild member appears within melee range of an opponent, that guild member has advantage on their next attack. If that next attack hits, treat that attack as if it was a critical hit.

Dimir Keyrune

*Wondrous item, uncommon (requires **Personal Attunement** by individual Dimir Guild Member)*

When customers come to your guild discretely seeking the removal of this opponent or that adversary, when the bodies mysteriously disappear, the souls are harvested and put to 'other' more useful purposes.

Smiling, she held it up to the light and whispered, "The key for all occasions....and locks."

As a Free action, the owner may activate *dimir keyrune* to provide one Black mana or one **Blue** mana to their **Mana Pool**. *Dimir keyrune* activated in this fashion cannot be activated again until after the owner completes a Short rest.

As part of an Action to activate *dimir keyrune*, the owner must draw 1 Black mana and 1 **Blue** mana from their **Mana Pool** and channel both mana into *dimir keyrune*. Once activated, *dimir keyrune* becomes a (Black and **Blue** mana aligned) ***insect construct creature***. The owner may use a Bonus action to change *insect construct creature* back into *dimir keyrune*. Once used in this fashion, *dimir keyrune* cannot be used in this fashion again until the owner completes a Long rest.

The form *insect construct creature* takes is irrelevant and is chosen by the owner upon activation but its form will depend on what abilities it gains upon activation. *Insect construct creature* has its own initiative and will either follow orders given to it by its owner (Free action) or combat against combatants it perceives as enemies. If *insect construct creature* drops to zero hit points, *insect construct creature* reverts back to its *dimir keyrune* form. If *insect construct creature* is reduced to its maximum hit points in the negative, *insect construct creature* reverts back to its *dimir keyrune* form and is destroyed.

Dimir Locket (GoR, RA)

Wondrous item - rare (requires **Personal Attunement** by individual Dimir Guild Member)

The night was still as the target approached. Clutching the locket, there was a brief shimmering, and she was gone. No sound. No shadow. And for the target, no chance.

As a Free action, *dimir locket* can be activated to provide its wielder with one of both **Blue** mana and Black mana to their **Mana Pool**. Once this feature has been activated, this feature cannot be activated until the owner completes a Short rest.

Draw 2 of any combination of **Blue** mana and/or Black mana from your **Mana Pool**. Use any combination of both **Blue** and/or Black mana to activate *dimir locket*. Whenever *dimir locket* is activated in this fashion, recover up to 2 previously used spell slots. Recovered spell slots include but cannot exceed 3 spell levels. Once this ability is used, *dimir locket* cannot be used to activate this effect until after you complete a Long rest.

Dimir Signet

Wondrous item - uncommon (requires **Personal Attunement** by individual Dimir Guild Member)

“Do you see it?” she asked as she showed him the emblem. “Oh yes,” he marveled. “Yes, I see”. “I thought so” she whispered softly as she drove the dagger silently through his heart. “I thought so.”

As a Free action, you may convert 1 **Drawn** mana from 1 **Colorless** mana to either 1 **Blue** or 1 Black mana and add that converted mana to your **Mana Pool**. You may convert 1 **Colorless** mana to 1 **Blue** or 1 Black mana up to 3 times. Once *dimir signet* has been used 3 times, you must complete a Short rest before *dimir signet* resets to zero uses. If you complete a Short

rest before *dimir signet* has been used 3 times, *dimir signet* resets to zero uses.

Golgari Cluestone

Wondrous item - legendary (requires **Joint Attunement** by (list three guild positions)

It just sat there. Simple. Silent. Unobtrusive. The perfect witness. The perfect spy. If only they knew.

As a Free action, this cluestone provides each Golgari guild member within the confines of the *Golgari Guildgates* one mana of either Black or **Green** to their **Mana Pool** per Short rest.

Any person not attuned to the *golgari cluestone* that touches the crystal activates the protective sigil and must make a **DC 25 Constitution saving throw**; failure results in the creature being teleported to the Plane of Shadows. After 1 minute, the creature returns and must make a **DC 25 Wisdom saving throw**; failure results in the creature returning as a **Wight** (MM, p300), geased to protect the *golgari cluestone* for 24 hours. After 24 hours, the creature must make a 2nd **DC 25 Wisdom saving throw**; failure results in the creature remaining a Wight permanently, forever geased to protect the *golgari cluestone*. A success on the 2nd or 3rd saving throws results in the creature being affected as per a *fear* spell.

As an Action, recover 1 previously used spell slot. This recovered spell slot includes but cannot exceed 5 spell levels. Once this ability is used *golgari cluestone* cannot be used to activate this effect until after you complete a Short rest.

Lastly, as an Action, any one of the three attuned members may destroy the crystal to cause all currently dead Golgari guild members within the confines of the *golgari guildgates* (see *locations – not included in this review*) to rise up as **Zombies** (MM, p315) and continue to fight those opposed to the guild. Any zombies raised by this effect can be directed by currently living

Golgari guild members, so long as those directions can be recognized as being in the defense of the Golgari guild. Until directed, these zombies will continue to fight until directed otherwise. All zombies raised by this effect are confined to the grounds defined by the *golgari guildgates*.

Golgari Keyrune

Wondrous item, uncommon (requires **Personal Attunement** by individual Golgari Guild Member)

The essence of insect isn't hard to find when your entire operation involves swarms of the things. Those excess insects that can be spared are very quickly turned from insect shells to construct containers.

*"Skimming the surface is skipping the details. For what you **do** see is but a drop in the ocean compared to that which you don't."*

~ *Eltavore the Wicked* ~

As a Free action, the owner may activate *golgari keyrune* to provide one Black mana or one **Green** mana to their **Mana Pool**. *Golgari keyrune* activated in this fashion cannot be activated again until after the owner completes a Short rest.

As part of an Action to activate *golgari keyrune*, the owner must draw 1 Black mana and 1 **Green** mana from their **Mana Pool** and channel both mana into *golgari keyrune*. Once activated, *golgari keyrune* becomes a (Black and **Green** mana aligned CR 2) **insect construct creature**. The owner may use a Bonus action to change *insect construct creature* back into *golgari keyrune*. Once used in this fashion, *golgari keyrune* cannot be used in this fashion again until the owner completes a Long rest. The form **insect construct creature** takes is irrelevant and is chosen by the owner upon activation but its form will depend on what abilities it gains upon activation. *Insect construct creature* has its own initiative and

will either follow orders given to it by its owner (Free action) or combat against combatants it perceives as enemies. If *insect construct creature* drops to zero hit points, *insect construct creature* reverts back to its *golgari keyrune* form. If *insect construct creature* is reduced to its maximum hit points in the negative, *insect construct creature* reverts back to its *golgari keyrune* form and is destroyed.

Golgari Locket (GoR, RA)

Wondrous item - rare (requires **Personal Attunement** by individual Golgari Guild Member)

One cannot raise what one cannot find.

~ *Golgari tenet* ~

As a Free action, the *golgari locket* can be activated to provide its wielder with one of both Black mana and **Green** mana to their **Mana Pool**. Once this feature has been activated, this feature cannot be activated until the owner completes a Short rest.

Draw 2 of any combination of Black mana and/or **Green** mana from your **Mana Pool**. Use any combination of both Black and/or **Green** mana to activate *golgari locket*. Whenever the *golgari locket* is activated in this fashion, recover up to 2 previously used spell slots. Recovered spell slots include but cannot exceed 3 spell levels. Once this ability is used, *golgari locket* cannot be used to activate this effect until after you complete a Long rest.

Golgari Signet

Wondrous item - uncommon (requires **Personal Attunement** by individual Golgari Guild Member)

It had a hold on her, a hold that she couldn't resist. Darkness has a way of doing that. Yet, at the same time, another side of her saw something else. The briefest flicker of light. The same object, the same person, but two views. Dark, light. Hope, subjugation. Finally, she chose.

As a Free action, you may convert 1 **Drawn** mana from 1 **Colorless** mana to either 1 Black or 1 **Green** mana and add that converted mana to your **Mana Pool**. You may convert 1 **Colorless** mana to 1 Black or 1 **Green** mana up to 3 times. Once *golgari signet* has been used 3 times, you must complete a Short rest before *golgari signet* resets to zero uses. If you complete a Short rest before *golgari signet* has been used 3 times, *golgari signet* resets to zero uses.

Gruul Cluestone

*Wondrous item - legendary (requires **Joint Attunement** by (list three guild positions))*

*It is not what we see and understand that we fear. It is the unseen. It is the unknown. That is what **must** be feared.*

~ *Ramundo, Wild Shaman* ~

As a Free action, this cluestone provides each Gruul guild member within the confines of the *Gruul Guildgates* one mana of either **Red** or **Green** to their **Mana Pool** per Short rest.

Any person not attuned to the cluestone that touches the crystal activates the protective sigil and must make a **DC 25 Constitution saving throw**; failure results in the creature suffering from a *ray of enfeeblement*. The creature must immediately make a 2nd **DC 25 Constitution saving throw**; failure results in the creature succumbing to a *suggestion* spell to surrender.

As an Action, recover 1 previously used spell slot. This recovered spell slot includes but cannot exceed 5 spell levels. Once this ability is used *gruul cluestone* cannot be used to activate this effect until after you complete a Short rest.

Lastly, as an Action, any one of the three attuned members may destroy the crystal to cause all Gruul guild members within the confines of the *gruul guildgates* to heal 10

(3d6) hit points and gain the benefit of the Rage ability for the next 5 min.

Gruul Keyrune

*Wondrous item, uncommon (requires **Personal Attunement** by individual Gruul Guild Member)*

*Nature **is** power. Chaotic nature, is simply raw, uncontrollable power!*

~ *Garvadore the Archdruid* ~

As a Free action, the owner may activate *gruul keyrune* to provide one **Red** mana or one **Green** mana to their **Mana Pool**. *Gruul keyrune* activated in this fashion cannot be activated again until after the owner completes a Short rest.

As part of an Action to activate *gruul keyrune*, the owner must draw 1 **Red** mana and 1 **Green** mana from their Mana Pool and channel both mana into *gruul keyrune*. Once activated, *gruul keyrune* becomes a (**Red** and **Green** mana aligned) **beast construct creature**. The owner may use a Bonus action to change *beast construct creature* back into *gruul keyrune*. Once used in this fashion, *gruul keyrune* cannot be used in this fashion again until the owner completes a Long rest.

The form **beast construct creature** takes is irrelevant and is chosen by the owner upon activation but it must be a quadruped in shape and size. *Beast construct creature* has its own initiative and will either follow orders given to it by its owner (Free action) or combat against combatants it perceives as enemies. If *beast construct creature* drops to zero hit points, *beast construct creature* reverts back to its *gruul keyrune* form. If *beast construct creature* is reduced to its maximum hit points in the negative, *beast construct creature* reverts back to its *gruul keyrune* form and is destroyed.

Gruul Locket (RA)

Wondrous item - rare (requires **Personal Attunement** by individual Gruul Guild Member)

Looking across at him she knew, it would all boil down to this; be quick or be dead. Luckily for her, she held an advantage. Literally.

As a Free action, *gruul locket* can be activated to provide its wielder with one of both **Red** mana and **Green** mana to their **Mana Pool**. Once this feature has been activated, this feature cannot be activated until the owner completes a Short rest.

Draw 2 of any combination of **Red** mana and/or **Green** mana from your **Mana Pool**. Use any combination of both **Red** and/or **Green** mana to activate *gruul locket*. Whenever *gruul locket* is activated in this fashion, recover up to 2 previously used spell slots. Recovered spell slots include but cannot exceed 3 spell levels. Once this ability is used, *gruul locket* cannot be used to activate this effect until after you complete a Long rest.

Gruul Signet (DM)

Wondrous item - uncommon (requires **Personal Attunement** by individual Gruul Guild Member)

It is not enough to slay your enemy. You must humiliate them publicly. Forcefully take that which they hold most dear. Then show the world that what they once owned is now yours.

~ *Gruul Proverb* ~

As a Free action, you may convert 1 **Drawn** mana from 1 **Colorless** mana to either 1 **Red** or 1 **Green** mana and add that converted mana to your **Mana Pool**. You may convert 1 **Colorless** mana to 1 **Red** or 1 **Green** mana up to 3 times. Once *gruul signet* has been used 3 times, you must complete a Short rest before *gruul signet*

resets to zero uses. If you complete a Short rest before *gruul signet* has been used 3 times, *gruul signet* resets to zero uses.

Izzet Cluestone (DM)

Wondrous item - legendary (requires **Personal Attunement** by (list three guild positions))

Flanked by 2 stone humanoids resembling an Izzet engineer and a Izzet scientist, this cluestone, when encountered by those familiar with these devices, will instantly recognize that they are unfamiliarity of the configuration of the setting. As with everything Izzet, this cluestone doesn't meet the usual design, nor the usual bane and boon configurations ... and those stone humanoids appear to be watching every move of every person in the cluestone vicinity.

Looking from one to the other, he finally mustered the courage to answer. "There can be no problem without a solution, and that in itself is both the question and the answer." There he stood with bated breath, feeling their scrutiny, awaiting their judgment.

As a Free action, this cluestone provides each Izzet guild member within the confines of the Izzet *Guild Gates* one mana of either **Blue** or **Red** to their **Mana Pool** per Short rest.

Any person not attuned to the cluestone that touches the crystal activates the protective sigil and must make a **DC 25 Charisma saving throw**; failure results in the flanking **stone golems** animating and attacking the intruder. These stone golems attack the intruders, attempting to knock them unconscious and restrain them until reinforcements arrive. If a stone golem drops to zero or fewer hit points, the stone golem deactivates, reanimating 1 minute later on half its maximum hit points. If a stone golem drops to its maximum hit points in the negative, the stone golem

deactivates, crumbles to rubble and is permanently destroyed.

As an Action, recover 1 previously used spell slot. This recovered spell slot includes but cannot exceed 5 spell levels. Once this ability is used, *izzet cluestone* cannot be used to activate this feature until after you complete a Short rest.

Lastly, as an Action, any one of the three attuned members may destroy the crystal to cause a dual effect:

- The **stone golems** on either side of the cluestone animate and independently proceed to attack and kill the nearest enemy. The stone golem will continue to move about killing the nearest enemy to it once its previous enemy has been destroyed. The stone golem ceases attacking if it drops to zero or fewer hit points, when it deactivates, crumbles to rubble and is permanently destroyed.
- Each Izzet guild member currently within the confines of the Izzet Guildgates knowingly receives the ability to animate one object in defense of the guild. The animated object takes on the statistics equal to an **animated object: flying sword** (MM, p19) but its attack and movement mode is representative of the object animated (DM discretion). Once animated, the animated object will independently proceed to attack and kill the nearest enemy. The animated object will continue to move about killing the nearest enemy to it once its previous enemy has been destroyed. The animated object ceases attacking if it drops to zero or fewer hit points (crumbles to the ground) or the duration of 1-minute passes (stops moving and fighting, ceases to be animated and reverts back to its ordinary state).

Izzet Keyrune (GC, RtR)

Wondrous item, uncommon (requires Personal Attunement to individual Izzet Guild Member)

Elementals occasionally cross through rifts opened from wayward Izzet experiments. Those Izzet guild members that are quick enough can capture these elementals and earn for themselves a pretty coin by selling them to the Keyrune Production Facility.

Power comes from what you hold, not from what you would like to hold.

As a Free action, the owner may activate *izzet keyrune* to provide one **Red** mana or one **Blue** mana to their **Mana Pool**. *Izzet keyrune* activated in this fashion cannot be activated again until after the owner completes a Short rest.

As part of an Action to activate *izzet keyrune*, the owner must draw 1 **Red** mana and 1 **Blue** mana from their **Mana Pool** and channel both mana into *izzet keyrune*. Once activated, *izzet keyrune* becomes a (**Red** and **Blue** mana aligned CR 2) **elemental construct creature**. The owner may use a Bonus action to change *elemental construct creature* back into *izzet keyrune*. Once used in this fashion, *izzet keyrune* cannot be used in this fashion again until the owner completes a Long rest.

The form **elemental construct creature** takes is irrelevant and is chosen by the owner upon activation but its form will depend on what abilities it gains upon activation. *Elemental construct creature* has its own initiative and will either follow orders given to it by its owner (Free action) or combat against combatants it perceives as enemies. If *elemental construct creature* drops to zero hit points, *elemental construct creature* reverts back to its *izzet keyrune* form. If *elemental construct creature* is reduced to its maximum hit points in the negative, *elemental construct creature* reverts back to its *izzet keyrune* form and is destroyed.

Izzet Locket (GoR, RA)

Wondrous item - rare (requires **Personal Attunement** by individual Izzet Guild Member)

*"There's no good holding it in" he mused.
"As they say, better out than in."*

As a Free action, izzet locket can be activated to provide its wielder with one of both **Blue** mana and **Red** mana to their **Mana Pool**. Once this feature has been activated, this feature cannot be activated until the owner completes a Short rest.

Draw 2 of any combination of **Blue** mana and/or **Red** mana from your **Mana Pool**. Use any combination of both Blue and/or **Red** mana to activate izzet locket. Whenever izzet locket is activated in this fashion, recover up to 2 previously used spell slots. Recovered spell slots include but cannot exceed 3 spell levels. Once this ability is used, izzet locket cannot be used to activate this effect until after you complete a Long rest.

Izzet Signet (GP)

Wondrous item - uncommon (requires **Personal Attunement** by individual Izzet Guild Member)

"It is not called vanity, it is called perfection. And you would do well to remember that too that. Else I shall be forced to educate you on the dichotomy of life and death."

~ Scaraforte the Sorcerer ~

As a Free action, you may convert 1 **Drawn** mana from 1 **Colorless** mana to either 1 **Blue** or 1 **Red** mana and add that converted mana to your **Mana Pool**. You may convert 1 **Colorless** mana to 1 **Blue** or 1 **Red** mana up to 3 times. Once izzet signet has been used 3 times, you must complete a Short rest before izzet signet resets to zero uses. If you complete a Short rest before izzet signet has been used 3 times, izzet signet resets to zero uses.

Orzhov Cluestone (DM)

Wondrous item - legendary (requires **Personal Attunement** by (list three guild positions))

*There is nothing more precious than life. Well, except maybe wealth. Yes. There is nothing more precious than Wealth!.....And power. Yes, **that** is it. There is **nothing**, more precious, than Power and Wealth.*

~ 'Musings of an old Mage' ~

As a Free action, this cluestone provides each Orzhov guild member within the confines of the Orzhov *Guild Gates* one mana of either **White** or Black to their **Mana Pool** per Short rest.

Any person not attuned to the cluestone that touches the crystal activates the protective sigil and must make a **DC 25 Wisdom saving throw**; failure results in the creature's alignment changing to that which is sympathetic to the Orzhov Syndicate and the creature's aims and motives change to be more in-line with, and favor of, those of the Orzhov Syndicate. The creature will seek out the nearest Orzhov Syndicate guild member and confess to what they have tried to do. The creature is permitted another saving throw every 24 hours to revert back to their normal alignment, aims, and motives. Should the creature fail three such repeated saving throws, the creature's alignment, mental and psychological state forever changes to its newer current state.

As an Action, recover 1 previously used spell slot. This recovered spell slot includes but cannot exceed 5 spell levels. Once this ability is used *orzhov cluestone* cannot be used to activate this effect until after you complete a Short rest.

Lastly, as an Action, any one of the three attuned members may destroy the crystal to cause the dead that lies dormant beneath and within the guild's vast network of tombs to rise in defense of the guild. Once the

cluestone is destroyed, 100 to 200 HD of various undead (DM discretion) will rise from the ground or pour out of adjoining buildings to join in on the defense of the guild (it is up to DM discretion to decide what undead rise to the occasion but your decision should be based on an equal outcome for or against the guild defending itself). These undead will independently proceed to attack and kill the nearest enemy. The undead will continue to move about killing the nearest enemy to it once its previous enemy has been destroyed. The undead ceases attacking if it drops to zero or fewer hit points (sinks back into the ground) or the duration of 1-minute passes (sinks back into the ground and reverts back to its ordinary state).

Orzhov Keyrune (GC)

*Wondrous item, uncommon (requires **Personal Attunement** by individual Orzhov Guild Member)*

When the Orzhov rips the soul from a body, they pass the empty body to their fleshmages who liquify the flesh and turn it into a thrull. It is often these souls are used to power the construct held between the magical barriers of their keyrunes.

To wield is wonderful. But to control, that is something else entirely.

~ Part Three of 'Items of Destiny' ~

As a Free action, the owner may activate *orzhov keyrune* to provide one **White** mana or one Black mana to their **Mana Pool**. *Orzhov keyrune* activated in this fashion cannot be activated again until after the owner completes a Short rest.

As part of an Action to activate *orzhov keyrune*, the owner must draw 1 **White** mana and 1 Black mana from their **Mana Pool** and channel both mana into *orzhov keyrune*. Once activated, *orzhov keyrune* becomes a (**White** and Black mana aligned) **thrull construct creature**. The owner may

use a Bonus action to change *thrull construct creature* back into *orzhov keyrune*. Once used in this fashion, *orzhov keyrune* cannot be used in this fashion again until the owner completes a Long rest.

The form **thrull construct creature** takes is irrelevant and is chosen by the owner upon activation but must be humanoid in shape and size. *Thrull construct creature* has its own initiative and will either follow orders given to it by its owner (Free action) or combat against combatants it perceives as enemies. If *thrull construct creature* drops to zero hit points, *thrull construct creature* reverts back to its *orzhov keyrune* form. If *thrull construct creature* is reduced to its maximum hit points in the negative, *thrull construct creature* reverts back to its *orzhov keyrune* form and is destroyed.

Orzhov Locket (RA)

*Wondrous item - rare (requires **Personal Attunement** by individual Orzhov Guild Member)*

There are things that even money can't buy. Here, let me show you one.

As a Free action, *orzhov locket* can be activated to provide its wielder with one of both **White** mana and Black mana to their **Mana Pool**. Once this feature has been activated, this feature cannot be activated until the owner completes a Short rest.

Draw 2 of any combination of **White** mana and/or Black mana from your **Mana Pool**. Use any combination of both **White** and/or Black mana to activate *orzhov locket*. Whenever *orzhov locket* is activated in this fashion, recover up to 2 previously used spell slots. Recovered spell slots include but cannot exceed 3 spell levels. Once this ability is used, *orzhov locket* cannot be used to activate this effect until after you complete a Long rest.

Orzhov Signet (Diss)

Wondrous item - uncommon (requires **Personal Attunement** by individual Orzhov Guild Member)

*"Why is it that the same symbol represents both master and slave?" asked the student. Smiling, the master held up a medallion and began; "In my hand, the symbol is mine to reveal. But inked upon my skin, the symbol is free to reveal itself. **That**, my child, is the difference."*

As a Free action, you may convert 1 **Drawn** mana from 1 **Colorless** mana to either 1 **White** or 1 Black mana and add that converted mana to your **Mana Pool**. You may convert 1 **Colorless** mana to 1 **White** or 1 Black mana up to 3 times. Once *orzhov signet* has been used 3 times, you must complete a Short rest before *orzhov signet* resets to zero uses. If you complete a Short rest before *orzhov signet* has been used 3 times, *orzhov signet* resets to zero uses.

Rakdos Cluestone (DM)

Wondrous item - Legendary (requires **Personal Attunement** by (list three guild positions))

"Pain is just a state of mind. Embrace that state. For if you don't, you will forever be a slave to fear."

~ Karrakurn, Ogre Warmaster ~

As a Free action, this cluestone provides each Rakdos guild member within the confines of the *Rakdos Guildgates* one mana of either Black or **Red** to their **Mana Pool** per Short rest.

Any person not attuned to the cluestone that touches the crystal activates the protective sigil and must make a **DC 25 Constitution saving throw**; failure results in the creature being grasped by wires that drop from the ceiling above forcing the creature to act like a marionette. The creature's features begin to change to that of a demonic version of a

life-like marionette of the creature itself. The creature may repeat the saving throw at the end of 1 round with an accumulated penalty of -1 to the saving throw. Each failure results in the change becoming more prominent and defined. After three such consecutive failures, the creature permanently changes into a demonic version of a life-like marionette of the creature itself, its mind forever trapped within the form.

As an Action, recover 1 previously used spell slot. This recovered spell slot includes but cannot exceed 5 spell levels. Once this ability is used *rakdos cluestone* cannot be used to activate this effect until after you complete a Short rest.

Lastly, as an Action, any one of the three attuned members may destroy the crystal to cause the demon himself, Rakdos, to personally intervene in the defense of his guild. Rakdos grants all guild members within the confines of the *rakdos guildgates* to knowingly receive one free casting of a modified *Tradeoff* spell (see this publication for the *Tradeoff* spell) with the following changes:

- The Cult of Rakdos member must reduce their maximum hit point total by 3 but X = 6 for the duration of this modified spell.
- Duration of the spell increases from 1 round to 5 rounds.
- The affected creature of the spell can attempt to make a saving throw against the effect with a penalty equal to X (-6).

Rakdos Keyrune (RtR)

Wondrous item, uncommon (requires **Personal Attunement** by individual Rakdos Guild Member)

As punishment by its devil superiors, the essence of a minor devil is caught between the magical casing of the construct and trapped by the enchantment of the keyrune, forced to serve its Rakdos master until the day comes that it can make its escape.

The greatest of all assets is versatility. For what use is a weapon that cannot be used in every situation?

~ Hurzatar the Huntress ~

As a Free action, the owner may activate *rakdos keyrune* to provide one **Red** mana or one Black mana to their **Mana Pool**. *Rakdos keyrune* activated in this fashion cannot be activated again until after the owner completes a Short rest.

As part of an Action to activate *rakdos keyrune*, the owner must draw 1 **Red** mana and 1 Black mana from their Mana Pool and channel both mana into *rakdos keyrune*. Once activated, *rakdos keyrune* becomes a (**Red** and Black mana aligned) **Devil construct creature**. The owner may use a Bonus action to change *devil construct creature* back into *rakdos keyrune*. Once used in this fashion, *rakdos keyrune* cannot be used in this fashion again until the owner completes a Long rest.

The form **devil construct creature** takes is irrelevant and is chosen by the owner upon activation but its form will depend on what abilities it gains upon activation. *Devil construct creature* has its own initiative and will either follow orders given to it by its owner (Free action) or combat against combatants it perceives as enemies. If *devil construct creature* drops to zero hit points, *devil construct creature* reverts back to its *rakdos keyrune* form. If *devil construct creature* is reduced to its maximum hit points in the negative, *devil construct creature* reverts back to its *rakdos keyrune* form and is destroyed.

Rakdos Locket (RA)

*Wondrous item - rare (requires **Personal Attunement** by individual Rakdos Guild Member)*

“Ah, the pains some people will go to to be included. Always brings a smile to my face.”

~ Draxsos the Cruel ~

As a Free action, *rakdos locket* can be activated to provide its wielder with one of both Black mana and **Red** mana to their **Mana Pool**. Once this feature has been activated, this feature cannot be activated again until the owner completes a Short rest.

Draw 2 of any combination of Black mana and/or **Red** mana from your **Mana Pool**. Use any combination of both Black and/or **Red** mana to activate *rakdos locket*. Whenever *rakdos locket* is activated in this fashion, recover up to 2 previously used spell slots. Recovered spell slots include but cannot exceed 3 spell levels. Once this ability is used, *rakdos locket* cannot be used to activate this effect until after you complete a Long rest.

Rakdos Signet (Diss)

*Wondrous item - uncommon (requires **Personal Attunement** by individual Rakdos Guild Member)*

Leaning in, the assassin whispered to the apprentice; “A dagger that’s not tasted blood is just a dagger. But a dagger that has tasted life, that my friend, is a treasure.”

As a Free action, you may convert 1 **Drawn** mana from 1 **Colorless** mana to either 1 Black or 1 **Red** mana and add that converted mana to your **Mana Pool**. You may convert 1 **Colorless** mana to 1 Black or 1 **Red** mana up to 3 times. Once *rakdos signet* has been used 3 times, you must complete a Short rest before *rakdos signet* resets to zero uses. If you complete a Short rest before *rakdos signet* has been used 3 times, *rakdos signet* resets to zero uses.

Selesnya Cluestone (DM)

*Wondrous item - Legendary (requires **Joint Attunement** by (list three guild members)*

The lush green surroundings of this location exemplify the beauty that this cluestone

brings to the area. Seemingly unguarded, those that approach feel the constant watchfulness of the surrounding nature as it bares down upon them. Dotted in seemingly random locations near the cluestone are potted plants that resemble humanoids in various poses. Situated near the cluestone itself, a lone empty pot of fertilized soil awaits a new plant to grow.

Standing before his followers, the Majestic Druid spoke purposefully; "What is the value of one life unless it is sacrificed for the benefit of the multitude? What is the value of nature if there be none here to enjoy it?"

As a Free action, this cluestone provides each Selesnya guild member within the confines of the *selesnya guildgates* one mana of either **Green** or **White** to their **Mana Pool** per Short rest.

Any person not attuned to the cluestone that touches the crystal activates the protective sigil and must make a **DC 25 Wisdom saving throw**; failure results in the creature beginning to transform into a plant. As you begin to transform, you feel the urge to move ever closer to an empty plant pot. The creature may repeat the saving throw at the end of 1 round with an accumulated penalty of -1 to the saving throw. Each failure results in the change becoming more prominent and defined. After three consecutive failures, the creature permanently changes into a plant, now nestled nicely within the once empty plant pot, its mind forever trapped within the form.

As an Action, recover 1 previously used spell slot. This recovered spell slot includes but cannot exceed 5 spell levels. Once this ability is used *selesnya cluestone* cannot be used to activate this effect until after you complete a Short rest.

Lastly, as an Action, any one of the three attuned members may destroy the crystal to cause all guild members within the confines of the *selesnya guildgates* to gain a Free

casting of a modified *awaken* spell (PHB, p216) with the following changes:

- Casting time is reduced from 8 hours. to 1 round.
- Duration is reduced from 30 days to 1 minute
- All awakened plants have the **awakened tree** stat block (MM, p317) with half the HD (25 (3d12+6))
- All awakened animals have **their creature stat blocks** (see MM for various creatures) with their current HD.
- The awakened plant or animal knows why it has been awakened and will proceed to fight in defense of the guild and its members
- The awakened plant or animal returns to its natural state at the end of the duration.

Selesnya Keyrune (GC, RtR)

Wondrous item, uncommon (requires Personal Attunement by individual Selesnya Guild Member)

The strength of one can be formidable. The force of a union, unopposable.

~ Proverb of the Ancients ~

As a Free action, the owner may activate *selesnya keyrune* to provide one **Green** mana or one **White** mana to their **Mana Pool**. *Selesnya keyrune* activated in this fashion cannot be activated again until after the owner completes a Short rest.

As part of an Action to activate *selesnya keyrune*, the owner must draw 1 **Green** mana and 1 **White** mana from their **Mana Pool** and channel both mana into *selesnya keyrune*. Once activated, *selesnya keyrune* becomes a (**Green** and **White** mana aligned) **wolf construct creature**. The owner may use a Bonus action to change *wolf construct creature* back into *selesnya keyrune*. Once used in this fashion, *selesnya keyrune* cannot be used in this fashion again until the owner completes a Long rest.

The form **wolf construct creature** takes is irrelevant and is chosen by the owner upon activation but must be canine in shape and size. *Wolf construct creature* has its own initiative and will either follow orders given to it by its owner (Free action) or combat against combatants it perceives as enemies. If *wolf construct creature* drops to zero hit points, *wolf construct creature* reverts back to its *selesnya keyrune* form. If *wolf construct creature* is reduced to its maximum hit points in the negative, *wolf construct creature* reverts back to its *selesnya keyrune* form and is destroyed.

Selesnya Locket (GoR, RA)

Wondrous item - rare (requires **Personal Attunement** by individual Selesnya Guild Member)

Eventually, the last of the mirrors were set into place. The wizard tapped into her mana source and cast her spell. Her delicate fingertip glowed brilliantly with light. Immediately the room was thrust out of its darkness and into the vivid splendor of light that it truly was. "This," she said calmly, looking from her fingertip to each of the mirrors, "is how life spreads herself across Ravnica."

As a Free action, *selesnya locket* can be activated to provide its wielder with one of both **Green** mana and **White** mana to their **Mana Pool**. Once this feature has been activated, this feature cannot be activated again until the owner completes a Short rest.

Draw 2 of any combination of **Green** mana and/or **White** mana from your **Mana Pool**. Use any combination of both **Green** and/or **White** mana to activate *selesnya locket*. Whenever *selesnya locket* is activated in this fashion, recover up to 2 previously used spell slots. Recovered spell slots include but cannot exceed 3 spell levels. Once this ability is used, *selesnya locket* cannot be used to activate this effect until after you complete a Long rest.

Selesnya Signet (RCoG)

Wondrous item - uncommon (**Personal Attunement** by individual Selesnya Guild Member)

*She paused for a moment before bending to draw in the earth. It was a circle. **The** circle. The circle of life. Nature, and her independent yet interdependent self, in all her glory. Life supporting life. Life-giving life. So simple and yet, so perfect.*

As a Free action, you may convert 1 **Drawn** mana from 1 **Colorless** mana to either 1 **Green** or 1 **White** mana and add that converted mana to your **Mana Pool**. You may convert 1 **Colorless** mana to 1 **Green** or 1 **White** mana up to 3 times. Once *selesnya signet* has been used 3 times, you must complete a Short rest before *selesnya signet* resets to zero uses. If you complete a Short rest before *selesnya signet* has been used 3 times, *selesnya signet* resets to zero uses.

Simic Cluestone (DM)

Wonderous item - legendary (requires **Joint Attunement** by (list three guild members)

Bioengineering and the adaptiveness of one to the nature around them is paramount to all citizens of Ravnica to live and coexist with one another. Being the most reclusive and isolated of cluestones, rumors exist as to the offensive and defensive nature of this cluestone. One can only assume that to find out, one only needs to push the simic to the point of breaking their cluestone; something no guild to date has dared to contemplate due to the horrifying images that such a deed conjures up.

*Bold does not necessarily mean strong. Faint does not imply weakness. It is what comes **after** the testing that defines the character.*

~ Quote from 'Ancients in the Wild' ~

As a Free action, this cluestone provides each Simic guild member within the confines of the *simic guildgates* one mana of either **Green** or **Blue** to their **Mana Pool** per Short rest.

Any person not attuned to the cluestone that touches the crystal activates the protective sigil and must make a **DC 25 Constitution saving throw**; failure results in the creature beginning to transform in a protomorphic mass of biogel. As the creature begins to transform, you feel your body begin to take on a more liquid state, devoid of any internal or external skeleton. The creature may repeat the saving throw at the end of the round with an accumulated penalty of -1 to the saving throw. Each failure results in the change becoming more prominent and defined. After three such consecutive failures, the creature permanently changes into its protomorphic state, unable to move but with your trapped consciousness intact. At some point, a simic scientist will come along and, if you're lucky, use your form for something.

As an Action, recover 1 previously used spell slot. This recovered spell slot includes but cannot exceed 5 spell levels. Once this ability is used *simic cluestone* cannot be used to activate this effect until after you complete a Short rest.

Lastly, as an Action, any one of the three attuned members may destroy the crystal to cause all guild members within the confines of the *simic guildgates* to adopt and adapt the form and abilities of one randomly chosen creature from the Monster Manual (see MM, Appendix A: Miscellaneous Creatures, p317+) for a duration of 1 minute. Guild members have both their own skills and feats with whichever statistics are higher; their own or those of the creature. Armor and weapons continue to function where possible. If there is a reasonable reason that the armor/weapons cannot be used (claws instead of hands prevents wielding of weapons), then that armor and/or weapons merge into the new

temporary form. The new form is proficient with the use of this modified armor and weapons. This effect ends if the guild member drops to zero hit points or less or the duration of the effect expires, at which time the guild member reverts back to their normal state.

Simic Keyrune (GC)

Wondrous item, uncommon (requires Personal Attunement by individual Simic Guild Member)

As the tides ebb and flow with the drawing of the moon, so too combat will ebb and flow with the momentum of the battle. The secret then is to find strength and then fortify it.

~ *Excerpt from 'Strategic Combat'* ~

As a Free action, the owner may activate *simic keyrune* to provide one **Green** mana or one **Blue** mana to their **Mana Pool**. *Simic keyrune* activated in this fashion cannot be activated again until after the owner completes a Short rest.

As part of an Action to activate *simic keyrune*, the owner must draw 1 **Green** mana and 1 **Blue** mana from their Mana Pool and channel both mana into *simic keyrune*. Once activated, *simic keyrune* becomes a (**Green** and **Blue** mana aligned) **crab construct creature**. The owner may use a Bonus action to change *crab construct creature* back into *simic keyrune*. Once used in this fashion, *simic keyrune* cannot be used in this fashion again until the owner completes a Long rest. The form **crab construct creature** takes is irrelevant and is chosen by the owner upon activation. Though it is Medium in size, it must be a crustacean in shape. *Crab construct creature* has its own initiative and will either follow orders given to it by its owner (Free action) or combat against combatants it perceives as enemies. If *crab construct creature* drops to zero hit points, *crab artifact creature* reverts back to its

simic keyrune form. If *crab construct* creature is reduced to its maximum hit points in the negative, *crab construct* creature reverts back to its *simic keyrune* form and is destroyed.

Simic Locket (RA)

*Wondrous item - rare (requires **Personal Attunement** by individual Simic Guild Member)*

One cannot emphasize enough that meaning comes from perspective. Just as the coin is but one object, it has two sides. Turn it over and look at that other side.

~ Gorsung Devahek, Counsel to Lord Dermshire ~

As a Free action, *simic locket* can be activated to provide its wielder with one of both Green mana and Blue mana to their Mana Pool. Once this feature has been activated, this feature cannot be activated again until the owner completes a Short rest.

Draw 2 of any combination of Green mana and/or Blue mana from your Mana Pool. Use any combination of both Green and/or Blue mana to activate *simic locket*. Whenever *simic locket* is activated in this fashion, recover up to 2 previously used spell slots. Recovered spell slots include but cannot exceed 3 spell levels. Once this ability is used, *simic locket* cannot be used to activate this effect until after you complete a Long rest.

Simic Signet (Diss)

*Wondrous item - uncommon (requires **Personal Attunement** by individual Simic Guild Member)*

He studied the item carefully. Looking up at the merchant, he stroked his beard and said; "Be sure not to confuse 'honor' with 'quality'. The former pertains to you, my friend. The latter, to the item."

As a Free action, you may convert 1 Drawn mana from 1 Colorless mana to either 1 Green or 1 Blue mana and add that converted mana to your Mana Pool. You may convert 1 Colorless mana to 1 Green or 1 Blue mana up to 3 times. Once *simic signet* has been used 3 times, you must complete a Short rest before *simic signet* resets to zero uses. If you complete a Short rest before *simic signet* has been used 3 times, *simic signet* resets to zero uses.



Spell and Magic Item Related Stat Blocks

Siege Wurm

Huge monstrosity, unaligned, Green mana aligned

New Group Summon Spell
from this publication

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft.

Str 16 (+3) **Dex** 10 (+0) **Con** 18 (+4)
Int 3 (-4) **Wis** 13 (+1) **Cha** 6 (-2)

Saving Throws Con +7

Senses blindsight 30ft., tremorsense 60ft., passive Perception 11

Languages none; it can understand the spellcaster who summoned it

Challenge 5 (1800 XP)

Trample: If the target creature siege wurm attacks drops to zero hit points or less, as a Free action, siege wurm will deal all remaining excess damage to another hostile creature within 10ft. of the original target. If multiple hostile creatures exist, siege wurm deals this damage to one randomly chosen creature.

Actions

Multiattack: The siege wurm makes two melee bite attacks.

Smash: *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 12 (2d8+3) bludgeoning damage.

Insect Construct Creature

Medium construct beast, unaligned, Black and Green mana aligned (Golgari) or Black and Blue mana aligned (Dimir)

(Dimir and Golgari Keyrune Item)

Armor Class 13
Hit Points 27 (4d10 + 5)
Speed 30 ft.

Str 15 (+2) **Dex** 15 (+2) **Con** 12 (+1)
Int 6 (-2) **Wis** 10 (+0) **Cha** 6 (-2)

Skills Stealth +6

Damage Resistances Damage from Black and Green mana creatures or spells and effects from Black and Green mana sources or Black and Blue mana creatures or spells and effects from Black and Blue mana sources

Damage Vulnerabilities Damage from White mana creatures or spells and effects from White mana sources.

Senses passive Perception 14

Languages understands Common but can't speak it
Challenge 2 (450 XP)

Magic Weapons: The *insect construct creature* weapon attacks are considered magical for the purpose of overcoming magic resistance.

Choose one of the following:

Spider Climb: The *insect construct creature* can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check

Fly: *Insect construct creature* has a fly speed of 60ft. and does not provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Multiattack: *Insect construct creature* makes two melee bite attacks

Bite: *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 9 (2d6+2) piercing damage

Beast Construct Creature

Medium construct beast, unaligned, **Red** and **Green** mana aligned

(Gruul Keyrune Item)

Armor Class 14

Hit Points 37 (5d10 + 10)

Speed 30 ft.

Str 18 (+4) **Dex** 12 (+1) **Con** 12 (+2)

Int 8 (-1) **Wis** 11 (+0) **Cha** 8 (-1)

Damage Resistances Damage from Red and Green mana creatures or spells and effects from Red and Green mana sources

Damage Vulnerabilities Damage from Blue mana creatures or spells and effects from Blue mana sources

Senses passive Perception 9

Languages understands Common but can't speak it

Challenge 2 (450 XP)

Trample: If the target creature *beast construct creature* attacks drops to zero hit points or less, as a Free action, *beast construct creature* will deal all remaining excess damage to another hostile creature within 10ft. of the original target. If multiple hostile creatures exist, *beast construct creature* deals this damage to one randomly chosen creature.

Actions

Multiattack: The *beast construct creature* makes two melee attacks.

Attacks listed below must fit the animal chosen.

Bite: *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 10 (1d10+5) piercing damage

Claw: *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 10 (2d4+5) slashing damage

Hooves: *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 10 (2d4+5) bludgeoning damage

Ram: *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 7 (1d4+5) bludgeoning damage and the target must make a Dexterity saving throw or be knocked prone.

Tentacles: *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage. If the target is a creature, target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the beast can't use its tentacles on another target.

Elemental Construct Creature

Medium construct elemental, unaligned, **Blue** and **Red** mana aligned

(Izzet Keyrune Item)

Armor Class 15

Hit Points 34 (4d10 + 12)

Speed 30 ft.

Str 15 (+2) **Dex** 14 (+2) **Con** 17 (+3)

Int 6 (-2) **Wis** 10 (+0) **Cha** 6 (-2)

Damage Resistances Damage from Blue and Red mana creatures or spells and effects from Blue and Red mana sources

Damage Vulnerabilities Damage from Green and White mana creatures or spells and effects from Green and White mana sources

Senses passive Perception 14

Languages understands Common but can't speak it

Challenge 2 (450 XP)

Mixing it up: Each time this construct deals combat damage to a target creature, this construct's owner may swap out 1 spell slot of any level in exchange for 1 or more spells slots of equal or lesser levels (level 3 spell slot can become a level 2 and level 1 spell slot or 3 x level 1 spell slots). Construct's owner can never use this feature to gain more spell slots than their usual maximum.

Elemental Damage: You must chose an element from below when you receive your keyrune. Once chosen, your choice is locked. Your keyrune does an additional 1d4 fire, cold or force damage with each successful hit that causes damage.

Actions

Multiattack: The *elemental construct creature* makes two melee attacks.

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

Thrull Construct Creature

Medium construct thrull, unaligned, **White** and **Black** mana aligned

(Orzhov Keyrune Item)

Armor Class 16

Hit Points 27 (5d8 + 5)

Speed 30 ft.

Str 14 (+2) **Dex** 14 (+2) **Con** 12 (+1)

Int 6 (-2) **Wis** 9 (-1) **Cha** 9 (-1)

Damage Resistances Damage from White and Black mana creatures or spells and effects from White and Black mana sources

Damage Vulnerabilities Damage from Red and Green mana creatures or spells and effects from Red and Green mana sources

Senses passive Perception 9

Languages understands Common but can't speak it

Challenge 2 (450 XP)

Lifelink: Whenever the *thrull construct creature* hits a target creature with a melee attack and does damage to that target creature, construct owner regains $\frac{1}{2}$ the damage dealt in hit points. The construct owner can only benefit from this feature from the 1st attack that hits and only once per round.

Actions

Multiattack: The *thrull construct creature* makes two melee attacks.

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

Javelin: *Melee or Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

Devil Construct Creature

Medium construct devil, neutral evil, **Black** and **Red** mana aligned

(Rakdos Keyrune Item)

Armor Class 14

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 30ft.

Str 12 (+1) **Dex** 14 (+2) **Con** 12 (+1)

Int 10 (+0) **Wis** 12 (+1) **Cha** 8 (-1)

Damage Resistances Damage from Black and Red mana creatures or spells and effects from Black and Red mana sources

Damage Vulnerabilities Damage from White mana creatures or spells and effects from White mana sources

Senses darkvision 80ft., passive Perception 10

Languages understands Common and Infernal but can't speak them

Challenge 2 (450 XP)

Devil Sight: Magical darkness doesn't impede the devil's darkvision

Magic Weapons: The *devil construct creature's* weapon attacks are considered magical for the purpose of overcoming magic resistance.

Flyby: The *devil construct creature* doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Multiattack: The *devil construct creature* makes two melee attacks; 1 with its bite and 1 with its fork

Bite *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

Fork: *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 6 (1d10+1) piercing damage.

Soldier Construct Creature

Medium construct humanoid, unaligned, **Red** and **White** mana aligned

(Boros Keyrune Item)

Armor Class 18

Hit Points 32 (5d8 + 10)

Speed 30 ft.

Str 16 (+3) **Dex** 11 (+0) **Con** 12 (+2)

Int 11 (+0) **Wis** 11 (+0) **Cha** 11 (+0)

Damage Resistances Damage from Red and White mana creatures or spells and effects from Red and White mana sources

Damage Vulnerabilities Damage from Black and Blue mana creatures or spells and effects from Black and Blue mana sources

Senses passive Perception 14

Languages understands Common but can't speak it

Challenge 2 (450 XP)

Magic Weapons: The *soldier construct creature's* weapon attacks are considered magical for the purpose of overcoming damage resistance.

Actions

Multiattack: The *soldier construct creature* makes two melee attacks.

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

Heavy Crossbow: *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1dl0) piercing damage.

Wolf Construct Creature

Medium construct wolf, unaligned, **Green** and **White** mana aligned

(Orzhov Keyrune Item)

Armor Class 16

Hit Points 22 (4d8 + 4)

Speed 40 ft.

Str 14 (+2) **Dex** 16 (+3) **Con** 12 (+1)

Int 8 (-1) **Wis** 12 (+1) **Cha** 8 (-1)

Damage Resistances Damage from Green and White mana creatures or spells and effects from Green and White mana sources

Damage Vulnerabilities Damage from Black mana creatures or spells and effects from Black mana sources

Senses passive Perception 12

Languages understands Common but can't speak it

Challenge 2 (450 XP)

Pack Tactics: The *wolf construct creature* has advantage on attack rolls against a creature if at least one ally to the wolf construct creature is within 5ft. of the creature and the ally isn't incapacitated.

Superb Hearing: The *wolf construct creature* has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack: The *wolf construct creature* makes two bite attacks.

Bite: *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 7 (2d4+2) piercing damage. If the target is a creature, it must make a DC 11 Strength saving throw or be knocked prone.

Crab Construct Creature

Medium construct crab, unaligned, **Green** and **Blue** mana aligned

(Simic Keyrune Item)

Armor Class 16

Hit Points 22 (4d8 + 4)

Speed 30 ft.

Str 14 (+2) **Dex** 14 (+2) **Con** 12 (+1)

Int 6 (-2) **Wis** 9 (-1) **Cha** 6 (-2)

Damage Resistances Damage from Green and Blue mana creatures or spells and effects from Green and Blue mana sources

Damage Vulnerabilities Damage from Black and Red mana creatures or spells and effects from Black and Red mana sources

Senses passive Perception 9

Languages understands Common but can't speak it

Challenge 2 (450 XP)

Hexproof: This *crab construct creature* cannot be the target of spells or spell like effects from anyone other than the crab constructs owner.

Actions

Multiattack: The *crab construct creature* makes two melee attacks.

Claw: *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6+2) piercing damage. If the target is a creature, target is grappled (escape DC 12). The crab construct creature has 2 claws, each of which can grapple only one target.

Onulet Construct

Medium construct, unaligned, **Black** mana aligned

Armor Class 15 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

Str 14 (+2) **Dex** 11 (+0) **Con** 12 (+1)

Int 11 (+0) **Wis** 14 (+2) **Cha** 11 (+0)

Damage Resistances Black mana creatures or spells and effects from Black mana sources

Damage Vulnerabilities White mana creatures or spells and effects from White mana sources.

Senses darkvision 60ft., passive Perception 12

Languages understands Common but can't speak it

Challenge 2 (450 XP)

Magic Weapons: The *onulet construct* weapon attacks are considered magical for the purpose of overcoming magic resistances.

Give Me Life!: If the *onulet construct* drops to zero hit points or less, the owner receives 1d6 hit points and *onulet construct* reverts back to its statuette form and cannot be activated until the owner has completed a Long rest. If *onulet construct* is reduced to its maximum hit points in the negative, the owner receives 1d6 hit points and the *onulet construct* is permanently destroyed.

Actions

Multiattack: The *onulet construct* makes two melee attacks.

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Claw: *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6+2) slashing damage. If the target is a creature, target is grappled (escape DC 12). The *onulet construct* has 2 claws, each of which can grapple only one target.

Su-Chi

Medium construct humanoid, unaligned,
Colorless mana aligned

Armor Class 18

Hit Points 26 (4d10 + 4)

Speed 10 ft., fly 80 ft.

Str 16 (+3) **Dex** 17 (+3) **Con** 13 (+1)

Int 7 (-2) **Wis** 10 (+0) **Cha** 10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages understands Common but can't speak them

Challenge 2 (450 XP)

Magic Weapons: *Su-Chi* weapon attacks are considered magical for the purpose of overcoming magic resistances.

Inherently Unstable: When the *su-chi* takes damage from melee or ranged attack, *su-chi* must make a Constitution saving throw equal to 10 + $\frac{1}{2}$ the damage taken; failure results in the following:
Roll a d20: on a roll of **1-15**, *su-chi* becomes inactive until the start of its next turn; on a roll of **16-20**, *su-chi* makes a free **Slam** or **Kick** (randomly chosen) attack against a random creature within 5ft. of it. If this attack is a **Kick** attack, *su-chi* automatically follows up with a **Slam** attack. If there is no creature within 5ft. of *su-chi*, *su-chi* becomes inactive until the start of its next turn.

Actions

Multiattack: The *su-chi* makes two attacks: in order, one with its **Kick** and one with its **Slam**

Kick: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and the creature falls prone.

Slam: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. This **Slam** attack is made with advantage if target creature is prone and deals +1d6 damage if this **Slam** attack hits.

Chamber Sentry

Medium construct humanoid, unaligned,
all mana colors aligned

Armor Class 17 (base AC)

Hit Points 84 (8d10 + 5)

Speed 30 ft.

Str 10 (+0) **Dex** 10 (+0) **Con** 20 (+5)

Int 10 (+0) **Wis** 10 (+0) **Cha** 10 (+0)

(Str, Dex and AC are Base stats to be modified)

Damage Immunities poison, psychic

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

Damage Resistances All colors of mana creatures or spells and effects from all colors of mana sources

Senses passive Perception 14

Languages understands Common but can't speak it

Challenge 5 (1800 XP)

Magic Weapons: The *chamber sentry* weapon attacks are considered magical for the purpose of overcoming damage resistance.

Permanent Attachment: The *chamber sentry* is immune to the effects of being disarmed of its greatsword. All attempts to disarm the *chamber sentry* from its greatsword results in the attempt being used and subsequent failure.

Actions

Multiattack: The *chamber sentry* makes two melee attacks with its greatsword

Greatsword: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 0) slashing damage.

Avid Construct Creature

Large construct avid, unaligned, *White* and *Blue* mana aligned

(Azorius Keyrune Item)

Armor Class 13

Hit Points 26 (4d10 + 4)

Speed 10 ft., fly 80 ft.

Str 16 (+3) **Dex** 17 (+3) **Con** 13 (+1)

Int 7 (-2) **Wis** 10 (+0) **Cha** 10 (+0)

Skills Perception +4

Damage Resistances Damage from White and Blue mana creatures or spells and effects from White and Blue mana sources

Damage Vulnerabilities Damage from Red mana creatures or spells and effects from Red mana sources

Senses passive Perception 14

Languages understands Common and Auran but can't speak them

Challenge 2 (450 XP)

Keen Sight: The *avid construct creature* has advantage on Wisdom (Perception) checks that rely on sight.

Magic Weapons: The *avid construct creature's* weapon attacks are considered magical for the purpose of overcoming magic resistances.

Actions

Multiattack: The *avid construct creature* makes two attacks: one with its beak and one with its talons.

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

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

Rampaging Monument

Medium construct, humanoid, unaligned

Armor Class 15 (Stone AC 12) (changeable)

Hit Points 8 (1d10 + 3) (changeable)

Speed 30 ft.

Str 16 (+3) (changeable)

Dex 16 (+3) (changeable)

Con 16 (+3) (changeable)

Int 6 (-2) **Wis** 6 (-2) **Cha** 10 (+0)

Damage Resistances bludgeoning, piercing and slashing weapons

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

Senses darkvision 60ft

Languages understands Common but can't speak

Challenge 2 (450 XP)

Trample: Whenever *rampaging monument* deals damage that reduces an opponent to 0 hit points, *rampaging monument* can then cause any leftover damage to spillover onto one adjacent creature within 5ft of the previous opponent. If that creature is reduced to 0 hit points, any leftover damage spills over to the next creature within 5ft of the previous creature reduced to 0 hit points. This spillover of damage continues until all excess damage has been expended or no living creatures remain within 5ft of a previous creature. A creature can only take Trample damage once from any one attack.

Magic Weapons: The *rampaging monument's* weapon attacks are considered magical for the purpose of overcoming magic resistances.

Actions:

Pummel: *Melee Weapon Attack:* +5 to hit (changeable), reach 5 ft., one target. *Hit:* 10 (1d6 + 3 (changeable)) bludgeoning damage.

New Universal Magic Items

Amulet of Kroog (Ant)

Wondrous item, common

Damage is the work of brutes, but healing, that is the work of gods.

~ Acolyte Mullarston ~

Workers during the construction of Ravnica over a millennium ago would frequently become injured in their duties. To prevent any lasting injury, Kroog, an engineer from Izzet Guild, created an amulet in his own name, issuing them to foreman for use as needed. Today, creation processes and materials have changed, making these amulets cheap to create. Various forms of these amulets exist but they are all usually, in honor of the past, known by their creator's name.

As a Bonus action, you may **Draw** 2 mana of any color from your **Mana Pool** to charge *amulet of kroog*. If *amulet of kroog* is charged, you may use a Reaction to discharge *amulet of kroog* to prevent the next 1 damage dealt to any creature within 30 ft of you this turn. The *amulet of kroog* remains charged until discharged.

Angel's Feather (C12)

Wondrous item (amulet), uncommon (requires attunement)

It all boils down to give and take. Give, and be given to. Take, and be punished!

'View of the Oculus'

Occasionally, an angel will relinquish a feather or 2 and allow these special amulets to be constructed. This seemingly delicate looking piece of jewelry is stronger than it looks and is highly sought after by many a mage.

Whenever a creature (including the wearer) within 30 ft of the wearer of an *angel's feather* casts a white spell, the wearer may expend a charge from *angel's feather* to regain 1 hit point. No more than 1 charge can be expended per white spell.

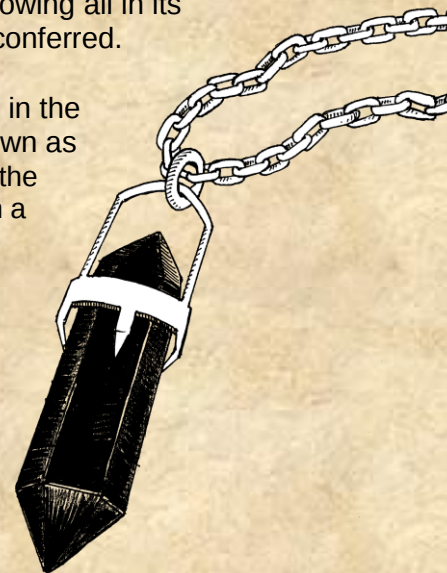
The amulet has 7 charges. The amulet regains 1d6+1 expended charges daily at dawn.

Basalt Monolith (UL, Rev)

Wondrous item, Artifact (requires attunement)

Seemingly in the middle of nowhere, a massive chunk of volcanic rock existed, jutting out impressively from the earth beneath it, rising more than 30 feet into the air. Acting as a filter of sorts, it was able to draw into it mana from the surrounding lands, before safely converting and storing it, as **Colorless** mana, allowing all in its presence the benefits it conferred.

Many, many, years later, in the time that came to be known as 'The Days of Neutrality', the monolith was destroyed in a cataclysmic act of nature, when the skies darkened and the heavens bled hellfire for 6 consecutive days. All mana, and along with it, all magic, was neutralized for the ensuing period of 6 days. At midnight of the last day of neutrality, the sky blew apart and it



erupted in a show of magic, brilliance, and awe, as the multiverse reclaimed itself and spewed forth a new breath of the weave to infuse itself into the land. All that had been destroyed, was slowly coming back to life.

A long forgotten, unnamed elf, skilled in the art of sculpting, was wandering through a nearby grove and stumbled upon a small fragment of the volcanic rock. Inspired by both the brilliance of its dark beauty and some subtle and gentle voice from within the rock subtly, he sculpted from this rock, a miniature carving of the now forgotten monolith. The carving, only 4 inches high, not only captured the majesty of the rock as it originally existed but encapsulated the essence of the magic it contained and power of the reckoning that followed its destruction.

Now, just this 1 piece of the *basalt monolith* is known to exist (though there are unconfirmed rumors of many more hidden throughout the world).

Hypnotized by the beauty of the black carving, the rogue tried to comprehend how something so small, could seem so big.

Random Properties. *Basalt monolith* has the following random properties.

- 1 minor beneficial property
- 1 major beneficial property
- 2 minor detrimental properties

Mana Release. *Basalt monolith* allows a creature attuned to it to generate 3 **Colorless** mana from it, as either a Free action or a reaction, when activated, and add the 3 **Colorless** mana to their **Mana Pool**. *Basalt monolith* cannot be activated again in this way until after finishing a Short rest.

Black Lotus (UL)

Wondrous item, very rare

These black petaled flowers are extremely rare and are only found in the deepest parts of jungles and swamps. To create a *black lotus* magic item, the flower must first be found. During an eclipsed moon on a 6th year, whilst it still remains on the stem, a ritual is performed by 5 different mono-colored mages, one for each color,. The ritual needs to be completed before the eclipse ends. Once completed, the flower petrifies, becoming a mana-producing magic item that attaches itself to one of the 5 mages present. The mage is then free to pass on the *black lotus* to whomever they please.



A creature may never be in possession of more than 1 *black lotus* at a time. Should a creature be in possession of more than one *black lotus*, all *black lotus* are reduced to rubble and are forever destroyed.

The greatest of all things come in threes; space, time, and being.

~ 'Secrets of the Decree' ~

A creature may activate this *black lotus* to create three mana of any color and transfer that three mana to their **Mana Pool**. Once activated in this way, *black lotus* deactivates.

Black lotus reactivates again on the following midnight.

Celestial Prism (Rev)

Wondrous item, uncommon

This prism is easily discernible in certain circles by its familiar star-shaped pattern within its crystal prism interior. Also noticeable is the flash that the star shape makes when the item is activated. This is not an item you use if you intend on doing anything through stealth, as many an uneducated rogue has learned over time!

Some things are of far greater value when kept. Wisdom is knowing this moment.

Celestial prism must be held in the hand to use.

As a Bonus action, **Draw 2 Colorless** mana from your **Mana Pool** and activate *celestial prism* to convert that 2 **Colorless** mana into any 1 colored mana then add that converted colored mana to your **Mana Pool**. You cannot use more than 2 **Colorless** mana to activate *celestial prism* in this fashion and you cannot gain more than 1 mana of any color through activating *celestial prism* in this fashion each turn.

Chamber Sentry (GoR)

Wondrous item (construct), rare

'The best damage you can deal is through personal sacrifice. That is a fact.'

~ Edict 24b ~

As part of the activation cost associated with a *chamber sentry*, a mage must spend X **Colored** mana to activate the *chamber sentry*, where X equals 1 of each color of mana spent to activate *chamber sentry*. Activation lasts for 24 hours, at which time the *chamber sentry* powers down and becomes inactive. The mage who spent the X **Colored** mana to activate the *chamber sentry* becomes the owner of the *chamber sentry*. Ownership of the *chamber sentry* transfers to a new owner only when the *chamber sentry* powers down and becomes

inactive and a new mage reactivates the *chamber sentry* by spending X colored mana to do so.

Add a +2 Bonus to *chamber sentry*'s Strength and Dexterity ability scores, for each 1 different colored mana type used when activating *chamber sentry*.

At any time during the *chamber sentry*'s turn, the construct's current owner can use a Reaction to spend 1 **Colorless** mana and decrease the construct's Strength and Dexterity ability scores by 2 each to allow *chamber sentry* to make one Free attack on this turn against a target within 5 feet of it. If no creature exists within 5ft of the *chamber sentry* when this feature is used, the 1 **Colorless** mana is still spent but the *chamber sentry* cannot make one Free attack. This feature can only be used once per *chamber sentry*'s turn and no more than 1 **Colorless** mana can be used on any turn to allow the *chamber sentry* one Free attack.

Should this feature be used to remove the last + 2 Bonus to Strength and Dexterity ability scores, dropping the *chamber sentry*'s ability scores to its base stat block printing, the *chamber sentry* may still make one Free attack on this turn against a target within 5 feet of it. At the conclusion of this attack, *chamber sentry* powers down and become inactive. A mage can spend X colored mana to reactivate the *chamber sentry*, where X equals 1 of each color of mana spent to activate *chamber sentry*, and the 24hr activation timer resumes from where it left off.

If the *chamber sentry* drops to zero hit points or less, the *chamber sentry* powers down and becomes inactive. The *chamber sentry* cannot be reactivated until the *chamber sentry* has been deactivated for 24 hours. Once 24 hours have elapsed, *chamber sentry* can be reactivated by a mage spending X colored mana, where X equals 1 of each color of mana spent to activate *chamber sentry*. By doing so, the

casting mage becomes the new owner of this *chamber sentry*. If the *chamber sentry* drops to its maximum hit points in the negative, the *chamber sentry* deactivates, crumbles to rubble, and is destroyed.

If the *chamber sentry* is destroyed, for the next 10 minutes, if the mage can pay the cost of one mana of each color (White, Blue, Black, Red, and Green), *chamber sentry* can be resurrected (made whole) and then reactivated by paying X colored mana. If the *chamber sentry* cannot be resurrected (made whole) within 10 minutes of crumbling to rubble, the rubble of the *chamber sentry* turns to sand, and *chamber sentry* is permanently destroyed.

Chromatic Lantern (GoR, GC, RtR)

Wondrous item (lantern), rare (requires attunement)

A creature attuned to a *chromatic lantern* can use a Bonus action to activate a *chromatic lantern* and gain 1 colored mana of any source. This mana is added to the creature's **Mana Pool** ready for use. Once a *chromatic lantern* has been activated in this fashion, it cannot be activated again in the same fashion until the attuned creature has completed a Short rest.

Chromatic lantern has 7 charges. *Chromatic lantern* regains 1d6+1 charges at dawn.

Use the strengths of your enemy to your advantage, that they may not see you coming!

~ 'The Law of War' ~

An attuned creature can activate a *chromatic lantern* by expending 1 charge. Activation of the *chromatic lantern* lasts until the end of the creature's current turn.

When a creature activates a *chromatic lantern* and taps a land source for mana they have an affinity with, *chromatic lantern*

grants them the ability to **Tap** 1 additional mana of the same color and *chromatic lantern* then converts that additional mana into a mana source of any color. This additional mana, when **Tapped**, is placed in the creature's **Mana Pool** ready for use.

Conservator (UL, Rev)

Wondrous item, uncommon (requires attunement)

This necklace and medallion are designed with a native and tribal feel in mind. Working the spiritual protection of those that can foresee the future, the medallion, when primed, is constantly on the lookout for danger and harm to its owner.

"A stitch in time saves nine," the sage said. "Nine what?" asked his student. "Nine stitches" smiled the sage

Once per turn, the owner may use a Bonus action to expend 3 **Colorless** mana to activate *conservator*. Each activation of *conservator* will prevent the next 2d6 damage dealt to the owner before the end of their next turn. If no damage is dealt to the owner before the end of their next turn after activation, the *conservator* deactivates and the expended mana to activate *conservator* from the previous turn is lost.

Crystal Rod (UL, Rev)

Wondrous item, uncommon (requires attunement)

She held it in her hand, hypnotized by the depth of its blue. It held within it not only the color of the sea but all of her power as well.

Whenever a creature within 30 ft of *crystal rod* casts a **mono-Blue** spell, or a multi-colored spell requiring **Blue** mana as part of its casting cost, the owner, as a Reaction, may spend 1 **Colorless** mana to activate *crystal rod*. Activating *crystal rod* in this fashion regains the owner 1d4 hit points. The owner cannot activate more than 1 *crystal rod* per spell cast, use more than 1

Colorless mana to activate *crystal rod* and cannot gain more than 1d4 hit points per activation of *crystal rod*. The owner is still restricted unless otherwise stated, to 1 Reaction per round and additional **mono or multicolored Blue** spells does not allow for additional Reactions per round.

Demon's Horn (C12)

Wondrous item (token), uncommon (requires attunement)

These small shattered horns are held together by a silver band once they are harvested from slain demons who meet their demise in battle from Black spells. Consequently, there are many small demons running around battles avoiding Black spellcasting mages.

Holding it up he looked closely at it. The shape, the texture, the coloring. It all reminded him of something. Then it hit him, he was looking at the battle between life and death.

Whenever a creature (including the wearer) within 30 ft of the wearer of a *demon's horn* casts a Black spell, the wearer may expend a charge from *demon's horn* to regain 1 hit point. No more than 1 charge can be expended per Black spell.

The token has 7 charges. The token regains 1d6+1 expended charges daily at dawn.

Diamond Mare (C19)

Wondrous item (construct, horse), very rare (due to the cost and availability of the materials (ritually enchanted diamonds) to construct)

Although a *diamond mare* has the same statistics as a **warhorse** (MM, p340), due to its magical nature and hardened construction material (diamond), it's AC becomes 19 and it has 85 (10d10+3) hit points. A *diamond mare* can be fitted with **barding** (see Variant: Warhorse Armor, MM, p340) if such barding is custom made

to fit the construct. Any barding custom made to fit a *diamond mare* costs an additional ½ base cost on top of the base construction cost to make the barding.

Should a *diamond mare* sustain damage from whatever source, it regains hit points at the rate of 1 hit point per 10 rounds. If a *diamond mare* sustains enough damage to drop its hit points to zero or below, the construct deactivates and gains the **Unconscious** condition whilst deactivated. A *diamond mare* in this condition loses the **Unconscious** condition once it's hit points raise to above zero hit points. Should a *diamond mare's* hit points drop to negative its maximum hit points (-85 hit points), *diamond mare* immediately shatters and is permanently destroyed, leaving behind 50d100 gp worth of shattered diamonds scattered within a 30 ft area of its destruction. Shattering in such a fashion causes the following:

- any creature or object within 30 ft of a *diamond mare* when it shatters must immediately make a **DC 15 Dexterity saving throw**; failure results in the creature or object taking 21 (6d6) piercing damage or half as much on a success.
- the rider and any barding worn by the *diamond mare* when it shattered must immediately make separate **DC 15 Constitution saving throws**; failure results in the following:
 - rider immediately takes 21 (6d6) piercing damage or half as much on a success.
 - on a success, the barding immediately takes enough damage to drop its effective category by 2 places (platemail becomes effectively chainmail until repaired; studded leather and leather barding is destroyed) until the expenditure of 20% of the initial cost of the barding is paid for the repairs. On a failure, the barding is destroyed.

To activate and use the abilities of a *diamond mare*, a creature must be mounted on, and in control of, the *diamond mare* prior to use.

Only a fool would look for a pot of gold at the end of a rainbow.

~ 'The Clarity of Wisdom' ~

Whenever a creature first mounts a *diamond mare*, the creature must choose a mana source; *diamond mare* takes on the chosen color of the mana source and maintains that chosen color until the creature dismounts. Once a creature dismounts or is forced to dismount from a *diamond mare*, the construct loses all affinity to the chosen color and mana source until a creature again mounts the *diamond mare*.

Whilst a creature is mounted upon a *diamond mare*, when the mounted creature casts a spell of the chosen color or activates an ability with an affinity to the chosen color, the mounted creature regains 1d6 hit points. The mounted creature cannot regain more than 1d6 hit points per spell cast or ability activated and cannot regain hit points in this fashion more than once per round.

Dragon's Claw (C12)

Wondrous item (necklace), uncommon (requires attunement)

These small dragon claws are commonly enchanted and set in resin. They are then decorated with either silver or platinum chains to allow their owners to proudly display their trophies to others.

"If you're looking for a place where you'll never fear the dark, you will find it in the place where you will fear the light. And that fear will be very, very, real. For it will signify your end."

~ Escartol the Seer ~

Whenever a creature (including the wearer) within 30 ft of the wearer of a *dragon's claw* casts a red spell, the wearer may expend a charge from *dragon's claw* to regain 1 hit point. No more than 1 charge can be expended per red spell.

The necklace has 7 charges. The amulet regains 1d6+1 expended charges daily at dawn.

Ebony Horse (Rev)

Wondrous item (construct, horse), very rare

Although an *ebony horse* has the same statistics as a **riding horse** (MM, p336), due to its magical nature and hardened construction material (ebony wood), it's AC becomes 15 and it has 47 (5d10+4) hit points. An *ebony horse* can be fitted with **barding** (see Variant: Warhorse Armor, MM, p340) if such barding is custom made to fit the construct. Any barding custom made to fit an *ebony horse* costs an additional ½ base cost on top of the base construction cost to make the barding.

Should an *ebony horse* sustain damage from whatever source, it regains hit points at the rate of 1 hit point per 10 rounds. If an *ebony horse* sustains enough damage to drop its hit points to zero or below, the construct deactivates and gains the **Unconscious** condition whilst deactivated. An *ebony horse* in this condition loses the **Unconscious** condition once it's hit points raise to above zero hit points. Should an *ebony horse's* hit points drop to negative its maximum hit points (-47 hit points), *ebony horse* immediately shatters and is permanently destroyed. Shattering in such a fashion causes the following:

- any creature or object within 30 ft of an *ebony horse* when it shatters must immediately make a **DC 15 Dexterity saving throw**; failure results in the creature or object taking 17 (5d6) piercing damage or half as much on a success.

- the rider and any barding worn by the *ebony horse* when it shattered must immediately make separate **DC 15 Constitution saving throws**; failure results in the following:
 - rider immediately takes 17 (5d6) piercing damage or half as much on a success.
 - on a success, the barding immediately takes enough damage to drop its effective category by 1 place (platemail becomes effectively splint mail until repaired; leather barding is destroyed) until the expenditure of 15% of the initial cost of the barding is paid for the repairs. On a failure, the barding is destroyed.

To activate and use the ability of an *ebony horse*, a creature must be mounted, on and in control of, the *ebony horse* prior to use.

He mounted his steed and rode into battle. Rider, weapon, and horse coming together to complete the whole. As one, they became Healing Death.

Whilst a rider is mounted upon an *ebony horse*, the rider may **Tap 2 Colorless** mana to activate the ability of the *ebony horse*. Upon activation of the ability and as a Reaction, once combat is resolved and a result is known, *ebony horse* creates a spatial distortion on a hostile creature the rider can see within 30 ft. As a result of this spatial distortion, *ebony horse* removes the creature from combat moments before it would have concluded its attack or have been hit and/or taken damage as a result of combat by another creature, spell or ability. The side effect, should this spatial distortion happen, is that any damage dealt by the removed (saved) creature is mysteriously removed from any creature hit by the saved creature this turn, irrespective of whether that damage was melee, ranged, spell or ability caused. Activation of this ability can

only occur once per round, no more than 2 **Colorless** mana can be used to activate this ability, and no more than 1 creature within 30 ft of the rider can be affected by this ability each round.

Gatekeeper Gargoyle (GoR)

Wondrous item (construct, creature), uncommon

A *gatekeeper gargoyle* has the same statistics as a **gargoyle** (MM, p140), and its statics are directly linked to the *guildgates* of the respective guilds.

For each active and functioning *guildgate* a *guild controls*, the *gatekeeper gargoyle* gains the following bonuses:

- AC increases by +1
- hit points increase by + (1d8 + Con modifier)
- to hit increases by +1
- damage increases by +1

Gatekeeper gargoyles, upon construction by the guild, are allocated to one of the two *Guildgates* connected to the guild. Although allocated to a particular *guildgate*, this does not prevent the *gatekeeper gargoyle* leaving their allocated *guildgate* and position. *Gatekeeper gargoyles* are free to move around within the grounds and surrounding area out to a distance of 100 ft., depending upon their instructions.

If you looked closely, you could see its dim, stony silhouette barely visible against the deep night sky; searching, hunting, protecting.

Any guild member may issue instruction to any *gatekeeper gargoyle* and expect that instruction to be obeyed, providing that instruction doesn't conflict with instructions issued to it by a higher member of the guild or conflict with the safety of the guild or their allocated *guildgate* (DM discretion is generally called upon here if a character wishes to take control of a *gatekeeper gargoyle*).

In the pursuit of their ability and standing orders, or orders given to it by a guild member, a *gatekeeper gargoyle* will pursue a creature whilst within the grounds and continue to pursue that creature beyond the *guildgates*, out to a distance of 100 ft. Should a creature move beyond 100 ft, a *gatekeeper gargoyle* will give up the pursuit and return to within the grounds of their respective guild's (again, DM discretion is called upon here as this may be situational as to how a *gatekeeper gargoyle* acts in pursuit of its duties).

Should a guild's *guildgate* cease to function, for whatever reason, the bonuses granted to a *gatekeeper gargoyle* will drop based on the number of functioning *guildgates* at a particular time. Should both of the guilds *guildgates* cease to function at any particular time, all *gatekeeper gargoyle*s connected to those gates will cease to function and gain the

Unconscious

condition. Once one or more *guildgates* resume

functioning, all *gatekeeper gargoyle*s connected to those *guildgates* resume functioning.

They regain appropriate bonuses connected to those *guildgates* and lose the

Unconscious

condition. Should a *gatekeeper gargoyle* sustain damage from whatever source, it regains hit points at the rate of 1 hit

point per 10 rounds. If a *gatekeeper gargoyle* sustains enough damage to drop its hit points to zero or below, the gargoyle deactivates and gains the **Unconscious** condition whilst deactivated. A *gatekeeper gargoyle* in this condition loses the **Unconscious** condition once its hit points raise to above zero hit points. Should a *gatekeeper gargoyle*'s hit points drop to negative its maximum hit points (varies dependent on bonuses), *gatekeeper gargoyle* immediately shatters and is permanently destroyed.

Gauntlet of Might (UL)

Wondrous item (gauntlets), very rare (requires attunement)

A *gauntlet of might* is only ever found and used as a single item. Donning another *gauntlet of might* will cause each gauntlet to disenchant the other, permanently destroying both gauntlets!

Due to the chaotic nature of these gauntlets, only a **Red** creature or a creature with an affinity to **Red** mana (either mono or multi) can attune to a *gauntlet of might*.

If it is strength that you seek, then look to the mountains. For there, you will find all the strength that you need.

~ *Dwarven Proverb* ~

An attuned creature using a *gauntlet of might* gains a bonus to their AC of +1.

They also gain an additional +1 to hit and +1 to damage when using a melee attack to attack another creature.

Whenever an attuned creature taps a resource for **Red** mana, the



attuned creature gains one additional **Red** mana when wearing a *gauntlet of might*. This additional mana is added to the attuned creature's **Mana Pool** and is ready for use.

Glaive of the Guildpact (GoR)

*Wondrous item (weapon), rare (requires **Personal Attunement** by a member of a guild)*

A glaive is a polearm, consisting of a single-edged blade on the end of a pole. The *glaive of the guildpact* is considered to be a two-handed weapon.

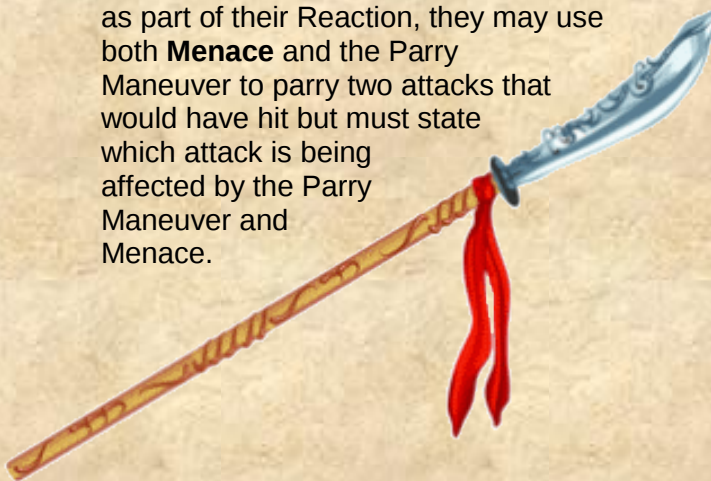
Whilst wielder is a member of a guild, this *glaive of the guildpact* is a +1 magic weapon in addition to the **Guildgate Affinity** below.

(Personal Attunement): This item is considered a generic guild item, in that it can belong to any guild, with ownership dependent on the wielders guild affiliation upon attunement. Any member of any guild can attune to this weapon if it is not currently attuned by another. The current attuned owner can relinquish attunement to this weapon by spending 10-minutes to do so. Should the current attuned owner die whilst attuned to this weapon, after 10-minutes, the weapon automatically loses its attunement to the current attuned owner, allowing another to gain a **Personal Attunement** to this weapon.

(Guildgate Affinity): In the hands of a person that does not belong to a guild, this weapon is considered magical for the purposes of overcoming magical resistance but does not bestow any further bonus or allow the wielder to activate any of the weapons additional abilities listed below. Whilst within the influence of their aligned *guildgate(s)*, this *glaive of the guildpact* gains a bonus +1 for each guildgate, up to a maximum of +3.

(Vigilance): Whilst the wielder is in control of this *glaive of the guildpact*, the wielder cannot be surprised and cannot be targeted by attacks resulting from Opportunity Attacks.

(Menace): Should the wielder of this *glaive of the guildpact* already have the Parry Maneuver (see PHB, Fighter), the wielder, as part of their Reaction, they may use both **Menace** and the Parry Maneuver to parry two attacks that would have hit but must state which attack is being affected by the Parry Maneuver and Menace.



Storming the castle, bearing the glaive, just like a moth to the flame, he found his opponents drawn to him in pairs. In pairs, they came. In pairs, they fell.

As a Reaction, the wielder of this *glaive of the guildpact* can attempt to parry one melee attack from an opponent that would have been a hit. If the wielder was hit by more than one melee attack, the wielder must declare which melee attack they will attempt to parry. The wielder must declare that they will attempt to parry a melee attack before the melee attack damage is rolled. Once the parry has been declared against a melee attack, the wielder must make a **DC X Dexterity saving throw** where **X** is equal to the damage dealt by the melee attack (minus) the characters level plus their Dexterity modifier plus their proficiency bonus. If the **Menace** saving throw is equal to or exceeds the damage dealt, the melee attack is considered parried and the wielder takes no damage from that melee attack.

The wielder can only use **Menace** once per turn. The use of **Menace** recharges at the beginning of the wielders next turn.

(Equip To Another): As part of an Action, the attuned owner can expend 3 **Colorless** mana to transfer this *glaive of the guildpact* to another they can see within 30 ft. This *glaive of the guildpact* immediately disappears from the hand of the attuned owner and appears in the hand of the new owner, falling at their feet if the new owner does not have a free hand. The new owner can use this *glaive of the guildpact* and its abilities as if they were attuned to the weapon, so long as they remain within 30 ft of the attuned owner. If the new owner should move outside of 30 ft from the attuned owner whilst wielding this *glaive of the guildpact* or should this weapon be separated from the new owner, this *glaive of the guildpact* returns back to the attuned owner, landing at their feet if the attuned owner does not have a free hand. The attuned owner can cancel the **Equip To Another** ability at any time, where this *glaive of the guildpact* will return back to the attuned owner, landing at their feet if they don't have a free hand.

Gilded Lotus (C13)

Wondrous item, very rare

These gold petaled flowers are extremely rare and are only found amongst rare lily pads that grow in the desolate waters of a desert oasis. To create a *gilded lotus* magic item, the flower must first be found. During a new sun of the dawn following a violent storm, and whilst the flower remains on the stem, a ritual is performed by 5 different mono-colored mages, one for each color,. The ritual requires all five mages to dust the golden flower with separate colored mana-infused gold dust. Once



completed, the flower turns to gold with inner flecks of the five color spectrum and becomes a mana-producing magic item that attaches itself to one of the 5 mages present. The mage is then free to pass on the *gilded lotus* to whomever they please.

Caught, and quite well hidden, between the extremities of failure and hope, lies success.

~ *Ravnican Proverb* ~

The creature may never be in possession of more than one *gilded lotus* at a time. Should a creature be in possession of more than one *gilded lotus*, all *gilded lotus* are reduced to a puddle of molten gold and are forever destroyed.

A creature may activate this *gilded lotus* to create three mana of any color and transfer that three mana to their **Mana Pool**. Once activated in this way, *gilded lotus* deactivates.

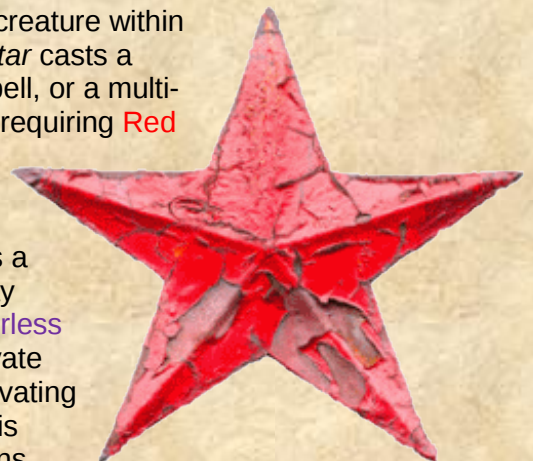
Gilded lotus reactivates again on the following dawn.

Iron Star (UL, Rev)

Wondrous item, uncommon (requires attunement)

Picking it up, it was hot to the touch, as if it held, and was ready to release, the fires of hell.

Whenever a creature within 30 ft of *iron star* casts a **mono-Red** spell, or a multi-colored spell requiring **Red** mana as part of its casting cost, the owner, as a Reaction, may spend 1 **Colorless** mana to activate *iron star*. Activating *iron star* in this fashion regains



the owner 1d4 hit points. The owner cannot activate more than 1 *iron star* per spell cast, use more than 1 **Colorless** mana to activate *iron star* and cannot gain more than 1d4 hit points per activation of an *iron star*. The owner is still restricted unless otherwise stated, to 1 Reaction per round and additional **mono or multicolored Red** spells does not allow for additional Reactions per round.

Ivory Cup (UL, Rev)

Wondrous item, uncommon (requires attunement)

The acolyte looked at his student and smiled. "The power comes not from the prayer, but from the blessing."

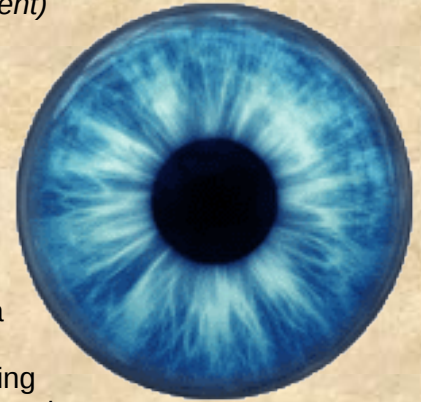
Whenever a creature within 30 ft of *ivory cup* casts a **mono-White** spell, or a multi-colored spell requiring **White** mana as part of its casting cost, the owner, as a Reaction, may spend 1 **Colorless** mana to activate *ivory cup*. Activating *ivory cup* in this fashion regains the owner 1d4 hit points. The owner cannot activate more than 1 *ivory cup* per spell cast, use more than 1 **Colorless** mana to activate *ivory cup* and cannot gain more than 1d4 hit points per activation of an *ivory cup*. The owner is still restricted unless otherwise stated, to 1 Reaction per round and additional **mono or multicolored White** spells does not allow for additional Reactions per round.



Kraken's Eye (C12)

Wondrous item (amulet), uncommon (requires attunement)

Not actually from krakens, these peculiar gems closely resemble the eye of a kraken. They are commonly set in a claw setting and silver chain, allowing their owners to wear them around their necks.



All of civilization will come, and it will go. For all that has ever existed lies deep below in the darkest of the oceans. I should know, I've seen it.

~ Zeraphere the Destroyer ~

Whenever a creature (including the wearer) within 30 ft of the wearer of a *kraken's eye* casts a **Blue** spell, the wearer may expend a charge from *kraken's eye* to regain 1 hit point. No more than 1 charge can be expended per **Blue** spell.

The amulet has 7 charges. The amulet regains 1d6+1 expended charges daily at dawn.

Mana Vault (UL)

Wondrous item, rare (cursed)

When you break into the vault you can expect to take damage.

~ Quote from 'Nothing is Safe' ~

Mana vaults have always been a mixed bag of pleasure and pain between their owners and the *mana vault* itself. On one possible positive, *mana vaults* grant near-instant access to ready mana over a distance at the blink of an eye. On another possible positive, many a new owner have found

'unclaimed' *mana vaults* sitting in basements of 'disused' ruins. Both may eventually find the negatives associated with using a *mana vault* as they witness their dismal lives diminish to a *mana vault* they cannot separate from.

As part of a Bonus action, a creature may within 100 ft of *mana vault* activate *mana vault* to draw 3 **Colorless** mana from *mana vault* and then add that **Colorless** mana to your **Mana Pool**. If a creature activates *mana vault* in this fashion, *mana vault* creates a cursed psychic link between the activated *mana vault* and the creature. For the duration of this cursed psychic link, this link cannot be broken, or damage prevented until *mana vault* is recharged, a remove curse is cast on the linked creature, *mana vault* and the creature exist on separate planes of existence, or the creature dies. Any time before the beginning of the creature's turn, the creature may channel 4 **Colorless** mana along the cursed psychic link between the creature and *mana vault* to recharge *mana vault* and deactivate the cursed psychic link. At the beginning of your turn, if a cursed psychic link exists between the creature and *mana vault*, the creature takes 1d3 psychic damage.

Although *mana vault* remains magical, *mana vault* can be found in an uncharged and inert state. This is possibly due to previous creature to activate the *mana vault* using a *remove curse* or plane shifting to separate from *mana vault* or dying from damage taken whilst under the effect of the cursed psychic link. If found in this uncharged and inert state, as an Action, any able creature can create a cursed psychic link between the creature and *mana vault* and recharge *mana vault* with 4 **Colorless** mana. Once recharged in this fashion, the cursed psychic link between *mana vault* and the creature ends.

A cursed psychic link can only exist between one creature and one *mana vault* at any one time.

Mox Emerald (UL)

Wondrous item, very rare

Similar to mana-infused rubies, mana-infused emeralds are only found in mana-rich lodestone.

Unlike their cousin, mana-infused emeralds require a cosmic event to create them, one of such great importance, only the gods themselves know in advance what it could be. Mages often misread the signs required for a mana-infused emerald to manifest, resulting in wasted magical energy and effort, locating an emerald unsuitable for magic item creation.



If one looked closely, they could see the slightest of green tinges in her eyes. Unbeknownst to anyone, she had called upon and received, the assistance of the forest.

As a Free action, a creature can activate a *mox emerald* to generate one **Green** mana and transfer that generated **Green** mana to their **Mana Pool**. Once activated in this fashion, this *mox emerald* cannot be again activated until the following turn. This *mox emerald* can only be activated once per turn and can only generate one **Green** mana per activation.

Mox Jet (UL)

Wondrous item, very rare

Jet stone is an organic rock that is created when pieces of woody material are buried, compacted, and then go through organic degradation. It is then heated, resulting in a coal



seam. Jet stone required to create Black mana can only occur when the entire process happens within a centralized corrupted mana source, something that only happens during a corruptive and destructively catastrophic event.

Suddenly, a sneer crossed his face, as his consciousness registered the further accumulation of power and mana coming under his control.

As a Free action, a creature can activate a *mox jet* to generate one Black mana and transfer that generated Black mana to their **Mana Pool**. Once activated in this fashion, this *mox jet* cannot be activated again until the following turn. This *mox jet* can only be activated once per turn and can only generate one Black mana per activation.

Mox Pearl (UL)

Wondrous item, very rare

These opaque milky white pearls appear on rare occasions where clams have been infused with leaking raw mana. Harvested when they reach a very specific size, these pearls can be easily used to create a restricted supply of white mana.

Holding out her hands, palms up, she summoned her inner spirit, and bid it to join her, to strengthen her, to empower her. Opening her eyes, she could feel the mana within her.

As a Free action, a creature can activate a *mox pearl* to generate one **White** mana and transfer that generated **White** mana to their **Mana Pool**. Once activated in this fashion, this *mox pearl* cannot be activated again until the following turn. This *mox pearl* can only be

activated once per turn and can only generate one **White** mana per activation.

Mox Ruby (UL)

Wondrous item, very rare

These rare rubies are mined from mana-rich loadstone. Due to the required size of the ruby to produce an item, only one ruby can be extracted from any one location. As with any gem of this type, these gems are highly sort after by xorns and other gem eating creatures.

Throwing his head back, he closed his eyes and called upon the power of the mountains to seek him, to find him, to fill him. Suddenly the sky darkened as the mage felt the fire growing within.

As a Free action, a creature can activate a *mox ruby* to generate one **Red** mana and transfer that generated **Red** mana to their **Mana Pool**. Once activated in this fashion, this *mox ruby* cannot be activated again until the following turn. This *mox ruby* can only be activated once per turn and can only generate one **Red** mana per activation.



Mox Sapphire(UL)

Wondrous item, very rare

Sapphires are generally mined from the land. Mana-infused sapphires are only found within coral formations that have been left to grow where blue mana is at its most intense. The trouble with retrieving these gems is that intense blue mana can only be



found in the deepest of oceans, guarded by beasts of the deep yet to be categorized.

His memories swirled, incantations running through his mind, as he willed the purest of essences known to him, to fill his being. That essence? Blue mana

As a Free action, a creature can activate a *mox sapphire* to generate one **Blue** mana and transfer that generated **Blue** mana to their **Mana Pool**. Once activated in this fashion, this *mox sapphire* cannot be activated again until the following turn. This *mox sapphire* can only be activated once per turn and can only generate one **Blue** mana per activation.

Onulet (Ant, Rev)

Wondrous item (construct), uncommon

If we do not change, we get left behind, to be consumed, crushed, and spat out, by the greatest of all creatures. Time.

~ Lord Garavuss III ~

Created in the laboratory of a mad and delusional mage, the **onulet construct creature** is a small, bone statuette of a frightful, if not odd, looking construct. It appears to be part beast, part insect, part ghost, and part object. *Onulet construct creature* has 4 eyes, 2 mouths, 6 legs, and a flat back.

Stat block for the *onulet construct creature* can be found in the **Spell and Magic Item Related Stat Block** section of this publication.

As part of the activation cost, the owner of the *onulet construct creature* statuette must pay 3 **Colorless** mana, speak the command word and throw the *onulet construct creature* statuette to an unoccupied space within 60ft. Once the statuette lands, the figurine becomes a construct creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature,

the figurine remains a statuette and doesn't activate.

Once activated, *onulet construct creature* is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the *onulet construct creature* defends itself but takes no other actions.

Roll initiative for the onulet. The *onulet construct creature* functions on its own turn. If *onulet construct creature* drops to zero hit points, the owner receives 1d6 hit points and onulet reverts back to its statuette form and cannot be activated until the owner has completed a Long rest. If *onulet construct creature* is reduced to its maximum hit points in the negative, the owner receives 1d6 hit points and the onulet is permanently destroyed.

The creature exists for 2 hours. The *onulet construct creature* reverts to its figurine form if the *onulet construct creature* drops to zero hit points or less, the command word is spoken by the owner whilst touching the *onulet construct creature*, or the duration expires. Once the onulet reverts back to its statuette form, this statuette can't be used again until the owner completes a Long rest.

Pariah's Shield (RCoG)

Wondrous item (shield), rare (requires attunement by the owner, not wielder)

These shields come in a variety of shapes and sizes and can be constructed using any material. They are generally constructed to suit the race of creature intending to act as a willing recipient of the shield. The only restriction on its use would be if the willing recipient could wield the shield in the first place (a halfling could not wield a large shield, willing or not).

The use of a *pariah's shield* requires a willing creature to wield the shield. Any unwilling or unknowing person forced to wield a *pariah's shield* causes the magic of

the shield to deactivate whilst being wielded by such a creature.

"How will I know when my time has come?" she asked. "When your purpose has called" the priest replied. "And how shall I know when my purpose has called?" she continued. Meeting her gaze he turned slowly and pointed to the wall. "You will lift the shield."

Once a willing creature begins to wield a *pariah's shield*, a mystic bond exists between the attuned owner of the *pariah's shield* and the willing creature. Any time the attuned owner of a *pariah's shield* takes damage (irrespective of whether that damage occurs via a melee or ranged attack, damage resulting from a spells effect, or damage resulting from an ability), all damage is transferred to the willing creature wielding the linked *pariah's shield*.

Should the willing creature lose consciousness, become unwilling, or take damage enough to drop them to zero hit points or below, irrespective of whether the damage taken occurred as a result of external damage or damage as a result of the ability of a *pariah's shield*, the ability of the shield ceases to function whilst it remains connected to the willing creature. Should this willing creature regain consciousness, resume being a willing creature, or regain consciousness as a result of their hit points being raised above zero hit points, or, another willing creature takes up the shield and begins to wield it, the ability of the *pariah's shield* resumes functioning.

Only one willing creature can be in control of a *pariah's shield* at any one time and a willing creature can only wield one *pariah's shield* at a time. Being in possession of or attempting to willingly wield more than one *pariah's shield* causes both shields to immediately cease to function and both are immediately destroyed.

Prophetic Prism (GC)

Wondrous item, rare (requires attunement)

The real question is, which came from which; was the cycle spawned of creation, or was creation merely but one necessary part of the cycle?

'The Puzzle of the Elders'

Whenever the owner activates *prophetic prism*, as an Action, recover 1 previously used spell slot. Recovered spell slot includes but cannot exceed 3 spell levels. Once this ability is used, *prophetic prism* cannot be used to activate this effect until after you complete a Short rest.

As a Bonus action, draw 1 **Colorless** mana from your **Mana Pool** and activate *prophetic prism* to convert this 1 **Colorless** mana into any 1 colored mana then add that converted colored mana to your **Mana Pool**. You cannot use more than 1 **Colorless** mana to activate *prophetic prism* in this fashion and you cannot gain more than 1 mana of any color through activating *prophetic prism* in this fashion each turn.

Rakalite (Ant)

Wondrous item (stone), rare

From the *ioun stone* family of magic items, a *rakalite* resembles an enchanted circular black and gold marble the size of a grape. When activated, *rakalite* gives off silent illusionary miniature lightning bolts.

Looking back he saw victory. Victory in the form of infinite troops.

This stone has AC 24, 15 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

The owner may take an action to active *rakalite*, causing *rakalite* to leave the owner's hand and begin to circle the

owner's head out to a distance no greater than 1 ft.

Once per turn, the owner may use a Bonus action to expend 2 **Colorless** mana to activate *rakalite*. Each activation of *rakalite* will prevent 1d6 damage to any creature (including the owner) within 30 ft. If no damage is dealt to any creature (including the owner) before the end of their next turn after activation, the *rakalite* deactivates and the expended mana to activate *rakalite* from the previous turn is lost. A *rakalite* activated in this fashion can be activated up to 3 times. Once activated the 3rd time, *rakalite* returns to its owner's hand and cannot be activated in this fashion again until after the owner completes a Long rest.

Rampaging Monument (GoR)

Wondrous item (construct, creature), rare

This gray granite statuette of a humanoid in drawn hooded robes measures 6-inches in height and weighs a tad over 2 lbs.

It stood slowly, rising,and rising,.....and rising. Monolithic. Enigmatic. Catastrophic.

As part of the activation, when the owner places this statuette on the ground and expends 4 **Colorless** mana from their **Mana Pool**, *rampaging monument* grows to a Medium-sized construct.

Once activated, a *rampaging monument* is considered owned by the creature that activated it and must remain within 120 ft of its owner. Should the *rampaging monument* move beyond 120 ft or be somehow separated from its owner by more than 120 ft, *rampaging monument* deactivates and reverts back to its 6-inch statuette form. When activated, the *rampaging monument* uses the initiative directly before its owner. It will either follow orders given to it by its owner (Free action) or combat against combatants it perceives as enemies. If *rampaging monument* drops to zero hit points or the owner drops to zero hit points,

rampaging monument reverts back to its statuette form. If *rampaging monument* is reduced to its final maximum hit points in the negative or its owner dies, the *rampaging monument* is reduced to rubble and is destroyed.

Whenever the owner of this *rampaging monument* casts a multicolored spell (any spell involving the use of 2 or more colors of mana), *rampaging monument* gains the following:

- +1 bonus to its current AC
- an additional (1d6) bludgeoning damage
- +2 to its Strength score
- +2 to its Constitution score
- its HD raised by 1d10
- its Hit Points Constitution modifier equals its new stat block Constitution modifier
- additional hits points equal to 1d10 + new Constitution modifier

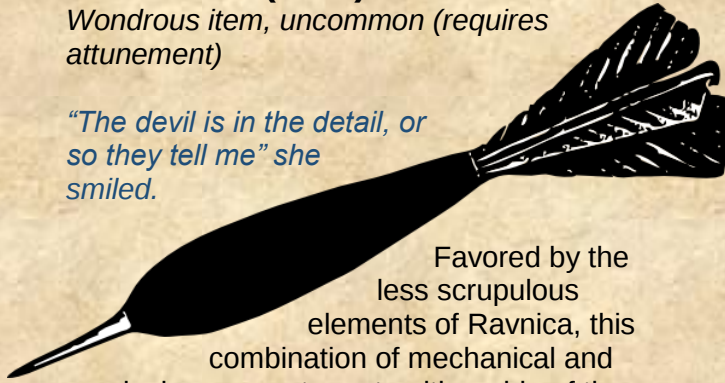
(Trample): Whenever this creature deals damage that reduces an opponent to 0 hit points, this creature can then cause any leftover damage to spillover onto one adjacent creature within 5ft of the previous opponent. If that creature is reduced to 0 hit points, any leftover damage spills over to the next creature within 5ft of the previous creature reduced to 0 hit points. This spillover of damage continues until all excess damage has been expended or no living creatures remain within 5ft of a previous creature. A creature can only take Trample damage once from any one attack.

Stat Block for the *rampaging monument* is located in the **Magic Item Related Stat Blocks** above.

Silent Dart (GoR)

Wondrous item, uncommon (requires attunement)

"The devil is in the detail, or so they tell me" she smiled.



Favored by the less scrupulous elements of Ravnica, this combination of mechanical and magical weapon straps to either side of the wielder's forearm and is activated through a combination of mana use and muscle reflex. If they can be found, these items are often used as pairs (one on each forearm).

No more than 1 *silent dart* can be worn on each forearm at any one time.

As part of the Action to activate *silent dart*, draw 4 **Colorless** mana from your **Mana Pool** and channel this Colorless mana into the weapon. Any time before the end of your next turn, target a creature within 60 ft of you. Activate the *silent dart* and make a ranged attack using your Dexterity modifier. On a hit, inflict 3d6 force damage to the creature. The creature must make a Constitution saving throw against a DC equal to the damage dealt to the creature by the *silent dart*; failure results in the creature being knocked **prone** until the beginning of their next turn. You cannot use more than 4 Colorless mana to activate the *silent dart* in this fashion each turn, and the *silent dart* cannot be activated again until the owner completes a Short rest.

Skullmead Cauldron (Diss)

Wondrous item (cauldron), uncommon

Although a *skullmead cauldron* can be of any size when created, most are usually constructed so as to hold the maximum 3 drafts the cauldron can make in any one day. Being made from any metal, the use of precious metals does nothing to increase its usefulness to its owner, aside from

displaying a note of pride (and a huge amount of vanity) if constructed from anything other than iron.

A *skullmead cauldron*, once a prepared concoction is ready, has enough liquid to allow for the *skullmead cauldron* to be used a total of 3 times. Once used for the 3rd time, *skullmead cauldron* cannot be used again until the following dawn.

"Have you ever tasted success Gorstone? For let me tell you, it has a distinctly different flavor to guilt."

Use of a *skullmead cauldron* requires a person proficient in the use of a *herbalism kit* to be able to mix the correct formula. Being proficient with a *herbalism kit* automatically allows the user of the *skullmead cauldron* knowledge of its correct use and the required correct formula. It takes 1 hour for a person to mix the correct concoction within the *skullmead cauldron* before anyone drinking from the cauldron can gain a benefit from doing so.

Once the concoction is ready, any person who spends an action drinking from a *skullmead cauldron* regains 1d6 hit points.

If the person preparing or assisting in the preparation of the concoction expends a spell slot of 3rd level or greater during the preparation process, the *skullmead cauldron* amplifies the effect, allowing those drinking this concoction to gain 3d6 hit points when drunk.

Each preparation lasts for a duration of 1 hour after the concoction is ready for consumption. After 1 hour, any further consumption from the *skullmead cauldron* will have zero effect on the consumer. The concoction may be bottled for travel and later consumption but the benefit that drinking from the bottle bestows ends once the 1 hour limit has expired.

A user preparing to use a *skullmead*

cauldron will always be aware of how many uses remain in a *skullmead cauldron* and whether it can be used/reused before the coming dawn. A *skullmead cauldron* must be emptied and cleaned after each use before it can be used again.

Spectral Searchlight (RCoG)

Wondrous item, uncommon (requires attunement)

Originally given as gifts to emissaries who attended the signing of the original Guildpact, these items have been duplicated over the years and now see use by others of lesser notoriety.

Light the path so that others may follow.

~ *Guildpact Requisite 7* ~

Select a creature within 100 ft of you that you can see. As an action and as part of activating *spectral searchlight*, you must sacrifice any number of mana from your **Mana Pool** up to your character level. The chosen creature's **Mana Pool** receives the same mana sacrificed by the owner of a *spectral searchlight*. *Spectral searchlight* can only be used once per turn.

Sol Net (UL, Rev)

Wondrous item, uncommon (requires attunement)

Crafted from the enchanted webs of extraplanar spiders, of which Phase Spiders are a favorite, this broach is commonly worn prominently pinned to the clothing just above the heart.

From death shall come life.

~ *Salatar Grivsnak* ~

This magic item has 3 methods of activation that can be activated either on your turn or on the turn of another creature.

On another creature's turn, as a Reaction to a creature dying within 30ft. of your location, you can spend 1 **Colorless** mana to activate *sol net* to trap a portion of the departing soul, allowing you to regain 1d6 hit points. You cannot use this feature again until you complete a Short rest.

During your turn, when a creature dies within 30ft. of your location, you can use a Free action to spend 1 **Colorless** mana to activate *sol net* to trap a portion of the departing soul, allowing you to regain 1d6 hit points. You cannot use this feature again until you complete a Short rest.

During your turn, when a creature dies within 30ft. of your location, you can use an Action to spend 1 **Colorless** mana to activate *sol net* to trap a portion of the departing soul, allowing you to regain 1d6 hit points or you can use a Bonus action to spend 1 **Colorless** mana to activate *sol net* to trap a portion of the departing soul to regain 1d4 hit points. You cannot use either feature again until you complete a Short rest.

Sol Ring (UL, Rev)

Wondrous item - common (requires attunement)

This simple ring, crafted from any semi-precious metal, provides instant access to stored mana without having to tap the surrounding environment. These rings can be regularly seen adorning the fingers of most middle to upper-class persons strolling the streets of Ravnica.



"Some things, once lost, are lost to time herself". Fondling the ring, she gave it back to its keeper. "This ring is one such thing."

As a Bonus action, you may activate *sol ring* to add 2 **Colorless** mana to your **Mana Pool**. If you activate *sol ring* in this fashion,

sol ring cannot be reactivated until after you have completed a Long rest.

Su-Chi (Ant)

Wondrous item (construct), uncommon

A relic by modern standards, construction of the *su-chi* should have been abolished decades ago. Handed down as a science experiment to up and coming Izzet guild students, the hope was to find the cure for the *su-chi*'s unstable nature. With each construction, they believed they were getting closer to finding the answer... decades later, many an owner of a *su-chi* can tell you that a cure may never come... at least they would if they had lived through the *su-chi*'s unstable nature.

"Knowledge is power" the instructor commanded. She sat there, deep in thought. 'No. Knowledge is nothing until it is used.'

As part of the activation cost associated with a *su-chi*, a mage must spend 4 **Colorless** mana to activate the *su-chi*. Activation lasts for 24 hours, at which time the *su-chi* powers down and becomes inactive. The mage who spent the 4 **Colorless** mana to activate the *su-chi* becomes the owner of the *su-chi*. Ownership of the *su-chi* transfers to a new owner only when the *su-chi* powers down and becomes inactive and a new mage reactivates the *su-chi* by spending 4 **Colorless** mana to do so.

If the *su-chi* drops to zero hit points or less, the *su-chi* powers down and becomes inactive, and the owner receives 4 **Colorless** mana. The *su-chi* cannot be reactivated until the *su-chi* has been deactivated for 24 hours. Once 24 hours have elapsed, *su-chi* can be reactivated by a mage spending 4 **Colorless** mana to do so and thereby becoming the new owner of this *su-chi*. If the *su-chi* drops to its maximum hit points in the negative, the owner receives 4

Colorless mana and the *su-chi* is permanently destroyed.

Sunglasses of Urza (UL, Rev)

Wondrous item, uncommon (requires attunement)

These peculiar thin-rimmed glasses are easily noticeable to any outsider who sees these being worn by another. The ruby lens of these particular glasses is distinctive enough to gain the attention of any onlooker or casual observer.

Adaptability; is there any better quality in a man or mana?

~ Gizaru the Wizard ~

Any creature attuning to and donning these glasses causes the ability of the *sunglasses of urza* to activate. Once activated, a creature wearing these glasses may **Tap White** mana as part of casting a spell or activating an ability, allowing that mana to be used as if it was **Tapped Red** mana. Any **Tapped White** mana not **Tapped** for the specific purpose of being used as **Tapped Red** mana cannot be used as **Tapped Red** mana, and, any **Tapped White** mana used for the specific purpose of **Tapped Red** mana cannot be later used as **Tapped White** mana. **Tapped White** mana for the purpose of **Tapped Red** mana cannot be held or stored for later use in the owner's **Mana Pool**. All **White** mana **Tapped** for the specific purpose of **Tapped Red** mana not used by the end of the owner's current turn is lost.

Terrarion (RCoG)

Wondrous item - rare (requires attunement)

Sacrifice! Even from the grave can her effects still be felt.

~ Elvish Lore ~

This ornate magical container of silver and crystal is similar looking, and slightly smaller

in size, than a hooded lantern, slowly recharges mana drawn from the surrounding environment. Due to its bulky size and cost, these magic items are rarely seen outside of those of wealth and stature.

Draw 2 **Colorless** mana from your **Mana Pool**. Activate the *terrarium* to convert 2 **Colorless** mana to any combination of colored mana and add the converted mana to your **Mana Pool**. If you activate the *terrarium* in this fashion, you must complete a Short rest before the *terrarium* can be activated in this fashion again.

You can activate the *terrarium* to recover up to 2 spell slots totaling 3 spell levels of any combination. If you activate the *terrarium* in this fashion, the *terrarium* deactivates, becoming an inert magic item. The *terrarium* ceases to function in either capacity until owner finishes a Long rest.

Throne of Bone (UL, Rev)

Wondrous item, uncommon (requires attunement)

Note: Depending on the style of game you are running, the *throne of bone* is either a piece of jewelry similar to the other magic items of this sort or it can actually be a throne made from bone. Use your imagination ☺

The fear shall feed on your soul, it shall feast on your bones.

~ 'The Twisted Black' ~

Whenever a creature within 30 ft of the *throne of bone* casts a mono-Black spell, or a multi-colored spell requiring Black mana as part of its casting cost, the owner, as a Reaction, may spend 1 **Colorless** mana to activate *throne of bone*. Activating *throne of bone* in this fashion regains the owner 1d4 hit points. The owner cannot activate more than 1 *throne of bone* per spell cast, use more than 1 **Colorless** mana to activate *throne of bone* and cannot gain more than

1d4 hit points per activation of the *throne of bone*. The owner is still restricted unless otherwise stated, to 1 Reaction per round and additional mono or multicolored Black spells does not allow for additional Reactions per round.

Urza's Chalice (Ant)

Wondrous item, uncommon

Commonly referred to as a holy relic due to its healing powers, this misconception is brought on by misguided individuals usually of low intellect. Created on another plane by the famed engineer, Urza, this chalice was used to repair his automated creations of old. Later, the item eventually made its way to the other planes and was adapted to benefit all things, living or automated. These items, but not exclusively, seen in the hands of the clergy moving about the City of Ravnica, adding further to their 'holy relic' belief.

Sitting back, he took a sip of his chalice. Peace washed over his face. What was it about the purity of water that so affected the soul?

Whenever a creature within 30 ft of you activates a wondrous item, as a Reaction, you may draw 1 **Colorless** mana from your **Mana Pool** to activate *urza's chalice*. If *urza's chalice* is activated, you gain 1d4 hit points. You cannot use more than one **Colorless** mana to activate *urza's chalice* and you cannot gain more than 1d4 hit points through activating *urza's chalice* each turn.



Wand of Vertebrae (GoR)

Wondrous item, rare (requires attunement)

Spellcasters who die from **Mana Burn** often leave behind a 'parting gift'. The backbones appear at first glance to be quite brittle. Upon closer inspection, flecks of mana can be seen coursing up and down where once resided the spinal cord. It is believed that these flecks are what gives the wand its special property

"Look at it as you will; failing to plan is planning to fail, or, prevention is better than cure. Either way, when going into battle, be sure to have not only a Plan A, but a Plan B as well."

~ Drososs the Battlemage ~

Wand of vertebrae is a storage device for spell slots. When the *wand of vertebrae* is found or acquired, the *wand of vertebrae* will be empty. If ever the *wand of vertebrae* is found or acquired from a mage who has previously stored spell slots within the wand, those spell slots need to be expelled before the wand can be used by its new owner. Previously stored spell slots are drained during attunement. For each spell slot in the wand, the new owner must spend 1 additional hour per spell slot, to attune to the wand. At the conclusion of the time, the *wand of vertebrae* is empty and the new owner has acquired attunement.

Wand of vertebrae can hold 5 spell slots of any level within the wand. Owner of the *wand of vertebrae* must spend 10 minutes per level of the spell slot to transfer 1 spell slot of their choice to the wand. That transferred spell slot disappears from the mages mind as if he had spent it casting a spell (the player will need to keep a track of what spell slots are stored within the wand). Once used in this fashion, this feature cannot be used in this fashion until the owner has completed a Long rest.

To retrieve the stored spell slots, as part of an Action, the owner must spend 2 **Colorless** mana and activate the *wand of vertebrae*. Once activated, the owner chooses to recover any or all stored spell slots, ready for use. Once the choice has been made, it cannot be changed. Those stored spell slots leave the wand and return back to the owner and are available for immediate use. The owner of the wand cannot recover more than their maximum allowed number of spell slots for any level of spell. Any recovered spell slots above the maximum allowed for the spell level are lost. Once activated in this fashion, the *wand of vertebrae* cannot be activated in this fashion until the owner has completed a Long rest.

Wooden Sphere (UL, Rev)

Wondrous item, uncommon (requires attunement)

"They say, 'There is safety in numbers.' I disagree. For it is not safety that you will find. It is strength!"

~ Excerpt from 'The Wisdom of Aristicles' ~

Whenever a creature within 30 ft of **wooden sphere** casts a **mono-Green** spell, or a multi-colored spell requiring **Green** mana as part of its casting cost, the owner, as a Reaction, may spend 1 **Colorless** mana to activate *wooden sphere*. Activating *wooden sphere* in this fashion regains the owner 1d4 hit points. The owner cannot activate more than 1 *wooden sphere* per spell cast, use more than 1 **Colorless** mana to activate a *wooden sphere* and cannot gain more than 1d4 hit points per activation of the *wooden sphere*. The owner is still restricted unless otherwise stated, to 1 Reaction per round and additional **mono or multicolored Green** spells does not allow for additional Reactions per round.

Wurm's Tooth (C12)

*Wondrous item (token), uncommon
(requires attunement)*

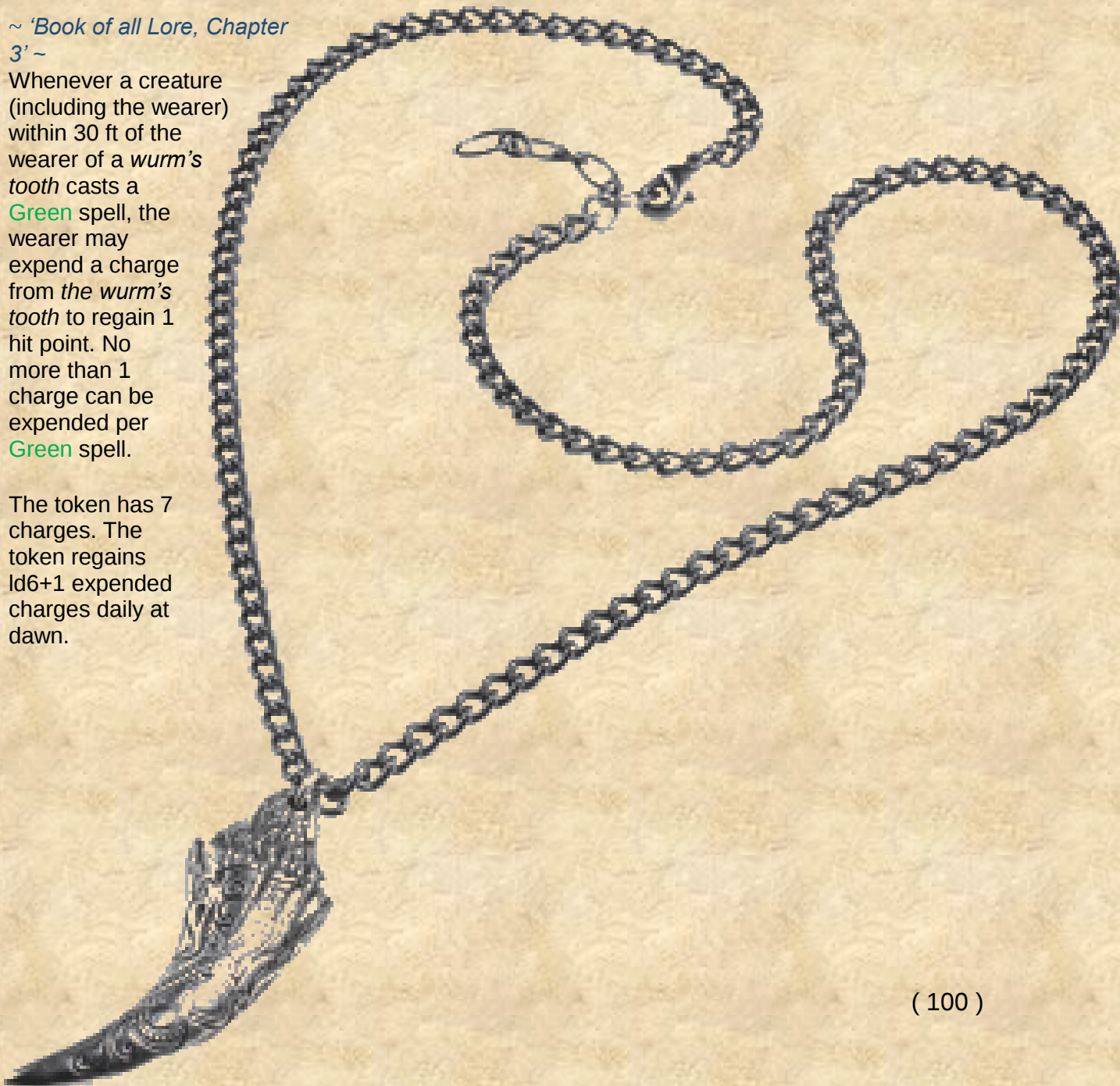
These baby worm teeth are quickly enchanted soon after extraction from a slain worm. They are commonly left in their natural state, rarely turned into pieces of jewelry.

If a great trophy signifies a great achievement, what then of the smallest of teeth from an ancient dragon?

~ 'Book of all Lore, Chapter 3' ~

Whenever a creature (including the wearer) within 30 ft of the wearer of a *wurm's tooth* casts a **Green** spell, the wearer may expend a charge from *the wurm's tooth* to regain 1 hit point. No more than 1 charge can be expended per **Green** spell.

The token has 7 charges. The token regains $1d6+1$ expended charges daily at dawn.



Locations around Ravnica

Most citizens in the City of Ravnica are aware of the locations that follow, how to access them and, the possible drawbacks some of these areas have associated with them.

These land locations have been duplicated from the CCG sets and have been included as a way to extend mana production across the City of Ravnica in a useful, interesting and story provoking way. Some, such as the individual *guildgates*, intentionally provide bonuses to guild members wearing their respective Guild Locket, enforcing the fact that the respective guilds are places of great power and highly guarded by their guild members alike. They also form focal points from rival guilds wishing to destabilize and lessen the power base for their own respective plans and agendas. As such, these *guildgates* are highly guarded and enchanted at all times, ensuring sabotage or destruction does not come their way.

Locations regarded as 'neutral territory', such as main thoroughfares and public places, are infused by possible ley lines or mana-intensive junctions running along their route. These routes also come with a drawback, as noted in the descriptions within this section. Though these are possible to access by those with little to limited mana attunement, most will have little use for the extra mana these places provide (or the drawbacks they impose) and therefore only provide importance to medium-to-high level mana users.

Other places will hold great importance to individual groups, such as the *Grove of the Guardian*, and these individuals will go to great lengths to ensure they remain in their respective hands and their use is a closely guarded secret.

If you feel the use of the mana system is powerful enough, still include the gates and locations and their strategic importance but exclude the mana-producing effects.

Note: All *guildgates* below are presented as they are using the M:tg mechanics, purely mana-producing locations. An extra feature was added to each where non-guild members within the vicinity lose mana from their **Mana Pools** if guild members have active **Joint Attunement** to their respective *guildgates*. So as not to railroad every campaign using these *guildgates*, DM's are encouraged to add one or two unique features to each *guildgate* to make them individually stand out.

Examples include:

- Figures of Boros Legion military are built into the walls of the Boros Guildgate that emerge to do battle against those attacking the Boros guild (lesser stone golems?).
- A constant but very slight smell of death exists around the *golgari guildgates* that, if attacked, manifest with many tombs opening in its walls, releasing the many undead that lay there in wait (zombies and skeletons?).
- A sulfur smell is present around the Cult of Rakdos *guildgate* that shows their demonic allegiance as rifts open in the *rakdos guildgate*, releasing hordes of minor demons when attacked (manes and dretches?).
- A constant (and occasionally annoying) insect presence is noted around the *selesnya guildgates* that

converge into swarms of insects if their *guildgate* is ever attacked (a swarm of insects?).

For these features to take effect, it is advised that guild members must have **Joint Attunement** to their *guildgates* else the defense mechanic won't work.

Azorius Guildgate (DM, RtR)

Wondrous item, semi-unique (requires Joint Attunement)

Welcome to the Azorius Guildgate, where justice is meted out without prejudice.

Only those Azorius Senate guild members who have access to their *guild locket* can spend 1 round gaining a **Joint Attunement** to the *Azorius Guildgate* before the Azorius Senate guild member can use this gate. Whilst an Azorius Senate guild member has access to this *Azorius Guildgate*, that guild member can maintain their **Mana Link** with this gate indefinitely without reprisal or effect from **Mana Burn**. Maintaining a **Mana Link** with this gate does not prevent **Mana Burn** from mana held within their **Mana Pool** beyond their maximum duration (10 rounds plus one round per spellcaster level above first).

Whilst an Azorius Senate guild member has access to this *Azorius Guildgate*, all non-Azorius Senate members within 30ft of this gate lose 1 mana at random per round. This effect ends if the non-Azorius Senate member moves outside of the 30ft range or the Azorius Senate guild members have no active **Mana Links** to this *Azorius Guildgate*.

As a Bonus action, an Azorius Senate guild member can establish a **Mana Link** to this *Azorius Guildgate*, allowing the guild member to tap this gate for one **White** mana or one **Blue** mana and add this mana to their **Mana Pool**. The guild member can continue to **Draw** mana from this gate each

round for as long as they maintain their **Mana Link** to this gate.

Boros Guildgate (GoR, GC, DM)

Wondrous item, semi-unique (requires Joint Attunement)

Nothing turns battle into victory, like turning fear into passion.

Only those Boros Legion guild members who have access to their *guild locket* can spend 1 round gaining **Joint Attunement** to the *Boros Guildgate* before the Boros Legion guild member can use this gate. Whilst a Boros Legion guild member has access to this *Boros Guildgate*, that guild member can maintain their **Mana Link** with this gate indefinitely without reprisal or effect from **Mana Burn**. Maintaining a **Mana Link** with this gate does not prevent **Mana Burn** from mana held within their **Mana Pool** beyond their maximum duration (10 rounds plus one round per spellcaster level above first).

Whilst a Boros Legion guild member has access to this *Boros Guildgate*, all non-Boros Legion members within 30ft of this gate lose 1 mana at random per round. This effect ends if the non-Boros Legion member moves outside of the 30ft range or the Boros Legion guild members have no active **Mana Links** to this *Boros Guildgate*.

As a Bonus action, a Boros Senate guild member can establish a **Mana Link** to this *Boros Guildgate*, allowing the guild member to tap this gate for one **Red** mana or one **White** mana and add this mana to their **Mana Pool**. The guild member can continue to **Draw** mana from this gate each round for as long as they maintain their **Mana Link** to this gate

Dimir Guildgate (GoR, GC, DM)

Wondrous item, semi-unique (requires **Joint Attunement**)

Dimir Guildgate is a well-hidden place, as one would expect. For where better to learn the trade of deception and stealth than in a place you can't find.

Only those House Dimir guild members who have access to their *guild lock* can spend 1 round gaining a **Joint Attunement** to the *Dimir Guildgate* before the House Dimir guild member can use this gate. Whilst a House Dimir guild member has access to this *Dimir Guildgate*, that guild member can maintain their **Mana Link** with this gate indefinitely without reprisal or effect from **Mana Burn**. Maintaining a **Mana Link** with this gate does not prevent **Mana Burn** from mana held within their **Mana Pool** beyond their maximum duration (10 rounds plus one round per spellcaster level above first).

Whilst a House Dimir guild member has access to this *Dimir Guildgate*, all non-House Dimir members within 30ft of this gate lose 1 mana at random per round. This effect ends if the non-House Dimir member moves outside of the 30ft range or the House Dimir guild members have no active **Mana Links** to this *Dimir Guildgate*.

As a Bonus action, a House Dimir guild member can establish a **Mana Link** to this *Dimir Guildgate*, allowing the guild member to tap this gate for one **Blue** mana or one Black mana and add this mana to their **Mana Pool**. The guild member can continue to **Draw** mana from this gate each round for as long as they maintain their **Mana Link** to this gate

Golgari Guildgate (GoR, GC, DM, RtR)

Wondrous item, semi-unique (requires **Joint Attunement**)

"Come in" she encouraged with an luring smile. "The deep and the darkness within will hide you. And empower you."

Only those Golgari Swarm guild members who have access to their *guild lock* can spend 1 round gaining a **Joint Attunement** to the *Golgari Guildgate* before the Golgari Swarm guild member can use this gate. Whilst a Golgari Swarm guild member has access to this *Golgari Guildgate*, that guild member can maintain their **Mana Link** with this gate indefinitely without reprisal or effect from **Mana Burn**. Maintaining a **Mana Link** with this gate does not prevent **Mana Burn** from mana held within their **Mana Pool** beyond their maximum duration (10 rounds plus one round per spellcaster level above first).

Whilst a Golgari Swarm guild member has access to this *Golgari Guildgate*, all non-Golgari Swarm members within 30ft of this gate lose 1 mana at random per round. This effect ends if the non-Golgari Swarm member moves outside of the 30ft range or the Golgari Swarm guild members have no active **Mana Links** to this *Golgari Guildgate*.

As a Bonus action, a Golgari Swarm guild member can establish a **Mana Link** to this *Golgari Guildgate*, allowing the guild member to tap this gate for one Black mana or one **Green** mana and add this mana to their **Mana Pool**. The guild member can continue to **Draw** mana from this gate each round for as long as they maintain their **Mana Link** to this gate.

Gruul Guildgate (GC, DM)

Wondrous item, semi-unique (requires **Joint Attunement**)

Soft hues of green and red reached out in all directions, emanating all manner of feelings of life, and of chaos.

Only those Gruul Clans guild members who have access to their *guild lock* can spend 1 round gaining a **Joint Attunement** to

the *Gruul Guildgate* before the Gruul Clans guild member can use this gate. Whilst a Gruul Clans guild member has access to this *Gruul Guildgate*, that guild member can maintain their **Mana Link** with this gate indefinitely without reprisal or effect from **Mana Burn**. Maintaining a **Mana Link** with this gate does not prevent **Mana Burn** from mana held within their **Mana Pool** beyond their maximum duration (10 rounds plus one round per spellcaster level above first).

Whilst a Gruul Clans guild member has access to this *Gruul Guildgate*, all non-Gruul Clans members within 30ft of this gate lose 1 mana at random per round. This effect ends if the non-Gruul Clans member moves outside of the 30ft range or the Gruul Clans guild members have no active **Mana Links** to this *Gruul Guildgate*.

As a Bonus action, a Gruul Clans guild member can establish a **Mana Link** to this *Gruul Guildgate*, allowing the guild member to tap this gate for one **Red** mana or one **Green** mana and add this mana to their **Mana Pool**. The guild member can continue to **Draw** mana from this gate each round for as long as they maintain their **Mana Link** to this gate.

Izzet Guildgate (GoR, GC, DM)

Wondrous item, semi-unique (requires Joint Attunement)

There is no greater combination of powers than boldness and vision.

Only those Izzet League guild members who have access to their *guild locket* can spend 1 round gaining a **Joint Attunement** to the *Izzet Guildgate* before the Izzet League guild member can use this gate. Whilst an Izzet League guild member has access to this *Izzet Guildgate*, that guild member can maintain their **Mana Link** with this gate indefinitely without reprisal or effect from **Mana Burn**. Maintaining a **Mana Link** with this gate does not prevent **Mana Burn** from mana held within their **Mana Pool** beyond their maximum duration (10

rounds plus one round per spellcaster level above first).

Whilst an Izzet League guild member has access to this *Izzet Guildgate*, all non-Izzet League members within 30ft of this gate lose 1 mana at random per round. This effect ends if the non-Izzet League member moves outside of the 30ft range or the Izzet League guild members have no active **Mana Links** to this *Izzet Guildgate*.

As a Bonus action, an Izzet League guild member can establish a **Mana Link** to this *Izzet Guildgate*, allowing the guild member to tap this gate for one **Blue** mana or one **Red** mana and add this mana to their **Mana Pool**. The guild member can continue to **Draw** mana from this gate each round for as long as they maintain their **Mana Link** to this gate.

Orzhov Guildgate (DM)

Wondrous item, semi-unique (requires Joint Attunement)

One can buy anything. But the price? Well, that can be very steep.

Only those Orzhov Syndicate guild members who have access to their *Guild Locket* can spend 1 round gaining a **Joint Attunement** to the *Orzhov Guildgate* before the Orzhov Syndicate guild member can use this gate. Whilst an Orzhov Syndicate guild member has access to this *Orzhov Guildgate*, that guild member can maintain their **Mana Link** with this gate indefinitely without reprisal or effect from **Mana Burn**. Maintaining a **Mana Link** with this gate does not prevent **Mana Burn** from mana held within their **Mana Pool** beyond their maximum duration (10 rounds plus one round per spellcaster level above first).

Whilst an Orzhov Syndicate guild member has access to this *Orzhov Guildgate*, all non-Orzhov Syndicate members within 30ft of this gate lose 1 mana at random per round. This effect ends if the non-Orzhov

Syndicate member moves outside of the 30ft range or the Orzhov Syndicate guild members have no active **Mana Links** to this *Orzhov Guildgate*.

As a Bonus action, an Orzhov Syndicate guild member can establish a **Mana Link** to this *Orzhov Guildgate*, allowing the guild member to tap this gate for one **White** mana or one Black mana and add this mana to their **Mana Pool**. The guild member can continue to **Draw** mana from this gate each round for as long as they maintain their **Mana Link** to this gate.

Rakdos Guildgate (GC, DM, RtR) *Wondrous item, semi-unique (requires Joint Attunement)*

Seek and ye shall find. If you find, then indulge thyself. For thou may never find again.

Only those Cult of Rakdos guild members who have access to their *guild lock* can spend 1 round gaining a **Joint Attunement** to the *Rakdos Guildgate* before the Cult of Rakdos guild member can use this gate. Whilst a Cult of Rakdos guild member has access to this *Rakdos Guildgate*, that guild member can maintain their **Mana Link** with this gate indefinitely without reprisal or effect from **Mana Burn**. Maintaining a **Mana Link** with this gate does not prevent **Mana Burn** from mana held within their **Mana Pool** beyond their maximum duration (10 rounds plus one round per spellcaster level above first).

Whilst a Cult of Rakdos guild member has access to this *Rakdos Guildgate*, all non-Cult of Rakdos members within 30ft of this gate lose 1 mana at random per round. This effect ends if the non-Cult of Rakdos member moves outside of the 30ft range or the Cult of Rakdos guild members have no active **Mana Links** to this *Rakdos Guildgate*.

As a Bonus action, an Cult of Rakdos guild member can establish a **Mana Link** to this

Rakdos Guildgate, allowing the guild member to tap this gate for one Black mana or one **Red** mana and add this mana to their **Mana Pool**. The guild member can continue to **Draw** mana from this gate each round for as long as they maintain their **Mana Link** to this gate.

Selesnya Guildgate (GoR, DM, RtR)

Wondrous item, semi-unique (requires Joint Attunement)

There is no healing or enjoyment in beauty if there is not also order and peace.

Only those Selesnya Conclave guild members who have access to their *guild lock* can spend 1 round gaining a **Joint Attunement** to the *Selesnya Guildgate* before the Selesnya Conclave guild member can use this gate. Whilst a Selesnya Conclave guild member has access to this *Selesnya Guildgate*, that guild member can maintain their **Mana Link** with this gate indefinitely without reprisal or effect from **Mana Burn**. Maintaining a **Mana Link** with this gate does not prevent **Mana Burn** from mana held within their **Mana Pool** beyond their maximum duration (10 rounds plus one round per spellcaster level above first).

Whilst a Selesnya Conclave guild member has access to this *Selesnya Guildgate*, all non-Selesnya Conclave members within 30ft of this gate lose 1 mana at random per round. This effect ends if the non-Selesnya Conclave member moves outside of the 30ft range or the Selesnya Conclave guild members have no active **Mana Links** to this *Selesnya Guildgate*.

As a Bonus action, a Selesnya Conclave guild member can establish a **Mana Link** to this *Selesnya Guildgate*, allowing the guild member to tap this gate for one **Green** mana or one **White** mana and add this mana to their **Mana Pool**. The guild member can continue to **Draw** mana from

this gate each round for as long as they maintain their **Mana Link** to this gate.

Simic Guildgate (GoR, GC, DM)

*Wondrous item, semi-unique (requires **Joint Attunement**)*

Let your creation be not only your expression but also, your protection.

Only those Simic Combine guild members who have access to their *guild locket* can spend 1 round gaining a **Joint Attunement** to the *Simic Guildgate* before the Simic Combine guild member can use this gate. Whilst a Simic Combine guild member has access to this *Simic Guildgate*, that guild member can maintain their **Mana Link** with this gate indefinitely without reprisal or effect from **Mana Burn**. Maintaining a **Mana Link** with this gate does not prevent **Mana Burn** from mana held within their **Mana Pool** beyond their maximum duration (10 rounds plus one round per spellcaster level above first).

Whilst a Simic Combine guild member has access to this *Simic Guildgate*, all non-Simic Combine members within 30ft of this gate lose 1 mana at random per round. This effect ends if the non-Simic Combine member moves outside of the 30ft range or the Simic Combine guild members have no active **Mana Links** to this *Simic Guildgate*.

As a Bonus action, a Simic Combine guild member can establish a **Mana Link** to this *Simic Guildgate*, allowing the guild member to tap this gate for one **Green** mana or one **Blue** mana and add this mana to their **Mana Pool**. The guild member can continue to **Draw** mana from this gate each round for as long as they maintain their **Mana Link** to this gate.

Transguild Promenade (GC, RtR)

Wondrous location - legendary

This elaborate arched walkway that traverses the length of Ravnica is used by people of all guilds. To celebrate the ten guilds and their cooperation in ensuring the longevity and prosperity of Ravnica, the different guild symbols have been etched and engraved into the pillars along its total length. Running through all ten districts, it makes the most notable landmark for navigation through the city's heart. Lined with markets, small parks, and colonnades, the Promenade is a commercial thoroughfare used to transport loads of cargo, conduct casual intraguild business meetings, perform stealthy surveillance on passersby traffic, and, on occasion, is even the location for a romantic interlude. On celebration days, it becomes the city's most popular parade route. Even when guild conflicts run hot, most Ravnicans attempt to respect the sanctity of the Promenade as neutral ground ... but this is not always the case. Strict penalties are inflicted on any guild member who breaks the neutrality of the Promenade so conflicts that do occur are usually well planned and swiftly executed, allowing the aggressors a speedy retreat from the law.

Just as the mixture of all colors become one color, so in this place all guilds become one guild.

Any guild member must spend an Action to establish their first **Mana Link** with the *Transguild Promenade*. Once the initial **Mana Link** is established, as a Bonus action, any guild member can **establish a Mana Link** to this site. Once a **Mana Link** has been established, the guild member can **Draw** from the *Transguild Promenade* one **Colorless** mana and add that mana to their **Mana Pool**.

A guild member with **Mana Links** to the *Transguild Promenade* can choose to instead **Draw** 1 mana of any color. If a guild member chooses to **Draw** colored mana, that colored mana costs 1 hit point, which must come from the guild member's ordinary (not temporary) hit point total. If the

guild member chooses not to pay the 1 hit point per colored mana **Drawn**, that guild member loses all **Mana Links** to the *Transguild Promenade* and cannot establish **Mana Links** with the *Transguild Promenade* until after a Long rest.



Labor Dispute (Tier 1 Adventure)

When your player prepares to enter the basement, read or paraphrase the following:

Part of a forgotten section of the 10,000-year-old city, Azznax's basement is a mishmash of architectural styles layered upon one another. Having paid for renovations by a kobold tribe, the basement would be a workable storage area and extra lab space, had the wee buggers not decided to lock Azznax out, trap the place, and take over. He has cultivated a glowing fungus to provide dim light through the underground complex, more than enough for him to see by. He has constructed a magitech sewage filter that pulls out valuable magic reagents from the miasma that is the sewage river, but that has drawn the attention of several mud mephits, which need to be eliminated before they wreck his cool invention.

Areas of the Basement

The following areas correspond to the labels on the map of the basement (see below).

1. Entryway

The guardians of the lair are waiting for the party. The opposition depends on the makeup of your party, as described in **Scaling Your Adventure** below. No matter what the makeup, there are two strong, spiked wooden palisades that provide full cover. Several kobolds pop from cover and snipe with stones or arrows, then retreat back to full cover when possible. (See details for **Combat Encounter 1** to scale the combat).

2. Hallway

The hallway is trapped with a Poison Dart trap (**DC 12 to notice with passive Perception, DC 12 Dexterity check** to disable with Thieves' Tools, **DC 14 Dexterity saving throw** to dodge or take 1d8 piercing damage from the barrage of

darts. The trap resets itself on d6 roll of 5-6, potentially hitting the party again.

3. Secret Chamber

The secret room was recently excavated by the kobolds. A Wisdom (Perception) check of 15 will discover the excavation and subsequent hiding of the room. While hidden, it is unlocked. Inside are excavation tools, several barrels of ale marked "lizard squeezings", and a substantial amount of preserved food, salt, and other trade goods, unsullied and worth at least 20 GP.

4. Booby-trapped Corridor

The kobolds have scattered **caltrops** over the entire hallway, because they are cruel, evil lizards. They have also weakened the floor to the extent that anything not scurrying over like a hyperactive kobold will cause the floor to collapse, requiring a **DC 13 Dexterity saving throw** to leap out of the way. On a failed saving throw, you fall 5 feet onto rusty metal spikes, taking 1d6 piercing damage. You also must make a **DC 11 Constitution saving throw** or contract **sewer plague**.

5. Recently Excavated Tunnel

A long, dark tunnel leads to a previously undiscovered chamber. It is dark, lacking the glowing fungus that provides dim illumination to the rest of the basement. A palpable aura of dread radiates from the darkness. At the entrance is a dead kobold. With a **DC 14 Wisdom (Medicine) check**, it will be apparent that the kobold died from fright.

At the center of the chamber is a desiccated armored corpse in the fetal position, wrapped around a small, black idol made of an unknown material. If you touch the idol, you must make a **DC 15 Wisdom saving**

throw or gain **short-term madness** (DMG, page 256).

When the party enters the chamber, the wall behind them will seal shut seamlessly (See details for **Combat Encounter 2** to scale the combat).

The shield carried by the undead, either the monster or the corpse the monster rose from, is a **+1 Shield** bearing the mark of a religious order whose name has been lost to time. A cursory search of the room will also reveal a preserved leather purse containing 100 GP worth of well-cut, semi-precious stones.

6. The Alchemical Sludge Filter

Several creatures have gathered around the Alchemical Sludge Filter, drawn by the gathered elemental energy. They have killed a kobold and are poking it with a stick. They are happy to see you, as they would much rather play with something squirmy and alive. (See details for **Combat Encounter 3** to scale the combat).

7. The River of Sludge

If you fall into the river of sewage, you must make a **DC 13 Constitution saving throw** or take 1d6 poison damage and 1d6 acid damage, or half as much on a successful save.

8. The “Throne Room”

Queen Grizlo and her henchman **Ogmob** (see Labor Dispute Stat Blocks below) are lounging while the kobold tribe works below in a newly excavated hole in a deeper, as yet undiscovered, sub layer. They have spent the money you paid them for the renovations on fine food and drink. They still have to die, though. (See **Combat Encounter 4** to scale the combat).

Depending on the scale of the combat encounter, Queen Grizlo may have been usurped...

Scaling Your Adventure . . .

In order to accommodate different group sizes and methods of play, feel free to make the following changes to the combat encounters listed in the adventure. The rest of the adventure requires no adjustment. If you prefer not to TPK your players in the first encounter, permanently scarring them and causing a potential table flipping incident, we recommend these guidelines. Each encounter will be marked with the following difficulty level with the monsters listed.

Easy: 2 players, or 1 player and an NPC Sidekick

Medium: 3 players

Normal: 4 players

Unholy Carnage: Your players have burnt down one too many orphanages and Karma has come calling. Murderhobos to the very bloody end.

Encounter 1

Easy: 2 kobolds, 2 giant weasels, and 1 kobold warrior.

Medium: 3 Giant Weasels, 2 Elite Kobolds, 2 Warrior Kobolds

Normal: Kobold Chain Fighters 2 Kobold Warriors, 1 elite kobold

Unholy Carnage: Mutant Kobold (CR 2), 2 Kobold Chain Fighters

Encounter 2:

Easy: 1 Skeleton, 6 Crawling Claws

Medium: 1 Elite Skeleton, 6 Crawling Claws

Normal: 1 Elite Skeleton, 1 Shadow

Unholy Carnage: 1 Ancient Skeleton

Encounter 3

Easy: 3 Mud Mephits

Medium: 1 ghoul, 2 mud mephits

Normal: 1 ghoul, 4 mud mephits

Unholy Carnage: 1 Toxic Water Elemental

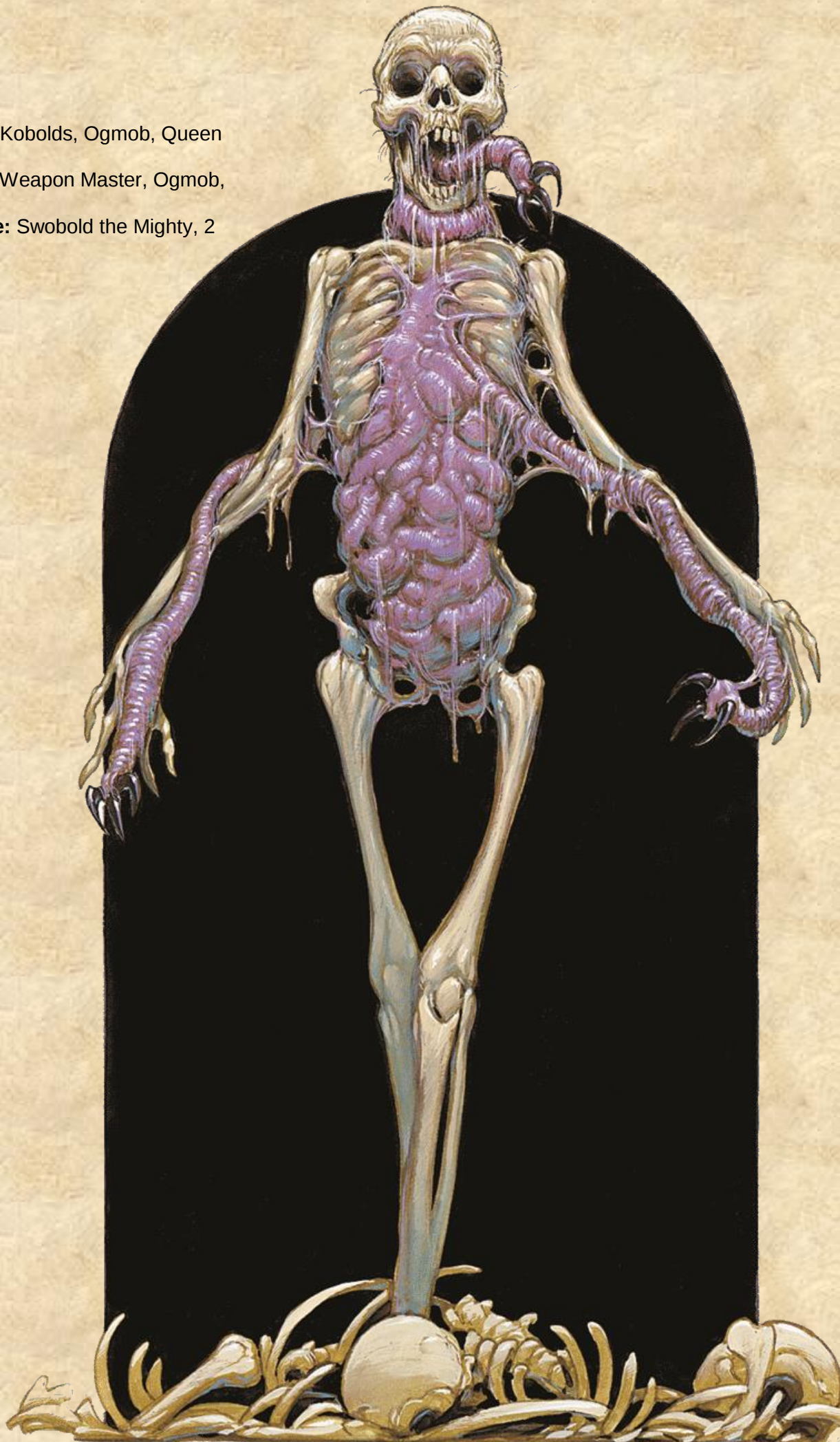
Encounter 4

Easy: Ogmob, Queen Grizmol

Medium: 2 Elite Kobolds, Ogmob, Queen Grizmol

Normal: Kobold Weapon Master, Ogmob, Queen

Unholy Carnage: Swobold the Mighty, 2 Elite Kobolds



Labor Dispute Stat Blocks



Queen Grizlo (Hybrid Weasel Form)

*Small humanoid (kobold, shapeshifter)
chaotic evil*

Armor Class 16 (Unarmored Defense)
Hit Points 18 (4d6+4)
Speed 40 ft., Climb 20 ft.

Str 14 (+2) **Dex** 18 (+4) **Con** 12 (+1)
Int 15 (+2) **Wis** 15 (+2) **Cha** 14 (+2)

Skills Intimidation +4, Perception +4, Stealth +6

Immunities bludgeoning, piercing and slashing damage from non-silvered, nonmagical weapons

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic
Challenge 1 (200 XP)

Keen Hearing and Smell. Queen Grizlo has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Unarmored Defense When wearing no armor in Hybrid form, Queen Grizlo has adds her Wisdom modifier to her AC.

Actions

Multiattack. Queen Grizlo makes 1 bite attack and 1 dagger attack.

Bite. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4 piercing damage) and the target must make a DC 12 Constitution save or bleed for 1d4 HP at the start of their next turn. During their next turn, they may repeat the saving throw to stop the bleeding, or a DC 10 Medicine roll will stop the bleeding.

Dagger. *Melee or Ranged Weapon Attack.* +6 to hit, one target, range 20/60. *Hit:* 6 (1d4+4) piercing damage.

Ogmob (Hybrid Weasel Form)

Small humanoid (kobold, shapeshifter), chaotic evil

Armor Class 12
Hit Points 17 (5d6)
Speed 40 ft.

Str 11 (+0) **Dex** 15 (+2) **Con** 11 (+0)
Int 13 (+1) **Wis** 11 (+0) **Cha** 10 (+0)

Skills Deception +4, Perception +2, Stealth +4

Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered

Senses passive Perception 12
Languages Common, Draconic
Challenge 1/2 (100 XP)

Shapechanger. Ogmob can use its action to polymorph into a specific Small kobold or a weasel-kobold hybrid. Its statistics 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.

Keen Hearing and Smell. The Ogmob has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

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

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

Adventure 1 Sidekick (Single Player Game)

Borrowed Izzet League Enhanced "Rat Drake"

Small monstrosity, chaotic neutral

Armor Class 15 (Natural Armor)
Hit Points 31 (7d6+7)
Speed 40 ft., fly 15 ft.

Str 6 (-2) **Dex** 18 (+4) **Con** 12 (+1)
Int 6 (-2) **Wis** 13 (+1) **Cha** 7 (-2)

Proficiency (+2 proficiency bonus)

Saving Throw Dex +6

Skills Perception +3 Stealth +6

Senses darkvision 60 ft, passive perception 13

Languages Common, Draconic, and Goblin. It can speak them, but prefers not to.

Challenge 1 (200 XP)

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

Clever Girl. The modified rat drake is Proficient with a set of built-in thieves' tools, and has Expertise when using them.

Actions

Multiattack. The "Rat Drake" makes 2 claw attacks.

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

A slightly modified version of the common rat drake, an ambush predator found to the dark alleyways and corners of Ravnica. The Izzet League has taken the small ambush predator, with its stubby wings and razor-sharp claws and added sentience and armor plating. Then they reinforced its bones, organs, and hide with implants and alchemical treatments.

They have nasty attitudes, often leaving their handlers with claw and bite marks, but enjoy their enhanced state and the work that they are given by the Izzet League.



Kobold Warrior

Small humanoid (kobold), lawful evil

Armor Class 15 (Leather, Shield)
Hit Points 12 (3d6)
Speed 30 ft.

Str 6 (-2) **Dex** 12 (+2) **Con** 10 (+0)
Int 8 (-1) **Wis** 8 (-1) **Cha** 10 (+0)

Skills Perception +1 Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages Common, Draconic
Challenge 1/4 (50 XP)

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

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

Actions

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

Shortbow. *Ranged Weapon Attack.* +6 to hit, one target, range 20/60. *Hit:* 5 (1d6+2) piercing damage

Shock troopers of the kobold tribe, the Kobold warriors are better armed and trained than their lesser cohorts.

Elite Kobold Warrior

Small humanoid (kobold), lawful evil

Armor Class 16 (Leather, Shield)
Hit Points 23 (5d6+5)
Speed 30 ft.

Str 10 (+0) **Dex** 16 (+3) **Con** 12 (+1)
Int 10 (+0) **Wis** 13 (+1) **Cha** 10 (+0)

Skills Perception +3 Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 1/2 (100 XP)

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

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

Actions

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

Shortbow. *Ranged Weapon Attack.* +5 to hit, one target, range 80/320. *Hit:* 6 (1d6+3) piercing damage

Elite Kobolds are former Kobold Warriors that have survived long enough to be the finest champions of their tribe.

Mutant Kobold

Medium aberration (kobold), neutral evil

Armor Class 15 (natural armor)
Hit Points 60 (7d8+21)
Speed 20 ft.

Str 19 (+4) **Dex** 10 (+0) **Con** 17 (+3)
Int 8 (-1) **Wis** 8 (-1) **Cha** 13 (+1)

Skills Intimidation +3
Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic
Challenge 2 (450 XP)

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

Actions

Slam. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage, and the target must make a **DC 14 Strength saving throw** or be knocked prone.

Suplex (Recharge 5-6). Any creature of size Large or smaller adjacent to the Mutant Kobold can be the target of a suplex. The target must make a **DC 15 Strength saving throw** or take 22 (4d10) bludgeoning damage and be stunned for one round. On a successful save, you take half as much damage and are not stunned. If you fail the saving throw by more than 10, you are paralyzed for an entire minute.

Giant, muscular kobolds mutated by the miasma of magical energies in the basement, the have become the true power of the tribe. They are around the size of dwarves and preen and posture constantly.



Kobold Chain Fighter

Small humanoid (kobold), lawful evil

Armor Class 15 (Leather)

Hit Points 27 (5d6+10)

Speed 30 ft.

Str 8 (-2) **Dex** 18 (+4) **Con** 14 (+2)

Int 12 (+1) **Wis** 11 (+0) **Cha** 10 (+0)

Skills Perception +2 Stealth +6

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 1 (200 XP)

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

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

Actions

Multiattack. The kobold chain fighter makes 2 spiked chain attacks.

Spiked Chain. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d4+4) piercing damage + 1d4 fire damage. Creatures struck by the chain must make a **DC 14 Dexterity saving throw** or be knocked prone.

Kobold Spiked Chain fighters are elite, if odd, masters of the esoteric art of the spiked chain.

Swobold the Mighty, Crusher of Skulls

Medium aberration (kobold), neutral evil

Armor Class 16 (natural armor)

HP 52 (7d8+21)

Speed 25 ft.

Str +5 **Dex** +0 **Con** +3 **Int** +0 **Wis** +0 **Cha** +2

Skills Athletics +7, Intimidation +4

Senses darkvision 60 ft., Passive

Perception 10

Languages Common, Draconic

Challenge 3 (700 XP)

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

Actions

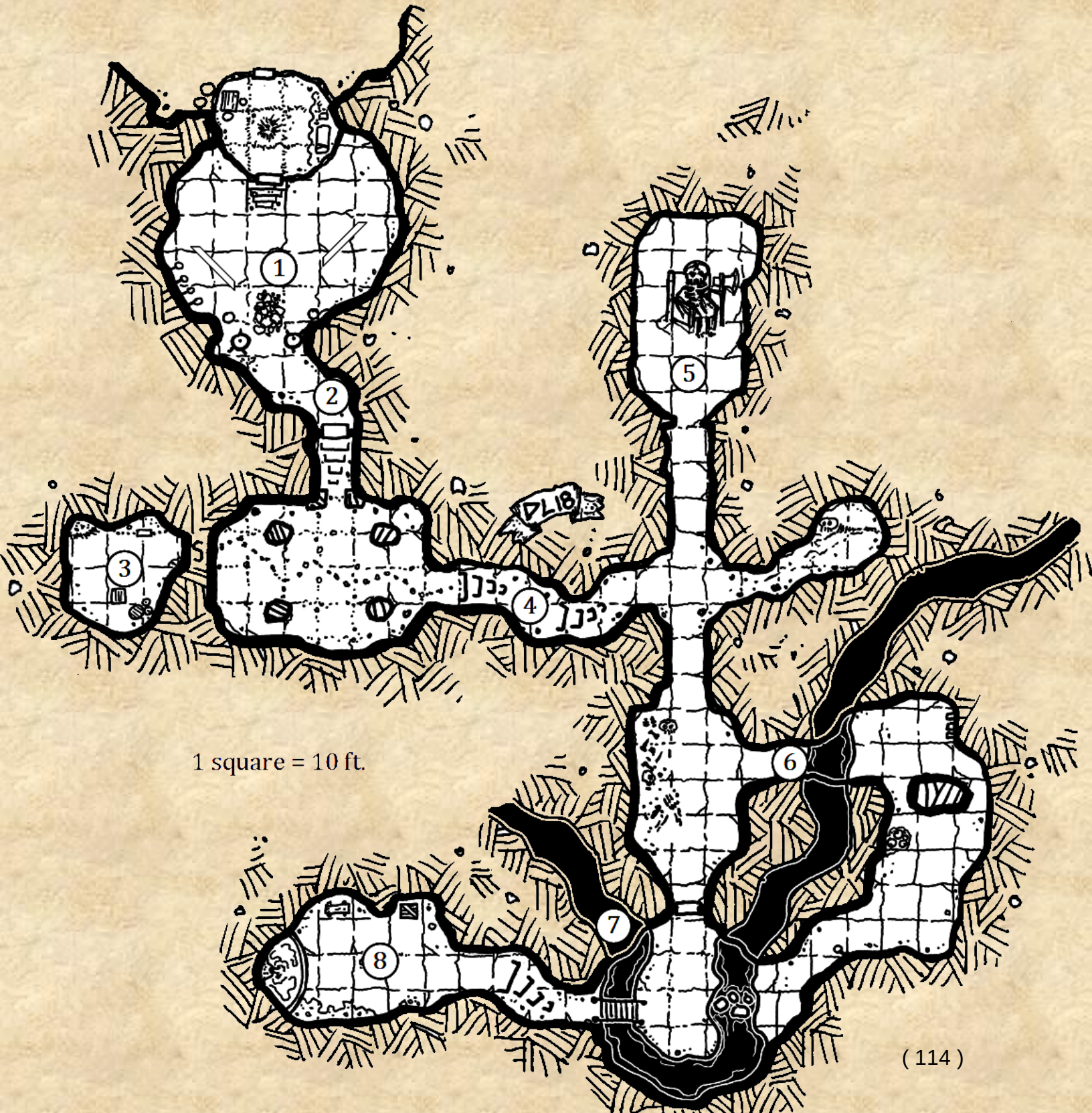
Multiattack. Swobold makes 2 slam attacks.

Slam. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage, and the target must make a **DC 15 Strength saving throw** or be knocked prone.

Suplex (Recharge 5-6). Any creature of size Large or smaller adjacent to the Swobold can be the target of a suplex. The target must make a **DC 16 Strength saving throw** or take 22 (4d10) bludgeoning damage and be stunned for one round. On a successful save, you take half as much damage and are not stunned. If you fail the saving throw by more than 10, you are paralyzed for 1 minute. If the Swobold's mighty suplex reduces you to 0 hit points, you instantly die from a broken neck and an obliterated spine.

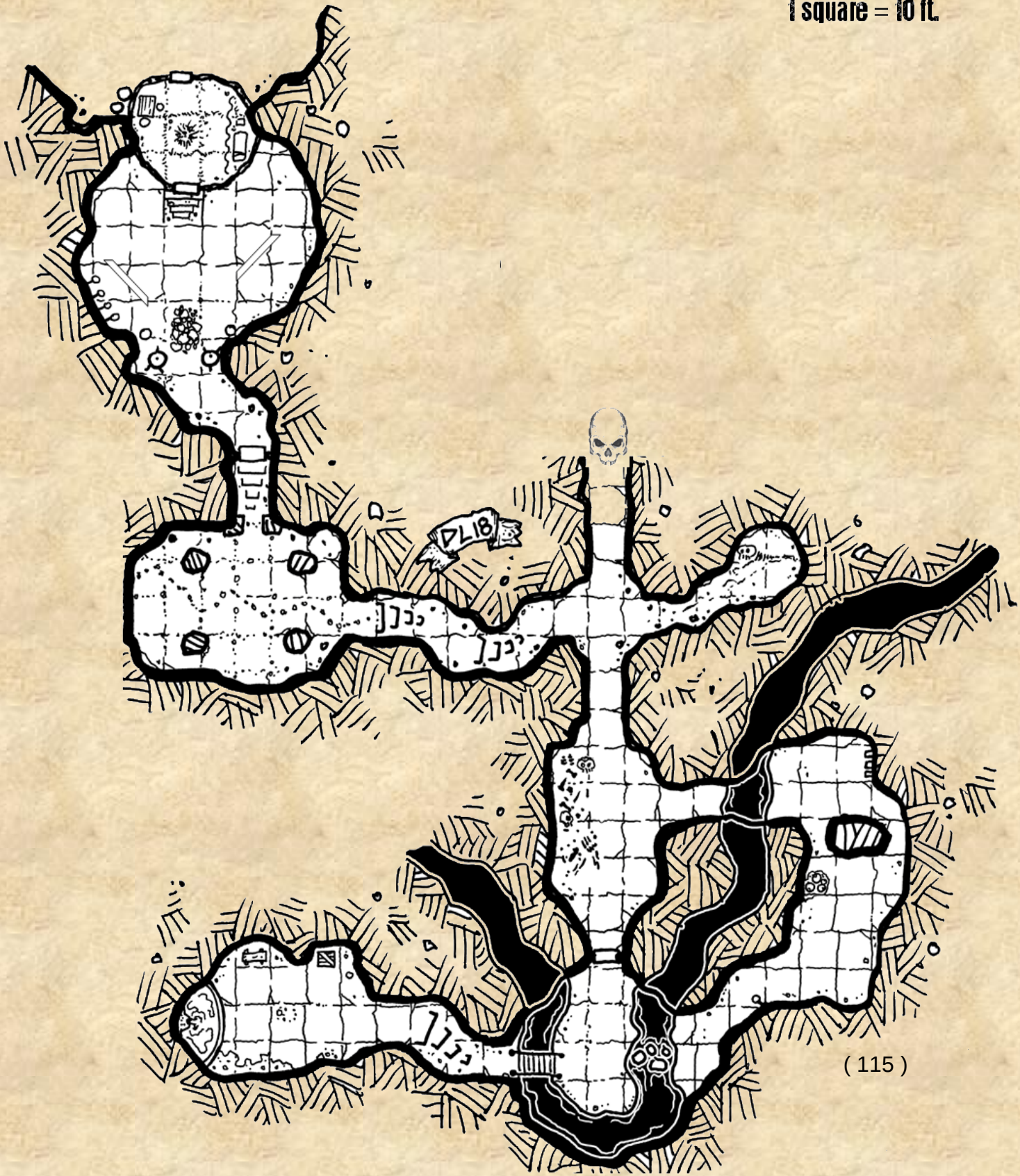
Mightiest of all kobolds, Swobold has overthrown the weakling shapeshifters and is building an army of alchemically enhanced muscle kobolds. He is a great threat.

Labor Dispute — DM Map



Labor Dispute — Player Map

1 square = 10 ft.



From Below (Tier 2 Adventure)

For the purposes of this adventure, the PCs need not know each other or be associated in any way. They all just happen to be at the wrong place at the wrong time, and one would hope that they take it upon themselves to act as heroes, either out of altruism, the desire to improve the standing of their guild, or lust for battle. Either way, encourage them to act as a team to solve the crisis, as any other help will not arrive in time. The party is the last line of defense.

This adventure is scaled for 1-4 players. For a game session of just one player, statistics for a player controlled cohort are provided in the **From Below Stat Blocks** (below) to aid them in battle.

Each time there is a combat encounter, the text will reference the DM to the end of the adventure. Here you will find a listing for the scale of the encounter with the monsters to match the level and ability of the party.

At the beginning of the session, read or paraphrase the following:

On an otherwise uneventful afternoon, you find yourselves going about your personal business in a busy district of Ravnica. Your reverie was shattered when a blast of concrete, masonry, and glass was blown out from the front of a tavern, scattering passers-by and knocking people to the ground. A mass of dark green vines reaching from the gaping hole grope for the fallen citizens, grasping those within reach and pulling them screaming into the darkness of the now demolished building.

The Shattered Tavern

All characters must make a **DC 13 Dexterity saving throw** or be knocked prone when the walls burst open. Thick writhing technorganic vines lash out at anyone who gets within 15 feet of the building. Characters who make a **DC 13**

Strength saving throw will be able to hack, burn, or otherwise burst into the ruined tavern.

Area 1. The Destroyed Tavern

The **1st Combat Encounter** takes place when the characters enter the building. The floor is covered in vines with metallic veins, making the entire floor of the tavern difficult terrain. Multiple civilians, marked by an encircled star, are slowly being enveloped and transformed by the vines.

Area 2. Casualties and Mysteries

Once combat is completed, all characters can attempt to succeed a **DC 13 Perception check**. On a successful check, they will sense the presence of concentrated **Blue** and **White** mana emanating from the vines and below the tavern. As all things in Ravnica are composed of the five colors of mana in different proportions, everyone has a sensitivity to its presence, whether they are capable of magic or not.

As the characters survey the carnage, read or paraphrase the following:

Groans of agony echo through the shattered remains of the tavern. Thick vines envelop and puncture the surviving patrons. They appear to be slowly transforming the people into something...else...

Squares marked with an encircled star are wounded patrons. The vines have wound their way into their bodies, pumping strange fluids and magical energies into them.

The process can be stopped with *druidcraft*, *spare the dying*, or a successful **DC 14 Intelligence (Medicine, Arcana, or Nature) check**.

After approximately 2 minutes, patrons who were not stabilized will rise up as **vine blights** and attack.

Area 3. The Exposed Chamber

A door sealed behind a wall has been revealed by the carnage, with an ornate circle surrounding a deep hole. The magic that radiated from the blast is strongest from the hole, and it seems that this is the source of the incident. It is a thirty-foot drop from top to bottom, but with secured rope and a successful **DC 10 Strength (Athletics) check**, the characters can easily descend to the bottom chamber.

Area 4. The Pit

At the bottom of the pit is a lightless, damp hole. The walls are made of some sort of smooth, rubbery material, both pliant and solid. They are woven with the same biological circuitry seen in the creatures and vines upstairs. In the corner lies a fresh corpse. A successful **DC 13 Perception (Wisdom) check** will reveal the tell-tale signs of death by **Mana Burn**, specifically **White** mana.

Barely recognizable is the body of a half-elf, but the **Mana Burn** seems to have done an excellent job corrupting the corpse. A closer search of the body reveals the signets and symbols of the Golgari Swarm.

Read or paraphrase the following:

The smoking, rotting humanoid figure had pushed itself too far, burning its very life force in some sort of last, desperate act. In the room around you, you can feel the force of the energy pulsating, and a general wrongness about the entire situation. Whatever this person unleashed must once again be sealed in this ancient place.

A successful **DC 15 Intelligence (Religion) check** reveals that the place appears to be some sort of *alien temple*

Allow the characters to search the room, which has no obvious exits. There is a secret door (marked on the map) that allows them to exit the room and find their way into the temple proper. If they are having a difficult time finding it via roleplaying, a successful **DC 15 Wisdom (Perception)** or **DC 15 Intelligence (Investigation) check** allows the characters to find their way out.

Area 5. Unnatural Foyer

The area outside the hidden room is in constant flux. The area shifts unnaturally, weaving in and out of reality that even the most arcane of individuals are unable to comprehend. The source of the otherworldly attack is just beyond the doors at the end of the room, but the **2nd Combat Encounter** stands in their way.

Area 6. The Portal to Beyond

It has become clear that invaders from the Far Realm, the vast unknowable dimension filled with dead stars, ancient gods, and madness, has decided to make a beachhead in Ravnica here and now. It is up to the characters to stop the infection here, before they can spread destruction and madness to the city above. The **3rd Combat Encounter** will challenge the characters to the very end, and help seal the maddening portal in the center of the room.

7. The Temple

After defeating the invaders and sending them packing, an exploration of the temple for an extended period of time (more than 10 minutes) will require a character to make a **DC 15 Wisdom saving throw**, or the character will suffer from **short term madness** for 3 (minus) their Charisma modifier in days as they suffer from dreams of alien planets and forgotten gods. During this time, the character is incapable of gaining the full benefit of a Long rest.

Area 8. The Pit

After descending a series of natural stairs, you arrive at the bottom to find a jumbled array of coins, gems and items. It appears that whatever those things were, they had no need for material wealth ... all the better for you.

- 700 cp
- 10000 sp
- 2300 gp
- 110 pp
- Amethyst (100 gp)
- 2 x Coral (100 gp)
- Garnet (100 gp)
- 2 x Jade (100 gp)
- Jet (100 gp)
- 2 x Pearl (100 gp)
- 3 x Spinel (100 gp)
- *celestial prism* (**Ad. Arcana**)
- *sol net* (**Ad. Arcana**)
- crystal rod (**Ad. Arcana**)

(**Note:** the DM is encouraged to change the items about to more suit the character(s) that completed the mini adventure (*crystal rod* (**Blue**) for an iron star (**Red**) etc.).

Scaling Your Adventure . . .

In order to accommodate different group sizes and methods of play, feel free to make the following changes to the combat encounters listed in the adventure. The rest of the adventure requires no adjustment. If you prefer not to TPK your players in the first encounter, permanently scarring them and causing a potential table flipping incident, we recommend these guidelines. Each encounter will be marked with the following difficulty level with the monsters listed.

Easy: 2 players, or 1 player and an NPC Sidekick

Medium: 3 players

Normal: 4 players

Unholy Carnage: Your players have burnt down one too many orphanages and Karma has come calling. Murder hobos to the very bloody end.

Encounter 1

Easy: 3 Alpha Class Far Realm Scouts, 3 vine blights

Medium: 4 Beta Class Far Realm Technician, 4 Vine Blights

Normal: 5 Beta Class Far Realm Technicians, 4 Vine Blights

Unholy Carnage: 4 Medium Class Assault Drones

Encounter 2

Easy: 1 Medium Class Assault Drone

Medium: 2 Medium Class Assault Drones

Normal: 2 Medium Class Assault Drones 1 Beta Class Far Realm Technician

Unholy Carnage: 3 Heavy Weapons Class Far Realm Infiltrators

Encounter 3

Easy: Heavy Weapons Class Far Realm Infiltrator

Medium: Assault Class Far Realm Infiltrator

Normal: 1 Assault Class Far Realm Infiltrator, 1 Medusa Drone

Unholy Carnage: 2 Heavy Weapons Class Far Realm Infiltrators, 1 Assault Class Far Realm Infiltrator



From Below Stat Blocks

Adventure 2 Sidekick (Single Player Game)

X3

Small monstrosity, chaotic good

Armor Class 17 (natural armor)

Hit Points 66 (12d6+24)

Speed 40 ft., fly 15 ft

Str 6 (-2) **Dex** 20 (+5) **Con** 14 (+2) **Int** 12 (+1) **Wis** 13 (+1) **Cha** 10 (+0)

Proficiency (+2 proficiency bonus)

Saving Throw Dex +7

Skills Perception +3 Stealth +7

Senses darkvision 60 ft, passive Perception 13

Languages Common, Draconic, and Goblin.

Challenge 3 (700 XP)

Pack Tactics. The X3 has advantage on attack rolls against a creature if at least one of the drake's allies is within 5 feet of the creature and the ally isn't incapacitated.

Clever Girl. The X3 is proficient with a set of built-in thieves, tools, and has expertise when using them.

Hamstring. The X3 makes a precision blow to an opponent's legs (or equivalent), forcing them to make a **DC 14 Constitution saving throw** or have their speed reduced to 15 feet. until they receive magical healing or a **DC 12 Wisdom (Medicine) check** is completed to fix the wound.

Magical Weapons. X3's attacks are considered magical for the purpose of overcoming magical resistance.

Lightning Breath (Recharge 5-6) X3 exhales lightning in a 15-foot cone. Each creature in that cone must make a **DC 14 Dexterity saving throw**, taking 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one.

Rocket Implants. X3 can Dash as a Bonus action.

Actions

Multiattack. X3 makes 2 claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage + 3(1d6) lightning damage.

Ancient Skeleton Warrior

Medium undead, neutral evil

Armor Class 18 (Chain Mail, +1 Shield)

Hit Points 105 (14d8+42)

Speed 30 ft.

Str 19 (+4) **Dex** 16 (+3) **Con** 16 (+3)

Int 12 (+1) **Wis** 12 (+1) **Cha** 16 (+3)

Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities Poisoned, Exhaustion

Skills Arcana+3 Intimidation +6, Perception +4

Senses darkvision 60 ft., Passive Perception 14

Languages common, Deep Speech

Challenge 5 (1800 XP)

Necrotic Aura. At the start of each of the skeleton's turns, each creature within 5 feet of it takes 3 (1d6) necrotic damage. A creature that touches the skeleton or hits it with a melee attack while within 5 feet of it takes 7 (1d6+3) necrotic damage.

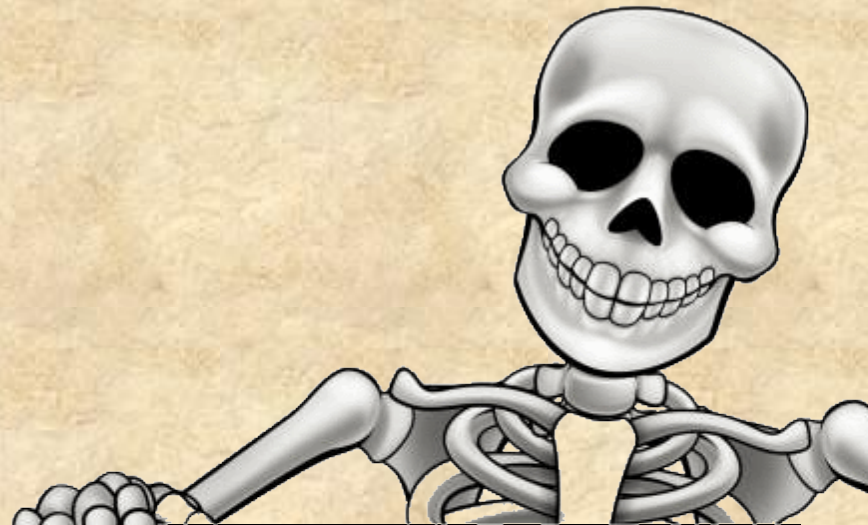
Actions.

Multiattack. The ancient skeleton warrior makes 2 longsword attacks or 1 longsword attack and a life drain attack.

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

Life Drain. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+3) necrotic damage. The target must make a **DC 14 Constitution saving throw** or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a Long Rest. The target dies if this effect reduces its hit point maximum to 0.

Ancient and wholly evil, the nameless skeleton lord seeks to return to the world of the living and seen vengeance on the ancestors of his enemies.



Elite Skeleton Warrior

Medium undead, neutral evil

Armor Class 17 (Ring Mail, +1 Shield)

Hit Points 52 (8d8+16)

Speed 30 ft.

Str 14 (+2) **Dex** 16 (+3) **Con** 14 (+2)

Int 6 (-2) **Wis** 8 (-1) **Cha** 4 (-3)

Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities Poisoned, Exhaustion

Skills Perception +1

Senses darkvision 60 ft., passive Perception 10

Languages understands common and Deep Speech, but cannot speak

Challenge 2 (450 XP)

Actions

Multiattack. The elite skeleton makes 2 scimitar attacks.

Scimitar. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage +2 (1d4) necrotic damage.

More than a mere skeleton, this ancient undead remains potent and powerful after long years of slumber.

Alpha Class Far Realm Scout

Small aberration, lawful evil

Armor Class 13

Hit Points 21 (6d6)

Speed Fly 70 ft (hover)

Str 8 (-1) **Dex** 17 (+3) **Con** 10 (+0)
Int 12 (+1) **Wis** 14 (+2) **Cha** 14 (+2)

Skills Arcana +3, Medicine +4
Perception +4, Stealth +5

Senses blindsight 60 ft. (blind beyond). passive Perception 14

Languages telepathy 60 ft.,
Deep Speech

Challenge 1/2 (100 XP)

Non-Euclidean. All attacks made against the Alpha class scout are at disadvantage, and all Dexterity saving throws it makes are at advantage, as it does not wholly exist in our world.

Flyby. The scout doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

Actions

Multiattack. The scout makes three spatial rend attacks.

Spatial Rend. Melee Weapon Attack. -1 to hit, reach 5 ft., one target. **Hit:** 1 (1d4-1 psychic damage, and the target must make a **DC 12 Charisma saving throw** or be paralyzed until the start of their next turn.

The flitting, fast moving figures are difficult to look at, and seem to hang wrong in the world at large.



Beta Class Far Realm Technician

Medium aberration, lawful evil

Armor Class 14

Hit Points 45 (6d8+18)

Speed 30 ft.

Str 10 (+0) **Dex** 17 (+3) **Con** 15 (+2)
Int 19 (+4) **Wis** 15 (+2) **Cha** 13 (+1)

Skills Arcana +8, Nature +8, Religion +8
Medicine +4 Perception +4

Senses blindsight 60 ft. (blind beyond).
passive Perception 14

Languages telepathy 60 ft., Deep Speech
Challenge 1 (200 XP)

Anticipate Thoughts. The technician has advantage on initiative checks.

Dedicated Researcher. Technicians are designed for research and gathering knowledge and have expertise on all Intelligence bases skills.

Actions

Biometrically Attuned Laser Pistol.

Ranged weapon attack. +5 to hit, range 40/120., one target. **Hit:** 13 (3d6+3) fire damage.

Ultra-High-Density Knife. The technician makes a melee attack against an adjacent target, forcing them to make a **DC 13 Dexterity saving throw** or take 5 (1d4+3) slashing damage, or half as much on a successful save. The knife is attuned to the biometric field of its registered owner, and the blade dissolves if separated for more than 1 hour.

Reaction

Etheric Jaunt (3/day). In response to being attacked, the technician can shift into the Ethereal Plane for one round to avoid the incoming attack.

The figures are wearing lab coats and protective gear that would be a familiar site in an Izzet League laboratory or a Simic Combine workshop. But their actions are alien and hostile to Ravnica.

Toxic Water Elemental

Large elemental, chaotic evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

Str 18 (+4) **Dex** 14 (+2) **Con** 19 (+4)

Int 16 (-3) **Wis** 10 (+0) **Cha** 8 (-1)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Toxic Form. A creature that touches the elemental or hits it with a melee Attack while within 5 feet of it takes 6 (1d6+3) acid damage.

Actions

Multiattack. The elemental makes two slam attacks.

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

Hit: 13 (2d8 + 4) acid damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) acid damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) acid damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

Corrupted by the polluted river and empowered by the alchemical filter, the raging toxic elemental seeks only to lash out and destroy.

Heavy Weapons Class Far Realm Infiltrator

Medium aberration, neutral evil

Armor Class 14

Hit Points 75 (10d8+30)

Speed 50 ft., teleport 15 ft.

Str 14 (+2) **Dex** 16 (+3) **Con** 16 (+3)

Int 10 (+0) **Wis** 15 (+2) **Cha** 10 (+0)

Saves Dexterity +5, Charisma +2

Damage Resistances bludgeoning, piercing, and slashing

Skills Medicine +4 Perception +4, Stealth +5 Survival +4

Senses darkvision 60 ft. passive Perception 14

Languages telepathy 60 ft., Deep Speech

Challenge 4 (1100 XP)

Active Camouflage. The specialist can Hide as a bonus action.

Skirmisher. The specialist doesn't provoke Opportunity Attacks when it moves out of an enemy's reach.

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

Actions

Biometrically Attuned Antimatter Rifle.

Ranged Weapon Attack. +5 to hit, 120/360., one target. *Hit:* 30 (6d8+3) necrotic damage.

Ultra-High-Density Knife. The specialist can make a melee attack against an adjacent target, forcing them to make a **DC 13 Dexterity saving throw** or take 5 (1d4+3) slashing damage, or half as much on a successful save. The knife is attuned to the biometric field of its registered owner, and the blade dissolves if separated for more than 1 hour.

Wearing form fitting armor and bearing a massive weapon radiating black mana, the imposing figure seems built for dealing severe damage to its opponents. His weapon makes an ominous hum.



Medium Class Assault Drone

Medium aberration, neutral evil

Armor Class 16

Hit Points 52 (8d8+16)

Speed 60 ft.

Str 18 (+4) **Dex** 16 (+3) **Con** 14 (+2)

Int 14 (-2) **Wis** 14 (+2) **Cha** 6 (-2)

Skills Athletics +6 Perception +4, Stealth +5

Senses blindsight 60 ft., passive Perception 14

Languages understands Deep Speech but cannot speak it

Challenge 3 (700 XP)

Standing Leap. The drone's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Skirmisher. The drone doesn't provoke Opportunity Attacks when it moves out of an enemy's reach.

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

Actions

Multiattack. The drone makes one tentacle attacks and one claw attack.

Tentacle. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage + 7(2d6) lightning damage.

Claw. *Melee Weapon Attack.* +6 to hit, reach 5ft., one target. *Hit:* 7(1d6+4) slashing damage. On a successful hit, the target must make a **DC 14 Constitution saving throw** or be knocked prone.

The drone is a hulking four-legged beast covered in constantly moving hair-like cilia and bands of metal armor, with two long lashing tentacles coming from its back.

Assault Class Far Realm Infiltrator

Medium aberration, neutral evil

Armor Class 15

Hit Points 107 (15d8+30)

Speed 50 ft., teleport 60 ft.

Str 12 (+1) **Dex** 18 (+4) **Con** 12 (+2)

Int 10 (+0) **Wis** 13 (+1) **Cha** 12 (+1)

Saves Dex +7, Con +5, Wis +4

Damage Resistances bludgeoning, piercing, and slashing

Skills Acrobatics +7 Arcana +3 Medicine +4 Perception +4, Stealth +7 Survival +4

Senses darkvision 60 ft. passive Perception 14

Languages telepathy 120 ft., Deep Speech

Challenge 7 (2900 XP)

Skirmisher. The infiltrator doesn't provoke Opportunity Attacks when it moves out of an enemy's reach.

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

Standing Leap. The infiltrator's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Full Auto Burst (Laser Rifle). All creatures in a 10-ft. cube must make a **DC 15 Dexterity saving throw** or take 17 (3d8+4) fire damage, or half as much on a successful save.

Two-Gun Mojo. The infiltrator can fire two pistols simultaneously during his attack action using laser pistols but makes the attacks at disadvantage.

Actions

Multiattack. The infiltrator makes two attacks, with any of the following weapons.

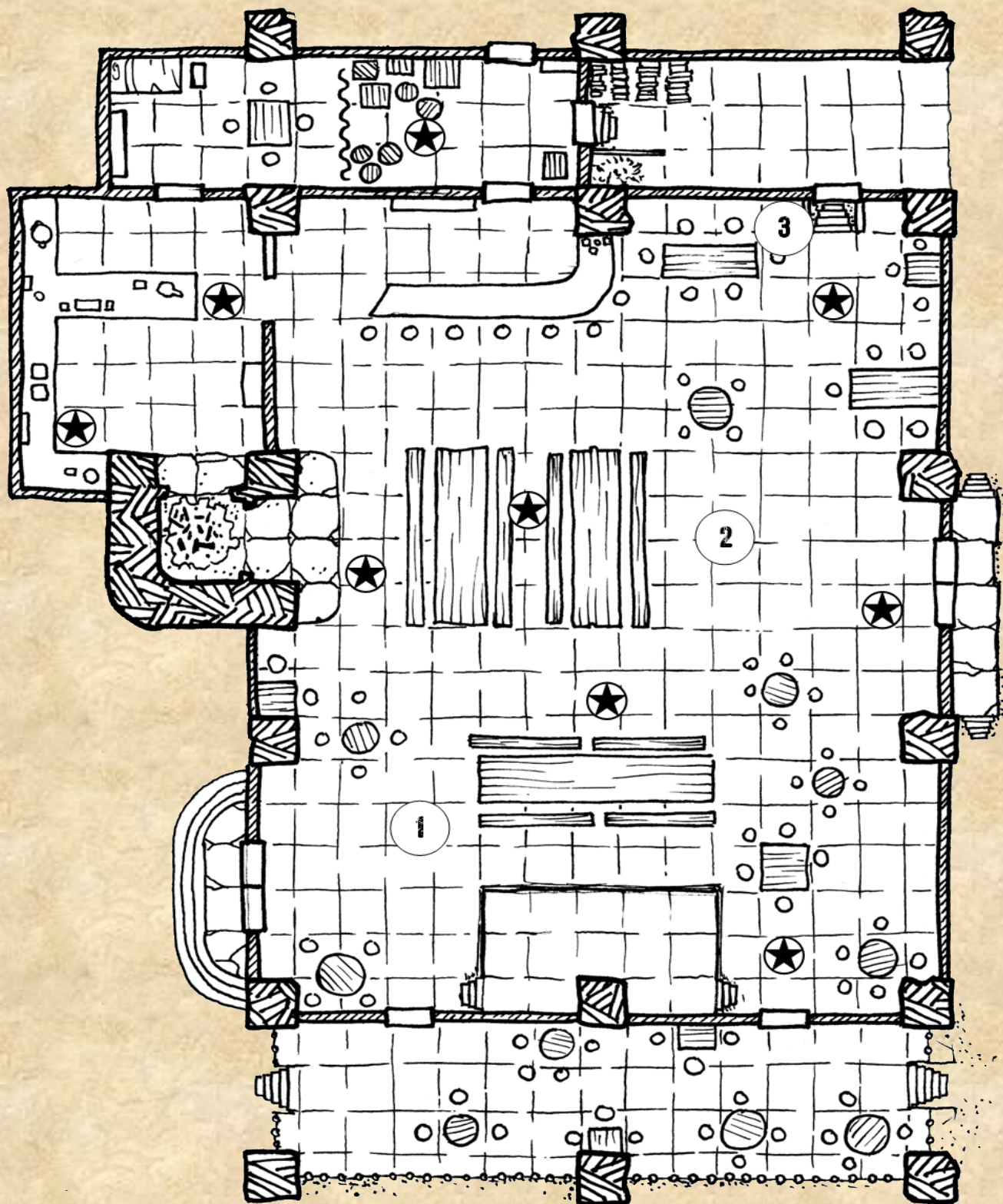
Biometrically Attuned Laser Rifle. *Ranged Weapon Attack.* +7 to hit, 100/300., one target. *Hit:* 17 (3d8+4) fire damage.

Biometrically Attuned Laser Pistol. *Ranged Weapon Attack.* +7 to hit, 40/120 ft., one target. *Hit:* 14 (3d6+4) fire damage.

Ultra-High-Density Thinblade. The infiltrator can make a melee attack against an adjacent target, forcing them to make a **DC 15 Dexterity saving throw** or take 8 (1d8+4) slashing damage, or half as much on a successful save. The blade is attuned to the biometric field of its registered owner, and the blade dissolves if separated for more than 1 hour.

The assault infiltrator is a lithe, agile killing machine, completely covered in strange armor with an alien mindset from living beyond the realms of sanity.

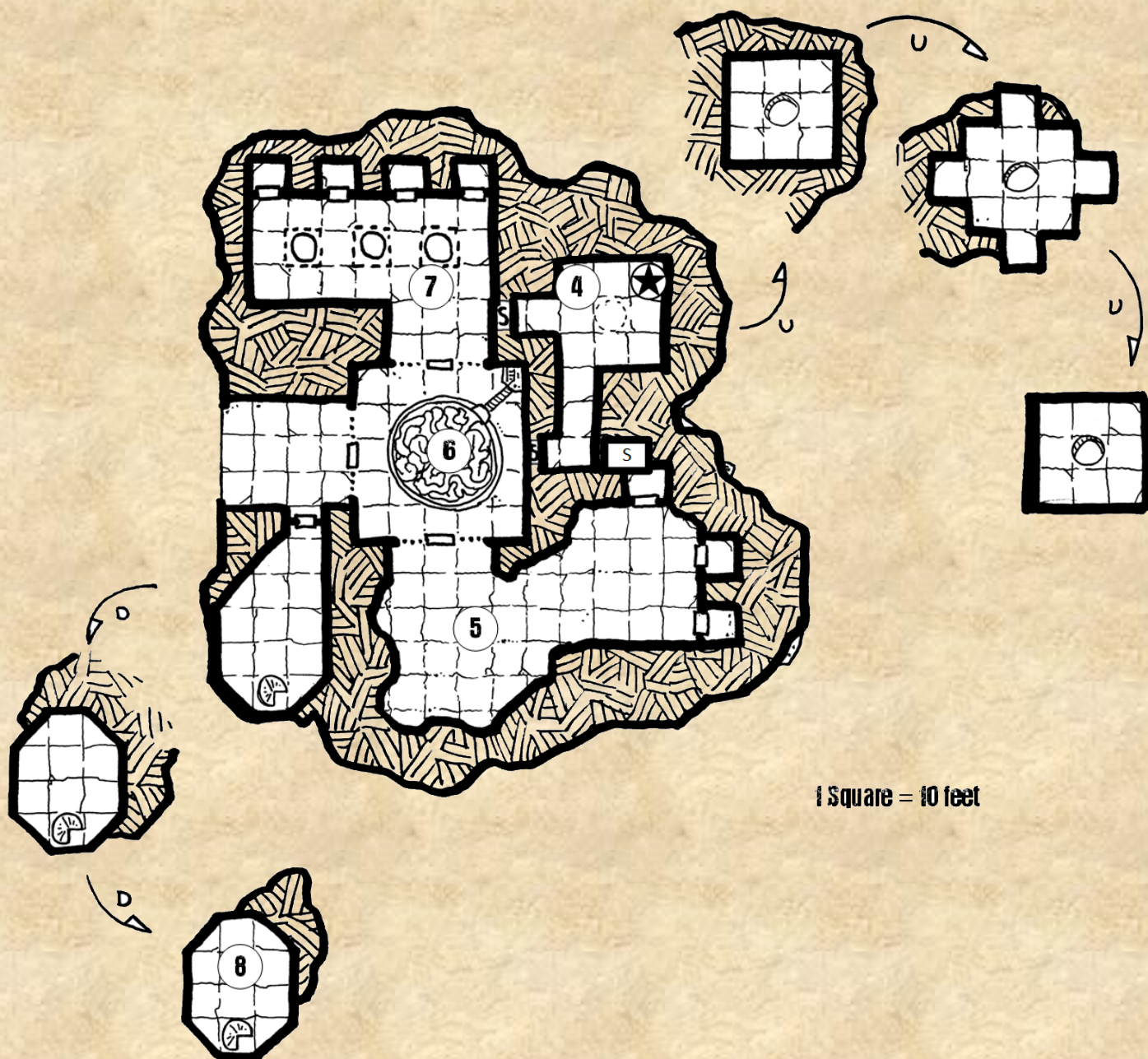
From Below — DM Map 1



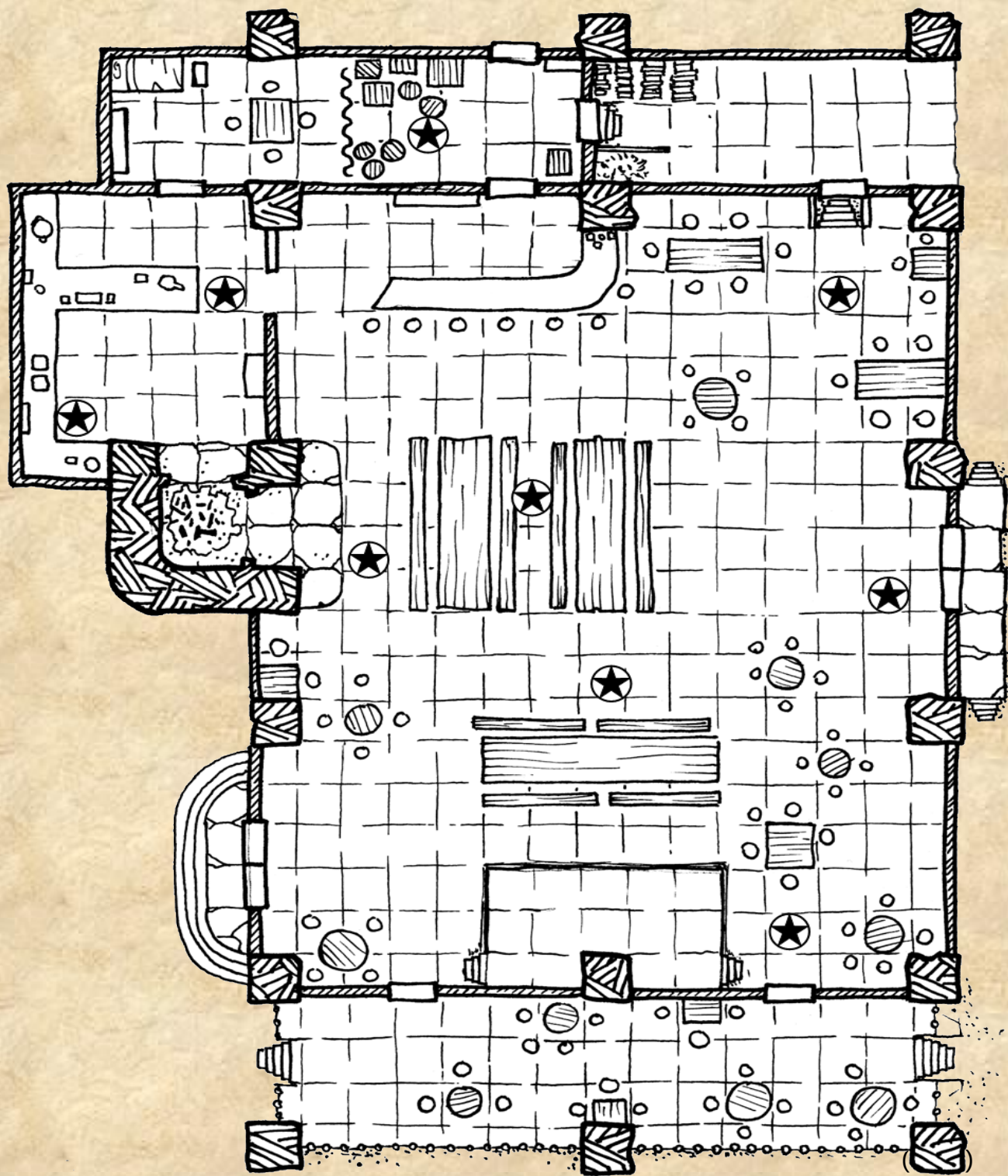
(124)

1 square = 5 feet

From Below — DM Map 2

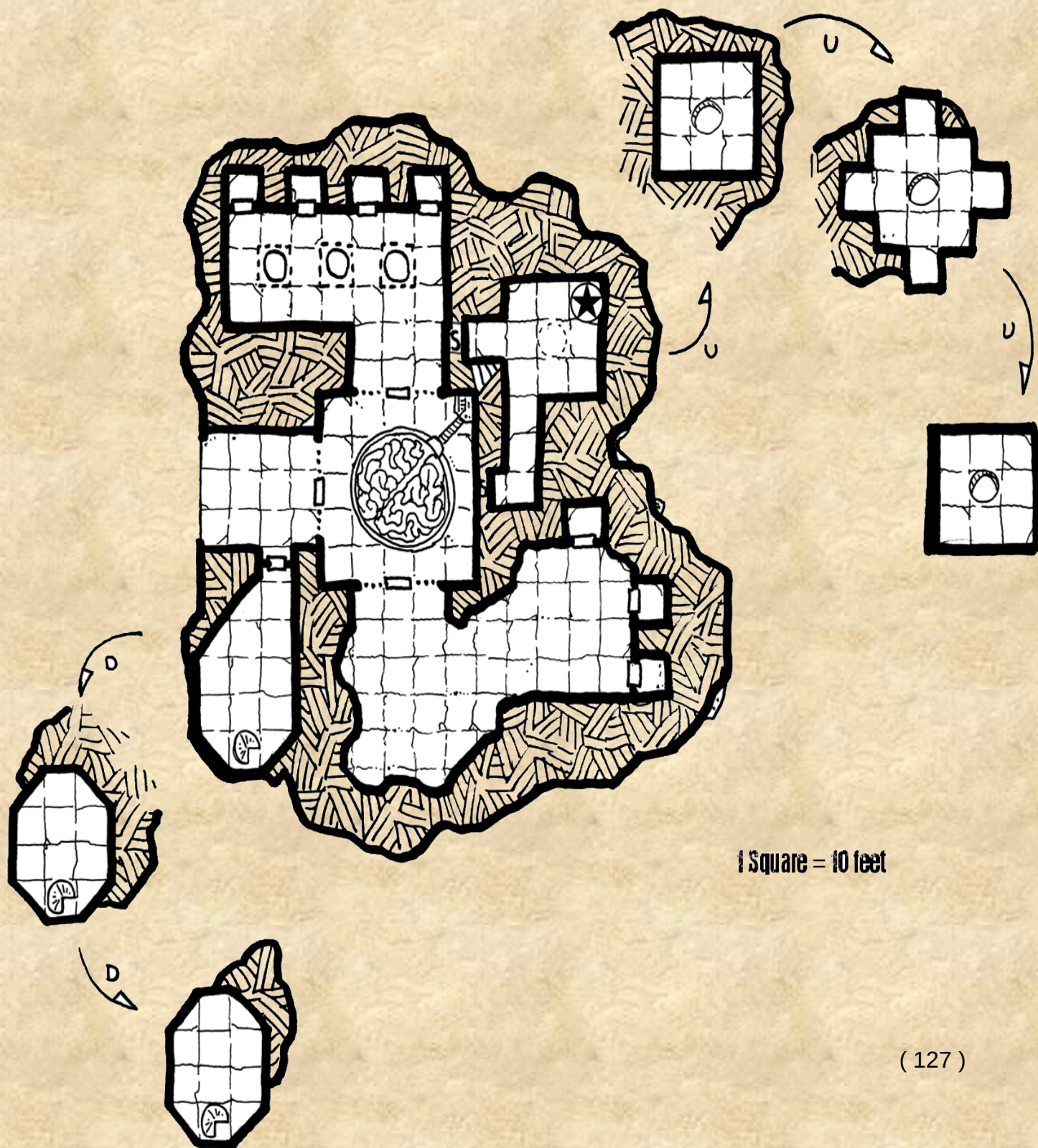


From Below — Player Map 1



1 square = 5 feet

From Below — Player Map 2



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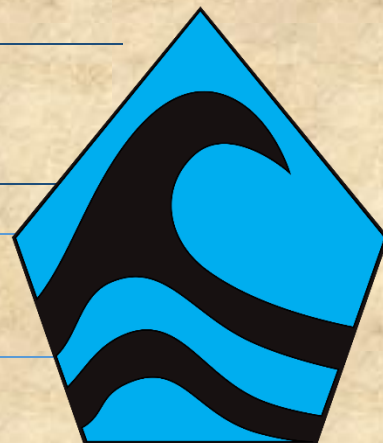
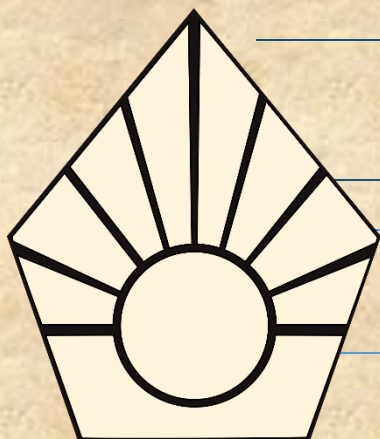




Guildmasters' Guide To Ravnica

Azorius Senate

(White / Blue)



White/Blue

Positively Aligned
Refill
Untouchable

White Spells

0-Level (Cantrip)

Blade Ward
Green Flame Blade SCAG
Guidance
Light
Mending
Message
Resistance
Sacred Flame
Spare the Dying
Sword Burst SCAG
Thaumaturgy
True Strike
Word of Radiance XGE

1st Level

Absorb Elements XGE
Alarm
Bless
Ceremony XGE
Color Spray
Command
Cure Wounds
Detect Evil and Good
Divine Favor
Faerie Fire
Feather Fall
Find Familiar
Guiding Bolt
Healing Word
Heroism
Hunter's Mark
Mage Armor

Plain Sight (NEW)
Protection from Evil and Good
Purify Food and Drink
Return Service (NEW)
Sanctuary
Searing Smite
Shield
Shield of Faith
Thunderous Smite
Wrathful Smite

2nd Level

Aid
Branding Smite
Calm Emotions
Cordon of Arrows
Enhance Ability
Find Steed
Gentle Repose
Hold Person
Lesser Restoration
Magic Weapon
Moonbeam
Prayer of Healing
Protection from Poison
Silence
Spiritual Weapon
Warding Bond
Zone of Truth

3rd Level

Aura of Vitality
Beacon of Hope
Blinding Smite
Catnap XGE
Conjure Animals
Conjure Barrage
Crusader's Mantle
Daylight
Elemental Weapon
Hypnotic Pattern
Intensify Weapons (NEW)

Interception (NEW)
Leomund's Tiny Hut
Life Transference XGE
Magic Circle
Mass Healing Word
Protection from Energy
Remove Curse
Speak with Dead
Spirit Guardians
Tiny Servant XGE

4th Level

Aura of Life
Aura of Purity
Banishment
Death Ward
Find Greater Steed XGE
Guardian of Faith
Mordenkainen's Faithful Hound
Mordenkainen's Private Sanctum
Otiluke's Resilient Sphere
Sickening Radiance XGE
Staggering Smite
Sudden Spectator (NEW)

5th Level

Animate Objects
Antilife Shell
Banishing Smite
Circle of Power
Conjure Volley
Dawn XGE
Destructive Wave
Dispel Evil and Good
Flame Strike
Greater Restoration
Hallow
Hold Monster
Holy Weapon XGE
Mass Cure Wounds
Skill Empowerment XGE
Swift Quiver
Wall of Light XGE

6th Level

Blade Barrier
Create Homunculus XGE
Forbiddance
Globe of Invulnerability
Guards and Wards
Heal
Heroes' Feast
Planar Ally
Primordial Ward XGE
Sunbeam
Wind Walk
Word of Recall

7th Level

Conjure Celestial
Crown of Stars XGE
Divine Word
Mordenkainen's Sword

Plane Shift
Prismatic Spray
Resurrection
Sequester
Temple of the Gods XGE

8th Level

Antipathy/Sympathy
Control Weather
Holy Aura
Mighty Fortress XGE
Mind Blank
Sunburst

9th Level

Gate
Invulnerability XGE
Power Word Heal
Prismatic Wall
Storm of Vengeance
True Resurrection
Wish

Blue Spells

0-Level (Cantrip)

Friends
Frostbite
Mage Hand
Message
Minor Illusion
Prestidigitation
Ray of Frost
Shape Water XGE
Vicious Mockery

1st Level

Alarm
Bane
Charm Person
Chromatic Orb
Command
Comprehend Languages
Detect Magic
Disguise Self
Find Familiar
Fog Cloud
Hunter's Mark
Identify
Illusory Script
Magic Missile
Silent Image
Sleep
Unseen Servant
Zephyr Strike XGE

2nd Level

Alter Self
Arcane Lock
Augury
Blur
Calm Emotions

Detect Thoughts
Enhance Ability
Enlarge/Reduce
Find Steed
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Magical Probe (NEW)
Mind Spike XGE
Mirror Image
Missed (NEW)
Misty Step
Nystul's Magic Aura
Rope Trick
Skywrite XGE

3rd Level

Blink
Clairvoyance
Conjure Animals
Counterspell
Elemental Weapon
Encapsulated (NEW)
Fly
Gaseous Form
Foiled Vision (NEW)
In Your Head (NEW)
Major Image
Nondetection
Sending
Tidal Wave XGE
Tiny Servant XGE
Tongues
Wall of Water XGE
Water Breathing
Water Walk

4th Level

Arcane Eye
Charm Monster XGE
Conjure Minor Elementals
Conjure Woodland Beings
Control Water
Dimension Door
Divination
Dominate Beast
Elemental Bane XGE
Fabricate
Find Greater Steed XGE
Fire Shield
Four-Warned (NEW)
Greater Invisibility
Hallucinatory Terrain
Polymorph
Watery Sphere XGE

5th Level

Animate Objects
Bigby's Hand
Commune
Cone of Cold

Conjure Elemental
Contact Other Plane
Creation
Dominate Person
Dream
Far Step XGE
Geas
Hallow
Legend Lore
Maelstrom XGE
Mindblown (NEW)
Mislead
Rary's Telepathic Bond
Scrying
Seeming
Skill Empowerment XGE
Steel Wind Strike XGE
Synaptic Static XGE
Telekinesis
Teleportation Circle
Wall of Force

6th Level

Arcane Gate
Conjure Fey
Contingency
Drawmij's Instant Summons
Eyebite
Investiture of Wind XGE
Planar Ally
Programmed Illusion
Scatter XGE
Wall of Ice
Wind Walk

7th Level

Etherealness
Forcecage
Mirage Arcane
Plane Shift
Prismatic Spray
Project Image
Simulacrum
Symbol
Teleport

8th Level

Antimagic Field
Dominate Monster
Feeblemind
Illusory Dragon XGE
Maze
Telepathy
Tsunami

9th Level

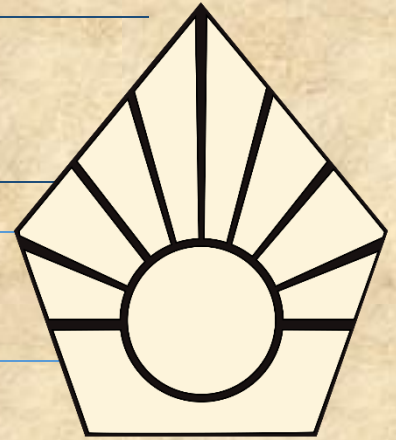
Foresight
Gate
Mass Polymorph XGE
Prismatic Wall
Psychic Scream XGE
Time Stop
Wish

Guildmasters' Guide To Ravnica



Boros Legion

(Red / White)



Red/White

Duplicity
Ebb and Flow
Rinse and Repeat

Red Spells

0-Level (Cantrip)

Booming Blade SCAG
Control Flames XGE
Create Bonfire XGE
Dancing Lights
Eldritch Blast
Fiery Rain (NEW)
Fire Bolt
Friends
Frostbite XGE
Green Flame Blade SCAG
Lightning Lure SCAG
Magic Stone XGE
Mending
Mold Earth XGE
Produce Flame
Ray of Frost
Shocking Grasp
Thunderclap XGE
True Strike

1st Level

Burning Hands
Catapult XGE
Chaos Bolt XGE
Charm Person
Chromatic Orb
Compelled Duel
Dissonant Whispers
Earth Tremor XGE
Faerie Fire
Find Familiar

Grease
Hellish Rebuke
Hunter's Mark
Ice Knife XGE
Searing Smite
Tasha's Hideous Laughter
Thunderous Smite
Thunderwave
Witch Bolt

2nd Level

Aganazzar's Scorcher XGE
Cloud of Daggers
Continual Flame
Crown of Madness
Dragon's Breath XGE
Earthbind XGE
Elementary Resistance (NEW)
Enhance Ability
Enthrall
Find Steed
Flame Blade
Flaming Sphere
Heat Metal
Maximilian's Earthen Grasp XGE
Pyrotechnics XGE
Scorching Ray
Shatter
Snilloc's Snowball Swarm XGE
Suggestion

3rd Level

Call Lightning
Conjure Animals
Elemental Weapon
Erupting Earth XGE
Fire Blade (NEW)
Fireball
Flame Arrows XGE
Glyph of Warding

Instant Burn (NEW)
Lightning Arrow
Lightning Bolt
Meld into Stone
Melf's Minute Meteors XGE
Sleet Storm
Spawned Goblins (NEW)
Summon Lesser Demons XGE
Thunder Step XGE
Tiny Servant XGE
Volcanic Rise (NEW)
Wall of Sand XGE

4th Level

Charm Monster XGE
Compulsion
Confusion
Conjure Minor Elementals
Elemental Bane XGE
Fabricate
Find Greater Steed XGE
Fire Shield
Freedom of Movement
Ice Storm
Stone Shape
Stoneskin
Storm Sphere XGE
Summon Greater Demon XGE
Wall of Fire

5th Level

Animate Objects
Cone of Cold
Conjure Elemental
Fiery Sacrifice (NEW)
Flame Strike
Immolation XGE
Passwall
Skill Empowerment XGE
Steel Wind Strike XGE
Transmute Rock XGE
Wall of Stone

6th Level

Blade Barrier
Bones of the Earth XGE
Chain Lightning
Create Homunculus XGE
Disintegrate
Investiture of Flame XGE
Investiture of Ice XGE
Investiture of Stone XGE
Mass Suggestion
Move Earth
Otiluke's Freezing Sphere
Otto's Irresistible Dance
Planar Ally
Tenser's Transformation XGE

7th Level

Delayed Blast Fireball
Fire Storm
Plane Shift

Prismatic Spray
Reverse Gravity
Symbol

8th Level

Control Weather
Earthquake
Glibness
Illusory Dragon XGE
Incendiary Cloud
Mighty Fortress XGE

9th Level

Gate
Meteor Swarm
Prismatic Wall
Storm of Vengeance
Wish

White Spells

0-Level (Cantrip)

Blade Ward
Green Flame Blade SCAG
Guidance
Light
Mending
Message
Resistance
Sacred Flame
Spare the Dying
Sword Burst SCAG
Thaumaturgy
True Strike
Word of Radiance XGE

1st Level

Absorb Elements XGE
Alarm
Bless
Ceremony XGE
Color Spray
Command
Cure Wounds
Detect Evil and Good
Divine Favor
Faerie Fire
Feather Fall
Find Familiar
Guiding Bolt
Healing Word
Heroism
Hunter's Mark
Mage Armor
Plain Sight (NEW)
Protection from Evil and Good
Purify Food and Drink
Return Service (NEW)
Sanctuary
Searing Smite
Shield
Shield of Faith
Thunderous Smite

Wrathful Smite

2nd Level

Aid
Branding Smite
Calm Emotions
Cordon of Arrows
Enhance Ability
Find Steed
Gentle Repose
Hold Person
Lesser Restoration
Magic Weapon
Moonbeam
Prayer of Healing
Protection from Poison
Silence
Spiritual Weapon
Warding Bond
Zone of Truth

3rd Level

Aura of Vitality
Beacon of Hope
Blinding Smite
Catnap XGE
Conjure Animals
Conjure Barrage
Crusader's Mantle
Daylight
Elemental Weapon
Hypnotic Pattern
Intensify Weapons (NEW)
Interception (NEW)
Leomund's Tiny Hut
Life Transference XGE
Magic Circle
Mass Healing Word
Protection from Energy
Remove Curse
Speak with Dead
Spirit Guardians
Tiny Servant XGE

4th Level

Aura of Life
Aura of Purity
Banishment
Death Ward
Find Greater Steed XGE
Guardian of Faith
Mordenkainen's Faithful Hound
Mordenkainen's Private Sanctum
Otiluke's Resilient Sphere
Sickenening Radiance XGE
Staggering Smite
Sudden Spectator (NEW)

5th Level

Animate Objects
Antilife Shell
Banishing Smite
Circle of Power

Conjure Volley
Dawn XGE
Destructive Wave
Dispel Evil and Good
Flame Strike
Greater Restoration
Hallow
Hold Monster
Holy Weapon XGE
Mass Cure Wounds
Skill Empowerment XGE
Swift Quiver
Wall of Light XGE

6th Level

Blade Barrier
Create Homunculus XGE
Forbiddance
Globe of Invulnerability
Guards and Wards
Heal
Heroes' Feast
Planar Ally
Primordial Ward XGE
Sunbeam
Wind Walk
Word of Recall

7th Level

Conjure Celestial
Crown of Stars XGE
Divine Word
Mordenkainen's Sword
Plane Shift
Prismatic Spray
Resurrection
Sequester
Temple of the Gods XGE

8th Level

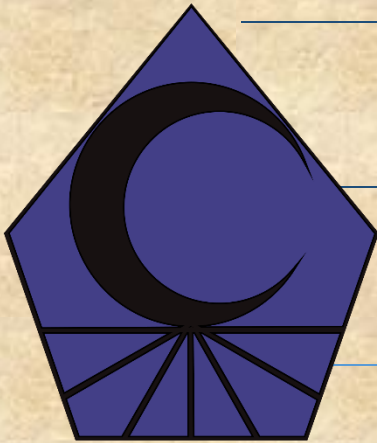
Antipathy/Sympathy
Control Weather
Holy Aura
Mighty Fortress XGE
Mind Blank
Sunburst

9th Level

Gate
Invulnerability XGE
Power Word Heal
Prismatic Wall
Storm of Vengeance
True Resurrection
Wish



Guildmasters' Guide To Ravnica



Cult of Rakdos

(**Black** / **Red**)



Black/Red

Discovered Mana
Incursion
Tradeoff

Black Spells

0-Level (Cantrip)

Acid Splash
Chill Touch
Infestation XGE
Poison Spray
Thaumaturgy
Toll the Dead XGE
Vicious Mockery

1st Level

Alarm
Armor of Agathys
Arms of Hadar
Bane
Barrier of Bones (NEW)
Cause Fear XGE
Chromatic Orb
Create or Destroy Water
Detect Evil and Good
Dissonant Whispers
False Life
Find Familiar
Guiding Bolt
Hellish Rebuke
Hex
Hunter's Mark
Inflict Wounds
Protection from Evil and Good
Ray of Sickness
Tenser's Floating Disk
Wrathful Smite

2nd Level

Augury
Blindness/Deafness
Crown of Madness
Darkness
Defenseless (NEW)
Enhance Ability
Find Steed
Life Drain (NEW)
Melf's Acid Arrow
Phantasmal Force
Ray of Enfeeblement
Shadow Blade XGE

3rd Level

Animate Dead
Bestow Curse
Binding of Darkness (NEW)
Blinding Smite
Conjure Animals
Curse of the Horde (NEW)
Elemental Weapon
Enemies Abound XGE
Fear
Feign Death
Hunger of Hadar
Life Transference XGE
Phantom Steed
Slow
Speak with Dead
Spirit Guardians
Stinking Cloud
Summon Lesser Demons XGE
Tiny Servant XGE
Vampiric Touch

4th Level

Banishment
Blight
Diseased (NEW)

Divination
Elemental Bane XGE
Evard's Black Tentacles
Find Greater Steed XGE
Leomund's Secret Chest
Locate Creature
Phantasmal Killer
Shadow of Moil XGE
Sickening Radiance XGE
Staggering Smite
Summon Greater Demon XGE
Vitriolic Sphere XGE

5th Level

Animate Objects
Banishing Smite
Cloudkill
Contact Other Plane
Contagion
Danse Macabre XGE
Destructive Wave
Dispel Evil and Good
Dominate Person
Dream
Enervation XGE
Hallow
Infernal Calling XGE
Insect Plague
Legend Lore
Modify Memory
Negative Energy Flood XGE
Planar Binding
Scrying
Skill Empowerment XGE
Telekinesis

6th Level

Circle of Death
Create Homunculus XGE
Create Undead
Drawmij's Instant Summons
Eyebite
Flesh to Stone
Harm
Magic Jar
Mental Prison XGE
Planar Ally
Soul Cage XGE

7th Level

Divine Word
Finger of Death
Mordenkainen's Magnificent Mansion
Plane Shift
Power Word Pain XGE
Prismatic Spray
Sequester
Simulacrum
Symbol
Temple of the Gods XGE

8th Level

Abi-Dalzim's Horrid Wilting XGE

Clone
Demiplane
Feeblemind
Illusory Dragon XGE
Maddening Darkness XGE
Power Word Stun
Trap the Soul

9th Level

Astral Projection
Gate
Imprisonment
Power Word Kill
Prismatic Wall
Storm of Vengeance
Weird
Wish

Red Spells

0-Level (Cantrip)

Booming Blade SCAG
Control Flames XGE
Create Bonfire XGE
Dancing Lights
Eldritch Blast
Fiery Rain (NEW)
Fire Bolt
Friends
Frostbite XGE
Green Flame Blade SCAG
Lightning Lure SCAG
Magic Stone XGE
Mending
Mold Earth XGE
Produce Flame
Ray of Frost
Shocking Grasp
Thunderclap XGE
True Strike

1st Level

Burning Hands
Catapult XGE
Chaos Bolt XGE
Charm Person
Chromatic Orb
Compelled Duel
Dissonant Whispers
Earth Tremor XGE
Faerie Fire
Find Familiar
Grease
Hellish Rebuke
Hunter's Mark
Ice Knife XGE
Searing Smite
Tasha's Hideous Laughter
Thunderous Smite
Thunderwave
Witch Bolt

2nd Level

Aganazzar's Scorchers XGE
Cloud of Daggers
Continual Flame
Crown of Madness
Dragon's Breath XGE
Earthbind XGE
Elementary Resistance (NEW)
Enhance Ability
Enthrall
Find Steed
Flame Blade
Flaming Sphere
Heat Metal
Maximilian's Earthen Grasp XGE
Pyrotechnics XGE
Scorching Ray
Shatter
Snillloc's Snowball Swarm XGE
Suggestion

3rd Level

Call Lightning
Conjure Animals
Elemental Weapon
Erupting Earth XGE
Fire Blade (NEW)
Fireball
Flame Arrows XGE
Glyph of Warding
Instant Burn (NEW)
Lightning Arrow
Lightning Bolt
Meld into Stone
Melf's Minute Meteors XGE
Sleet Storm
Spawned Goblins (NEW)
Summon Lesser Demons XGE
Thunder Step XGE
Tiny Servant XGE
Volcanic Rise (NEW)
Wall of Sand XGE

4th Level

Charm Monster XGE
Compulsion
Confusion
Conjure Minor Elementals
Elemental Bane XGE
Fabricate
Find Greater Steed XGE
Fire Shield
Freedom of Movement
Ice Storm
Stone Shape
Stoneskin
Storm Sphere XGE
Summon Greater Demon XGE
Wall of Fire

5th Level

Animate Objects
Cone of Cold

Conjure Elemental
Fiery Sacrifice (NEW)
Flame Strike
Immolation XGE
Passwall
Skill Empowerment XGE
Steel Wind Strike XGE
Transmute Rock XGE
Wall of Stone

6th Level

Blade Barrier
Bones of the Earth XGE
Chain Lightning
Create Homunculus XGE
Disintegrate
Investiture of Flame XGE
Investiture of Ice XGE
Investiture of Stone XGE
Mass Suggestion
Move Earth
Otiluke's Freezing Sphere
Otto's Irresistible Dance
Planar Ally
Tenser's Transformation XGE

7th Level

Delayed Blast Fireball
Fire Storm
Plane Shift
Prismatic Spray
Reverse Gravity
Symbol

8th Level

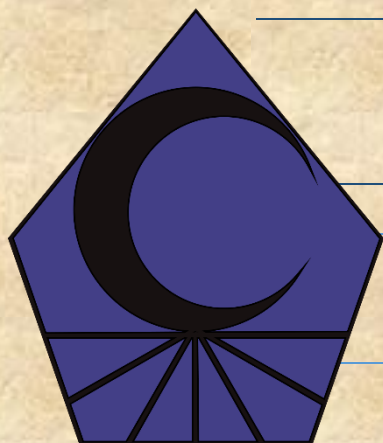
Control Weather
Earthquake
Glibness
Illusory Dragon XGE
Incendiary Cloud
Mighty Fortress XGE

9th Level

Gate
Meteor Swarm
Prismatic Wall
Storm of Vengeance
Wish



Guildmasters' Guide To Ravnica



Golgari Swarm

(Black / Green)



Black/Green

Dark Buff
Dark Summoning
Draw Raw

Black Spells

0-Level (Cantrip)

Acid Splash
Chill Touch
Infestation XGE
Poison Spray
Thaumaturgy
Toll the Dead XGE
Vicious Mockery

1st Level

Alarm
Armor of Agathys
Arms of Hadar
Bane
Barrier of Bones (NEW)
Cause Fear XGE
Chromatic Orb
Create or Destroy Water
Detect Evil and Good
Dissonant Whispers
False Life
Find Familiar
Guiding Bolt
Hellish Rebuke
Hex
Hunter's Mark
Inflict Wounds
Protection from Evil and Good
Ray of Sickness
Tenser's Floating Disk
Wrathful Smite

2nd Level

Augury
Blindness/Deafness
Crown of Madness
Darkness
Defenseless (NEW)
Enhance Ability
Find Steed
Life Drain (NEW)
Melf's Acid Arrow
Phantasmal Force
Ray of Enfeeblement
Shadow Blade XGE

3rd Level

Animate Dead
Bestow Curse
Binding of Darkness (NEW)
Blinding Smite
Conjure Animals
Curse of the Horde (NEW)
Elemental Weapon
Enemies Abound XGE
Fear
Feign Death
Hunger of Hadar
Life Transference XGE
Phantom Steed
Slow
Speak with Dead
Spirit Guardians
Stinking Cloud
Summon Lesser Demons XGE
Tiny Servant XGE
Vampiric Touch

4th Level

Banishment
Blight
Diseased (NEW)

Divination
Elemental Bane XGE
Evard's Black Tentacles
Find Greater Steed XGE
Leomund's Secret Chest
Locate Creature
Phantasmal Killer
Shadow of Moil XGE
Sickening Radiance XGE
Staggering Smite
Summon Greater Demon XGE
Vitriolic Sphere XGE

5th Level

Animate Objects
Banishing Smite
Cloudkill
Contact Other Plane
Contagion
Danse Macabre XGE
Destructive Wave
Dispel Evil and Good
Dominate Person
Dream
Enervation XGE
Hallow
Infernal Calling XGE
Insect Plague
Legend Lore
Modify Memory
Negative Energy Flood XGE
Planar Binding
Scrying
Skill Empowerment XGE
Telekinesis

6th Level

Circle of Death
Create Homunculus XGE
Create Undead
Drawmij's Instant Summons
Eyebite
Flesh to Stone
Harm
Magic Jar
Mental Prison XGE
Planar Ally
Soul Cage XGE

7th Level

Divine Word
Finger of Death
Mordenkainen's Magnificent Mansion
Plane Shift
Power Word Pain XGE
Prismatic Spray
Sequester
Simulacrum
Symbol
Temple of the Gods XGE

8th Level

Abi-Dalzim's Horrid Wilting XGE

Clone
Demiplane
Feeblemind
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Power Word Stun
Trap the Soul

9th Level

Astral Projection
Gate
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Power Word Kill
Prismatic Wall
Storm of Vengeance
Weird
Wish

Green Spells

0-Level (Cantrip)

Booming Blade SCAG
Druidcraft
Gust XGE
Infestation XGE
Poison Spray
Primal Savagery XGE
Shillelagh
Thorn Whip

1st Level

Animal Friendship
Beast Bond XGE
Brute Force (NEW)
Chromatic Orb
Compelled Duel
Create or Destroy Water
Cure Wounds
Detect Poison and Disease
Ensnaring Strike
Entangle
Expedition Retreat
Feather Fall
Find Familiar
Fog Cloud
Goodberry
Hail of Thorns
Hunter's Mark
Jump
Longstrider
Purify Food and Drink
Snare XGE
Speak with Animals

2nd Level

Alter Self
Animal Messenger
Barkskin
Beast Sense
Darkvision
Dust Devil XGE
Earthbind XGE

Enhance Ability
Enlarge/Reduce
Find Steed
Find Traps
Gust of Wind
Healing Spirit
Lesser Restoration
Locate Animals or Plants
Pass without Trace
Protection from Poison
See Invisibility
Spider Climb
Spike Growth
Warding Wind XGE
Web

3rd Level

Aura of Vitality
Catnap XGE
Conjure Animals
Create Food and Water
Dispel Magic
Elemental Weapon
Haste
Landslide (NEW)
Plant Growth
Remove Curse
Revivify
Sleet Storm
Speak with Plants
Spillover (NEW)
Thunder Step XGE
Tiny Servant XGE
Wind Wall

4th Level

Aura of Life
Conjure Woodland Beings
Dominate Beast
Find Greater Steed XGE
Freedom of Movement
Giant Insect
Grasping Vine
Guardian of Nature XGE
Ice Storm
Locate Creature
Polymorph
Storm Sphere XGE

5th Level

Animate Objects
Antilife Shell
Awaken
Commune with Nature
Control Winds XGE
Greater Restoration
Hallow
Insect Plague
Mass Cure Wounds
Passwall
Raise Dead
Reincarnate
Skill Empowerment XGE

Swift Quiver
Tree Stride
Wrath of Nature XGE

6th Level

Conjure Fey
Create Homunculus XGE
Druid Grove XGE
Eyebite
Find the Path
Flesh to Stone
Heal
Investiture of Wind XGE
Planar Ally
Transport via Plants
True Seeing
Wall of Thorns

7th Level

Group Summons (NEW)
Plane Shift
Prismatic Spray
Regenerate
Temple of the Gods XGE
Whirlwind XGE

8th Level

Animal Shapes
Control Weather

9th Level

Gate
Mass Heal
Mass Polymorph XGE
Prismatic Wall
Shapechange
Storm of Vengeance
True Polymorph
Wish



Guildmasters' Guide To Ravnica



Gruul Clans

(Red / Green)



Red/Green

Instant Power
Forest Fire
Devastation

Red Spells

0-Level (Cantrip)

Booming Blade SCAG
Control Flames XGE
Create Bonfire XGE
Dancing Lights
Eldritch Blast
Fiery Rain (NEW)
Fire Bolt
Friends
Frostbite XGE
Green Flame Blade SCAG
Lightning Lure SCAG
Magic Stone XGE
Mending
Mold Earth XGE
Produce Flame
Ray of Frost
Shocking Grasp
Thunderclap XGE
True Strike

1st Level

Burning Hands
Catapult XGE
Chaos Bolt XGE
Charm Person
Chromatic Orb
Compelled Duel
Dissonant Whispers
Earth Tremor XGE
Faerie Fire
Find Familiar

Grease
Hellish Rebuke
Hunter's Mark
Ice Knife XGE
Searing Smite
Tasha's Hideous Laughter
Thunderous Smite
Thunderwave
Witch Bolt

2nd Level

Aganazzar's Scorchers XGE
Cloud of Daggers
Continual Flame
Crown of Madness
Dragon's Breath XGE
Earthbind XGE
Elementary Resistance (NEW)
Enhance Ability
Enthrall
Find Steed
Flame Blade
Flaming Sphere
Heat Metal
Maximilian's Earthen Grasp XGE
Pyrotechnics XGE
Scorching Ray
Shatter
Snilloc's Snowball Swarm XGE
Suggestion

3rd Level

Call Lightning
Conjure Animals
Elemental Weapon
Erupting Earth XGE
Fire Blade (NEW)
Fireball
Flame Arrows XGE
Glyph of Warding

Instant Burn (NEW)
Lightning Arrow
Lightning Bolt
Meld into Stone
Melf's Minute Meteors XGE
Sleet Storm
Spawned Goblins (NEW)
Summon Lesser Demons XGE
Thunder Step XGE
Tiny Servant XGE
Volcanic Rise (NEW)
Wall of Sand XGE

4th Level

Charm Monster XGE
Compulsion
Confusion
Conjure Minor Elementals
Elemental Bane XGE
Fabricate
Find Greater Steed XGE
Fire Shield
Freedom of Movement
Ice Storm
Stone Shape
Stoneskin
Storm Sphere XGE
Summon Greater Demon XGE
Wall of Fire

5th Level

Animate Objects
Cone of Cold
Conjure Elemental
Fiery Sacrifice (NEW)
Flame Strike
Immolation XGE
Passwall
Skill Empowerment XGE
Steel Wind Strike XGE
Transmute Rock XGE
Wall of Stone

6th Level

Blade Barrier
Bones of the Earth XGE
Chain Lightning
Create Homunculus XGE
Disintegrate
Investiture of Flame XGE
Investiture of Ice XGE
Investiture of Stone XGE
Mass Suggestion
Move Earth
Otiluke's Freezing Sphere
Otto's Irresistible Dance
Planar Ally
Tenser's Transformation XGE

7th Level

Delayed Blast Fireball
Fire Storm
Plane Shift

Prismatic Spray
Reverse Gravity
Symbol

8th Level

Control Weather
Earthquake
Glibness
Illusory Dragon XGE
Incendiary Cloud
Mighty Fortress XGE

9th Level

Gate
Meteor Swarm
Prismatic Wall
Storm of Vengeance
Wish

Green Spells

0-Level (Cantrip)

Booming Blade SCAG
Druidcraft
Gust XGE
Infestation XGE
Poison Spray
Primal Savagery XGE
Shillelagh
Thorn Whip

1st Level

Animal Friendship
Beast Bond XGE
Brute Force (NEW)
Chromatic Orb
Compelled Duel
Create or Destroy Water
Cure Wounds
Detect Poison and Disease
Ensnaing Strike
Entangle
Expeditious Retreat
Feather Fall
Find Familiar
Fog Cloud
Goodberry
Hail of Thorns
Hunter's Mark
Jump
Longstrider
Purify Food and Drink
Snare XGE
Speak with Animals

2nd Level

Alter Self
Animal Messenger
Barkskin
Beast Sense
Darkvision
Dust Devil XGE
Earthbind XGE

Enhance Ability
Enlarge/Reduce
Find Steed
Find Traps
Gust of Wind
Healing Spirit
Lesser Restoration
Locate Animals or Plants
Pass without Trace
Protection from Poison
See Invisibility
Spider Climb
Spike Growth
Warding Wind XGE
Web

3rd Level

Aura of Vitality
Catnap XGE
Conjure Animals
Create Food and Water
Dispel Magic
Elemental Weapon
Haste
Landslide (NEW)
Plant Growth
Remove Curse
Revivify
Sleet Storm
Speak with Plants
Spillover (NEW)
Thunder Step XGE
Tiny Servant XGE
Wind Wall

4th Level

Aura of Life
Conjure Woodland Beings
Dominate Beast
Find Greater Steed XGE
Freedom of Movement
Giant Insect
Grasping Vine
Guardian of Nature XGE
Ice Storm
Locate Creature
Polymorph
Storm Sphere XGE

5th Level

Animate Objects
Antilife Shell
Awaken
Commune with Nature
Control Winds XGE
Greater Restoration
Hallow
Insect Plague
Mass Cure Wounds
Passwall
Raise Dead
Reincarnate
Skill Empowerment XGE

Swift Quiver
Tree Stride
Wrath of Nature XGE

6th Level

Conjure Fey
Create Homunculus XGE
Druid Grove XGE
Eyebite
Find the Path
Flesh to Stone
Heal
Investiture of Wind XGE
Planar Ally
Transport via Plants
True Seeing
Wall of Thorns

7th Level

Group Summons (NEW)
Plane Shift
Prismatic Spray
Regenerate
Temple of the Gods XGE
Whirlwind XGE

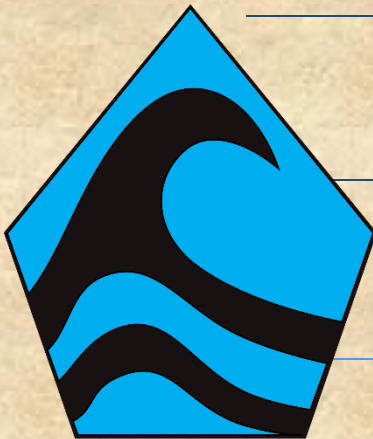
8th Level

Animal Shapes
Control Weather

9th Level

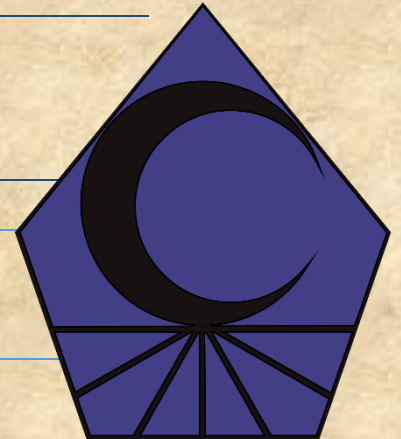
Gate
Mass Heal
Mass Polymorph XGE
Prismatic Wall
Shapechange
Storm of Vengeance
True Polymorph
Wish

Guildmasters' Guide To Ravnica



House Dimir

(Blue / Black)



Blue/ Black

Disenchanted
Negatively Aligned
Switch

Blue Spells

0-Level (Cantrip)

Friends
Frostbite
Mage Hand
Message
Minor Illusion
Prestidigitation
Ray of Frost
Shape Water XGE
Vicious Mockery

1st Level

Alarm
Bane
Charm Person
Chromatic Orb
Command
Comprehend Languages
Detect Magic
Disguise Self
Find Familiar
Fog Cloud
Hunter's Mark
Identify
Illusory Script
Magic Missile
Silent Image
Sleep
Unseen Servant
Zephyr Strike XGE

2nd Level

Alter Self

Arcane Lock
Augury
Blur
Calm Emotions
Detect Thoughts
Enhance Ability
Enlarge/Reduce
Find Steed
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Magical Probe (NEW)
Mind Spike XGE
Mirror Image
Missed (NEW)
Misty Step
Nystul's Magic Aura
Rope Trick
Skywrite XGE

3rd Level

Blink
Clairvoyance
Conjure Animals
Counterspell
Elemental Weapon
Encapsulated (NEW)
Fly
Gaseous Form
Foiled Vision (NEW)
In Your Head (NEW)
Major Image
Nondetection
Sending
Tidal Wave XGE
Tiny Servant XGE
Tongues
Wall of Water XGE
Water Breathing

Water Walk

4th Level

Arcane Eye
Charm Monster XGE
Conjure Minor Elementals
Conjure Woodland Beings
Control Water
Dimension Door
Divination
Dominate Beast
Elemental Bane XGE
Fabricate
Find Greater Steed XGE
Fire Shield
Four-Warned (NEW)
Greater Invisibility
Hallucinatory Terrain
Polymorph
Watery Sphere XGE

5th Level

Animate Objects
Bigby's Hand
Commune
Cone of Cold
Conjure Elemental
Contact Other Plane
Creation
Dominate Person
Dream
Far Step XGE
Geas
Hallow
Legend Lore
Maelstrom XGE
Mindblown (NEW)
Mislead
Rary's Telepathic Bond
Scrying
Seeming
Skill Empowerment XGE
Steel Wind Strike XGE
Synaptic Static XGE
Telekinesis
Teleportation Circle
Wall of Force

6th Level

Arcane Gate
Conjure Fey
Contingency
Drawmij's Instant Summons
Eyebite
Investiture of Wind XGE
Planar Ally
Programmed Illusion
Scatter XGE
Wall of Ice
Wind Walk

7th Level

Etherealness

Forcecage
Mirage Arcane
Plane Shift
Prismatic Spray
Project Image
Simulacrum
Symbol
Teleport

8th Level

Antimagic Field
Dominate Monster
Feeblemind
Illusory Dragon XGE
Maze
Telepathy
Tsunami

9th Level

Foresight
Gate
Mass Polymorph XGE
Prismatic Wall
Psychic Scream XGE
Time Stop
Wish

Black Spells

0-Level (Cantrip)

Acid Splash
Chill Touch
Infestation XGE
Poison Spray
Thaumaturgy
Toll the Dead XGE
Vicious Mockery

1st Level

Alarm
Armor of Agathys
Arms of Hadar
Bane
Barrier of Bones (NEW)
Cause Fear XGE
Chromatic Orb
Create or Destroy Water
Detect Evil and Good
Dissonant Whispers
False Life
Find Familiar
Guiding Bolt
Hellish Rebuke
Hex
Hunter's Mark
Inflict Wounds
Protection from Evil and Good
Ray of Sickness
Tenser's Floating Disk
Wrathful Smite

2nd Level

Augury
Blindness/Deafness
Crown of Madness
Darkness
Defenseless (NEW)
Enhance Ability
Find Steed
Life Drain (NEW)
Melf's Acid Arrow
Phantasmal Force
Ray of Enfeeblement
Shadow Blade XGE

3rd Level

Animate Dead
Bestow Curse
Binding of Darkness (NEW)
Blinding Smite
Conjure Animals
Curse of the Horde (NEW)
Elemental Weapon
Enemies Abound XGE
Fear
Feign Death
Hunger of Hadar
Life Transference XGE
Phantom Steed
Slow
Speak with Dead
Spirit Guardians
Stinking Cloud
Summon Lesser Demons XGE
Tiny Servant XGE
Vampiric Touch

4th Level

Banishment
Blight
Diseased (NEW)
Divination
Elemental Bane XGE
Evard's Black Tentacles
Find Greater Steed XGE
Leomund's Secret Chest
Locate Creature
Phantasmal Killer
Shadow of Moil XGE
Sickenening Radiance XGE
Staggering Smite
Summon Greater Demon XGE
Vitriolic Sphere XGE

5th Level

Animate Objects
Banishing Smite
Cloudkill
Contact Other Plane
Contagion
Danse Macabre XGE
Destructive Wave
Dispel Evil and Good
Dominate Person
Dream

Enervation XGE
Hallow
Infernal Calling XGE
Insect Plague
Legend Lore
Modify Memory
Negative Energy Flood XGE
Planar Binding
Scrying
Skill Empowerment XGE
Telekinesis

6th Level

Circle of Death
Create Homunculus XGE
Create Undead
Drawmij's Instant Summons
Eyebite
Flesh to Stone
Harm
Magic Jar
Mental Prison XGE
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7th Level

Divine Word
Finger of Death
Mordenkainen's Magnificent Mansion
Plane Shift
Power Word Pain XGE
Prismatic Spray
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Simulacrum
Symbol
Temple of the Gods XGE

8th Level

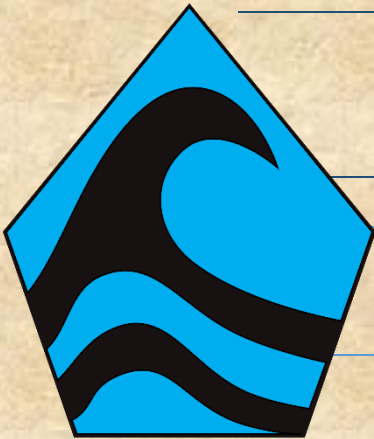
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Power Word Stun
Trap the Soul

9th Level

Astral Projection
Gate
Imprisonment
Power Word Kill
Prismatic Wall
Storm of Vengeance
Weird
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Guildmasters' Guide To Ravnica



Izzet League

(Blue / Red)



Blue/Red

Creation of Pain
Dragon Call
Rebound

Blue Spells

0-Level (Cantrip)

Friends
Frostbite
Mage Hand
Message
Minor Illusion
Prestidigitation
Ray of Frost
Shape Water XGE
Vicious Mockery

1st Level

Alarm
Bane
Charm Person
Chromatic Orb
Command
Comprehend Languages
Detect Magic
Disguise Self
Find Familiar
Fog Cloud
Hunter's Mark
Identify
Illusory Script
Magic Missile
Silent Image
Sleep
Unseen Servant
Zephyr Strike XGE

2nd Level

Alter Self
Arcane Lock
Augury
Blur
Calm Emotions
Detect Thoughts
Enhance Ability
Enlarge/Reduce
Find Steed
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Magical Probe (NEW)
Mind Spike XGE
Mirror Image
Missed (NEW)
Misty Step
Nystul's Magic Aura
Rope Trick
Skywrite XGE

3rd Level

Blink
Clairvoyance
Conjure Animals
Counterspell
Elemental Weapon
Encapsulated (NEW)
Fly
Gaseous Form
Foiled Vision (NEW)
In Your Head (NEW)
Major Image
Nondetection
Sending
Tidal Wave XGE
Tiny Servant XGE
Tongues

Wall of Water XGE
Water Breathing
Water Walk

4th Level

Arcane Eye
Charm Monster XGE
Conjure Minor Elementals
Conjure Woodland Beings
Control Water
Dimension Door
Divination
Dominate Beast
Elemental Bane XGE
Fabricate
Find Greater Steed XGE
Fire Shield
Four-Warned (NEW)
Greater Invisibility
Hallucinatory Terrain
Polymorph
Watery Sphere XGE

5th Level

Animate Objects
Bigby's Hand
Commune
Cone of Cold
Conjure Elemental
Contact Other Plane
Creation
Dominate Person
Dream
Far Step XGE
Geas
Hallow
Legend Lore
Maelstrom XGE
Mindblown (NEW)
Mislead
Rary's Telepathic Bond
Screaming
Seeming
Skill Empowerment XGE
Steel Wind Strike XGE
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Teleportation Circle
Wall of Force

6th Level

Arcane Gate
Conjure Fey
Contingency
Drawmij's Instant Summons
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Investiture of Wind XGE
Planar Ally
Programmed Illusion
Scatter XGE
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Forcecage
Mirage Arcane
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Foresight
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Psychic Scream XGE
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Erupting Earth XGE
Fire Blade (NEW)
Fireball
Flame Arrows XGE
Glyph of Warding
Instant Burn (NEW)
Lightning Arrow
Lightning Bolt
Meld into Stone
Melf's Minute Meteors XGE
Sleet Storm
Spawned Goblins (NEW)
Summon Lesser Demons XGE
Thunder Step XGE
Tiny Servant XGE
Volcanic Rise (NEW)
Wall of Sand XGE

4th Level

Charm Monster XGE
Compulsion
Confusion
Conjure Minor Elementals
Elemental Bane XGE
Fabricate
Find Greater Steed XGE
Fire Shield

Freedom of Movement
Ice Storm
Stone Shape
Stoneskin
Storm Sphere XGE
Summon Greater Demon XGE
Wall of Fire

5th Level

Animate Objects
Cone of Cold
Conjure Elemental
Fiery Sacrifice (NEW)
Flame Strike
Immolation XGE
Passwall
Skill Empowerment XGE
Steel Wind Strike XGE
Transmute Rock XGE
Wall of Stone

6th Level

Blade Barrier
Bones of the Earth XGE
Chain Lightning
Create Homunculus XGE
Disintegrate
Investiture of Flame XGE
Investiture of Ice XGE
Investiture of Stone XGE
Mass Suggestion
Move Earth
Otiluke's Freezing Sphere
Otto's Irresistible Dance
Planar Ally
Tenser's Transformation XGE

7th Level

Delayed Blast Fireball
Fire Storm
Plane Shift
Prismatic Spray
Reverse Gravity
Symbol

8th Level

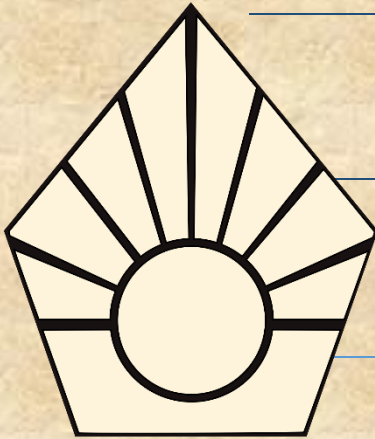
Control Weather
Earthquake
Glibness
Illusory Dragon XGE
Incendiary Cloud
Mighty Fortress XGE

9th Level

Gate
Meteor Swarm
Prismatic Wall
Storm of Vengeance
Wish

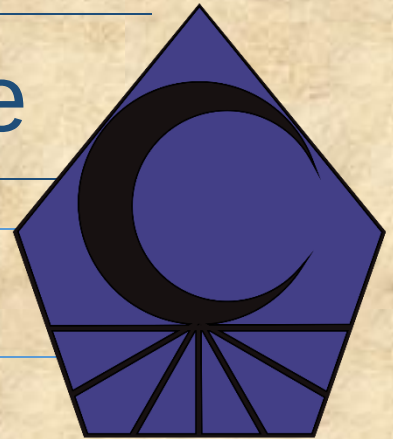


Guildmasters' Guide To Ravnica



Orzhov Syndicate

(White / Black)



White/Black

Draining Touch
Purification
Strength of Undeath

White Spells

0-Level (Cantrip)

Blade Ward
Green Flame Blade SCAG
Guidance
Light
Mending
Message
Resistance
Sacred Flame
Spare the Dying
Sword Burst SCAG
Thaumaturgy
True Strike
Word of Radiance XGE

1st Level

Absorb Elements XGE
Alarm
Bless
Ceremony XGE
Color Spray
Command
Cure Wounds
Detect Evil and Good
Divine Favor
Faerie Fire
Feather Fall
Find Familiar
Guiding Bolt
Healing Word
Heroism
Hunter's Mark

Mage Armor
Plain Sight (NEW)
Protection from Evil and Good
Purify Food and Drink
Return Service (NEW)
Sanctuary
Searing Smite
Shield
Shield of Faith
Thunderous Smite
Wrathful Smite

2nd Level

Aid
Branding Smite
Calm Emotions
Cordon of Arrows
Enhance Ability
Find Steed
Gentle Repose
Hold Person
Lesser Restoration
Magic Weapon
Moonbeam
Prayer of Healing
Protection from Poison
Silence
Spiritual Weapon
Warding Bond
Zone of Truth

3rd Level

Aura of Vitality
Beacon of Hope
Blinding Smite
Catnap XGE
Conjure Animals
Conjure Barrage
Crusader's Mantle
Daylight

Elemental Weapon
Hypnotic Pattern
Intensify Weapons (NEW)
Interception (NEW)
Leomund's Tiny Hut
Life Transference XGE
Magic Circle
Mass Healing Word
Protection from Energy
Remove Curse
Speak with Dead
Spirit Guardians
Tiny Servant XGE

4th Level

Aura of Life
Aura of Purity
Banishment
Death Ward
Find Greater Steed XGE
Guardian of Faith
Mordenkainen's Faithful Hound
Mordenkainen's Private Sanctum
Otiluke's Resilient Sphere
Sickenening Radiance XGE
Staggering Smite
Sudden Spectator (NEW)

5th Level

Animate Objects
Antilife Shell
Banishing Smite
Circle of Power
Conjure Volley
Dawn XGE
Destructive Wave
Dispel Evil and Good
Flame Strike
Greater Restoration
Hallow
Hold Monster
Holy Weapon XGE
Mass Cure Wounds
Skill Empowerment XGE
Swift Quiver
Wall of Light XGE

6th Level

Blade Barrier
Create Homunculus XGE
Forbiddance
Globe of Invulnerability
Guards and Wards
Heal
Heroes' Feast
Planar Ally
Primordial Ward XGE
Sunbeam
Wind Walk
Word of Recall

7th Level

Conjure Celestial Crown of Stars XGE

Divine Word
Mordenkainen's Sword
Plane Shift
Prismatic Spray
Resurrection
Sequester
Temple of the Gods XGE

8th Level

Antipathy/Sympathy
Control Weather
Holy Aura
Mighty Fortress XGE
Mind Blank
Sunburst

9th Level

Gate
Invulnerability XGE
Power Word Heal
Prismatic Wall
Storm of Vengeance
True Resurrection
Wish

Black Spells

0-Level (Cantrip)

Acid Splash
Chill Touch
Infestation XGE
Poison Spray
Thaumaturgy
Toll the Dead XGE
Vicious Mockery

1st Level

Alarm
Armor of Agathys
Arms of Hadar
Bane
Barrier of Bones (NEW)
Cause Fear XGE
Chromatic Orb
Create or Destroy Water
Detect Evil and Good
Dissonant Whispers
False Life
Find Familiar
Guiding Bolt
Hellish Rebuke
Hex
Hunter's Mark
Inflict Wounds
Protection from Evil and Good
Ray of Sickness
Tenser's Floating Disk
Wrathful Smite

2nd Level

Augury
Blindness/Deafness

Crown of Madness
Darkness
Defenseless (NEW)
Enhance Ability
Find Steed
Life Drain (NEW)
Melf's Acid Arrow
Phantasmal Force
Ray of Enfeeblement
Shadow Blade XGE

3rd Level

Animate Dead
Bestow Curse
Binding of Darkness (NEW)
Blinding Smite
Conjure Animals
Curse of the Horde (NEW)
Elemental Weapon
Enemies Abound XGE
Fear
Feign Death
Hunger of Hadar
Life Transference XGE
Phantom Steed
Slow
Speak with Dead
Spirit Guardians
Stinking Cloud
Summon Lesser Demons XGE
Tiny Servant XGE
Vampiric Touch

4th Level

Banishment
Blight
Diseased (NEW)
Divination
Elemental Bane XGE
Evard's Black Tentacles
Find Greater Steed XGE
Leomund's Secret Chest
Locate Creature
Phantasmal Killer
Shadow of Moil XGE
Sickening Radiance XGE
Staggering Smite
Summon Greater Demon XGE
Vitriolic Sphere XGE

5th Level

Animate Objects
Banishing Smite
Cloudkill
Contact Other Plane
Contagion
Danse Macabre XGE
Destructive Wave
Dispel Evil and Good
Dominate Person
Dream
Enervation XGE
Hallow

Infernal Calling XGE
Insect Plague
Legend Lore
Modify Memory
Negative Energy Flood XGE
Planar Binding
Scrying
Skill Empowerment XGE
Telekinesis

6th Level

Circle of Death
Create Homunculus XGE
Create Undead
Drawmij's Instant Summons
Eyebite
Flesh to Stone
Harm
Magic Jar
Mental Prison XGE
Planar Ally
Soul Cage XGE

7th Level

Divine Word
Finger of Death
Mordenkainen's Magnificent Mansion
Plane Shift
Power Word Pain XGE
Prismatic Spray
Sequester
Simulacrum
Symbol
Temple of the Gods XGE

8th Level

Abi-Dalzim's Horrid Wilting XGE
Clone
Demiplane
Feeblemind
Illusory Dragon XGE
Maddening Darkness XGE
Power Word Stun
Trap the Soul

9th Level

Astral Projection
Gate
Imprisonment
Power Word Kill
Prismatic Wall
Storm of Vengeance
Weird
Wish



Guildmasters' Guide To Ravnica



Selesnya Conclave

(**Green** / **White**)



Green/White

Allied Invasion
Raise the Walls
Collective Healing

Green Spells

0-Level (Cantrip)

Booming Blade SCAG
Druidcraft
Gust XGE
Infestation XGE
Poison Spray
Primal Savagery XGE
Shillelagh
Thorn Whip

1st Level

Animal Friendship
Beast Bond XGE
Brute Force (NEW)
Chromatic Orb
Compelled Duel
Create or Destroy Water
Cure Wounds
Detect Poison and Disease
Ensnaring Strike
Entangle
Expeditious Retreat
Feather Fall
Find Familiar
Fog Cloud
Goodberry
Hail of Thorns
Hunter's Mark
Jump
Longstrider
Purify Food and Drink
Snare XGE

Speak with Animals

2nd Level

Alter Self
Animal Messenger
Barkskin
Beast Sense
Darkvision
Dust Devil XGE
Earthbind XGE
Enhance Ability
Enlarge/Reduce
Find Steed
Find Traps
Gust of Wind
Healing Spirit
Lesser Restoration
Locate Animals or Plants
Pass without Trace
Protection from Poison
See Invisibility
Spider Climb
Spike Growth
Warding Wind XGE
Web

3rd Level

Aura of Vitality
Catnap XGE
Conjure Animals
Create Food and Water
Dispel Magic
Elemental Weapon
Haste
Landslide (NEW)
Plant Growth
Remove Curse
Revivify
Sleet Storm
Speak with Plants

Spillover (NEW)
Thunder Step XGE
Tiny Servant XGE
Wind Wall

4th Level

Aura of Life
Conjure Woodland Beings
Dominate Beast
Find Greater Steed XGE
Freedom of Movement
Giant Insect
Grasping Vine
Guardian of Nature XGE
Ice Storm
Locate Creature
Polymorph
Storm Sphere XGE

5th Level

Animate Objects
Antilife Shell
Awaken
Commune with Nature
Control Winds XGE
Greater Restoration
Hallow
Insect Plague
Mass Cure Wounds
Passwall
Raise Dead
Reincarnate
Skill Empowerment XGE
Swift Quiver
Tree Stride
Wrath of Nature XGE

6th Level

Conjure Fey
Create Homunculus XGE
Druid Grove XGE
Eyebite
Find the Path
Flesh to Stone
Heal
Investiture of Wind XGE
Planar Ally
Transport via Plants
True Seeing
Wall of Thorns

7th Level

Group Summons (NEW)
Plane Shift
Prismatic Spray
Regenerate
Temple of the Gods XGE
Whirlwind XGE

8th Level

Animal Shapes
Control Weather

9th Level

Gate
Mass Heal
Mass Polymorph XGE
Prismatic Wall
Shapechange
Storm of Vengeance
True Polymorph
Wish

White Spells

0-Level (Cantrip)

Blade Ward
Green Flame Blade SCAG
Guidance
Light
Mending
Message
Resistance
Sacred Flame
Spare the Dying
Sword Burst SCAG
Thaumaturgy
True Strike
Word of Radiance XGE

1st Level

Absorb Elements XGE
Alarm
Bless
Ceremony XGE
Color Spray
Command
Cure Wounds
Detect Evil and Good
Divine Favor
Faerie Fire
Feather Fall
Find Familiar
Guiding Bolt
Healing Word
Heroism
Hunter's Mark
Mage Armor
Plain Sight (NEW)
Protection from Evil and Good
Purify Food and Drink
Return Service (NEW)
Sanctuary
Searing Smite
Shield
Shield of Faith
Thunderous Smite
Wrathful Smite

2nd Level

Aid
Branding Smite
Calm Emotions
Cordon of Arrows
Enhance Ability

Find Steed
Gentle Repose
Hold Person
Lesser Restoration
Magic Weapon
Moonbeam
Prayer of Healing
Protection from Poison
Silence
Spiritual Weapon
Warding Bond
Zone of Truth

3rd Level

Aura of Vitality
Beacon of Hope
Blinding Smite
Catnap XGE
Conjure Animals
Conjure Barrage
Crusader's Mantle
Daylight
Elemental Weapon
Hypnotic Pattern
Intensify Weapons (NEW)
Interception (NEW)
Leomund's Tiny Hut
Life Transference XGE
Magic Circle
Mass Healing Word
Protection from Energy
Remove Curse
Speak with Dead
Spirit Guardians
Tiny Servant XGE

4th Level

Aura of Life
Aura of Purity
Banishment
Death Ward
Find Greater Steed XGE
Guardian of Faith
Mordenkainen's Faithful Hound
Mordenkainen's Private Sanctum
Otiluke's Resilient Sphere
Sickening Radiance XGE
Staggering Smite
Sudden Spectator (NEW)

5th Level

Animate Objects
Antilife Shell
Banishing Smite
Circle of Power
Conjure Volley
Dawn XGE
Destructive Wave
Dispel Evil and Good
Flame Strike
Greater Restoration
Hallow
Hold Monster

Holy Weapon XGE
Mass Cure Wounds
Skill Empowerment XGE
Swift Quiver
Wall of Light XGE

6th Level

Blade Barrier
Create Homunculus XGE
Forbiddance
Globe of Invulnerability
Guards and Wards
Heal
Heroes' Feast
Planar Ally
Primordial Ward XGE
Sunbeam
Wind Walk
Word of Recall

7th Level

Conjure Celestial Crown of Stars XGE
Divine Word
Mordenkainen's Sword
Plane Shift
Prismatic Spray
Resurrection
Sequester
Temple of the Gods XGE

8th Level

Antipathy/Sympathy
Control Weather
Holy Aura
Mighty Fortress XGE
Mind Blank
Sunburst

9th Level

Gate
Invulnerability XGE
Power Word Heal
Prismatic Wall
Storm of Vengeance
True Resurrection
Wish



Guildmasters' Guide To Ravnica



Simic Combine

(Green / Blue)



Green/Blue

Alternate Reality
Aversion
Pièce de Résistance

Green Spells

0-Level (Cantrip)

Booming Blade SCAG
Druidcraft
Gust XGE
Infestation XGE
Poison Spray
Primal Savagery XGE
Shillelagh
Thorn Whip

1st Level

Animal Friendship
Beast Bond XGE
Brute Force (NEW)
Chromatic Orb
Compelled Duel
Create or Destroy Water
Cure Wounds
Detect Poison and Disease
Ensnaring Strike
Entangle
Expeditious Retreat
Feather Fall
Find Familiar
Fog Cloud
Goodberry
Hail of Thorns
Hunter's Mark
Jump
Longstrider
Purify Food and Drink
Snare XGE

Speak with Animals

2nd Level

Alter Self
Animal Messenger
Barkskin
Beast Sense
Darkvision
Dust Devil XGE
Earthbind XGE
Enhance Ability
Enlarge/Reduce
Find Steed
Find Traps
Gust of Wind
Healing Spirit
Lesser Restoration
Locate Animals or Plants
Pass without Trace
Protection from Poison
See Invisibility
Spider Climb
Spike Growth
Warding Wind XGE
Web

3rd Level

Aura of Vitality
Catnap XGE
Conjure Animals
Create Food and Water
Dispel Magic
Elemental Weapon
Haste
Landslide (NEW)
Plant Growth
Remove Curse
Revivify
Sleet Storm
Speak with Plants

Spillover (NEW)
Thunder Step XGE
Tiny Servant XGE
Wind Wall

4th Level

Aura of Life
Conjure Woodland Beings
Dominate Beast
Find Greater Steed XGE
Freedom of Movement
Giant Insect
Grasping Vine
Guardian of Nature XGE
Ice Storm
Locate Creature
Polymorph
Storm Sphere XGE

5th Level

Animate Objects
Antilife Shell
Awaken
Commune with Nature
Control Winds XGE
Greater Restoration
Hallow
Insect Plague
Mass Cure Wounds
Passwall
Raise Dead
Reincarnate
Skill Empowerment XGE
Swift Quiver
Tree Stride
Wrath of Nature XGE

6th Level

Conjure Fey
Create Homunculus XGE
Druid Grove XGE
Eyebite
Find the Path
Flesh to Stone
Heal
Investiture of Wind XGE
Planar Ally
Transport via Plants
True Seeing
Wall of Thorns

7th Level

Group Summons (NEW)
Plane Shift
Prismatic Spray
Regenerate
Temple of the Gods XGE
Whirlwind XGE

8th Level

Animal Shapes
Control Weather

9th Level

Gate
Mass Heal
Mass Polymorph XGE
Prismatic Wall
Shapechange
Storm of Vengeance
True Polymorph
Wish

Blue Spells

0-Level (Cantrip)

Friends
Frostbite
Mage Hand
Message
Minor Illusion
Prestidigitation
Ray of Frost
Shape Water XGE
Vicious Mockery

1st Level

Alarm
Bane
Charm Person
Chromatic Orb
Command
Comprehend Languages
Detect Magic
Disguise Self
Find Familiar
Fog Cloud
Hunter's Mark
Identify
Illusory Script
Magic Missile
Silent Image
Sleep
Unseen Servant
Zephyr Strike XGE

2nd Level

Alter Self
Arcane Lock
Augury
Blur
Calm Emotions
Detect Thoughts
Enhance Ability
Enlarge/Reduce
Find Steed
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Magical Probe (NEW)
Mind Spike XGE
Mirror Image
Missed (NEW)

Misty Step
Nystul's Magic Aura
Rope Trick
Skywrite XGE

3rd Level

Blink
Clairvoyance
Conjure Animals
Counterspell
Elemental Weapon
Encapsulated (NEW)
Fly
Gaseous Form
Foiled Vision (NEW)
In Your Head (NEW)
Major Image
Nondetection
Sending
Tidal Wave XGE
Tiny Servant XGE
Tongues
Wall of Water XGE
Water Breathing
Water Walk

4th Level

Arcane Eye
Charm Monster XGE
Conjure Minor Elementals
Conjure Woodland Beings
Control Water
Dimension Door
Divination
Dominate Beast
Elemental Bane XGE
Fabricate
Find Greater Steed XGE
Fire Shield
Four-Warned (NEW)
Greater Invisibility
Hallucinatory Terrain
Polymorph
Watery Sphere XGE

5th Level

Animate Objects
Bigby's Hand
Commune
Cone of Cold
Conjure Elemental
Contact Other Plane
Creation
Dominate Person
Dream
Far Step XGE
Geas
Hallow
Legend Lore
Maelstrom XGE
Mindblown (NEW)
Mislead
Rary's Telepathic Bond

Scrying
Seeming
Skill Empowerment XGE
Steel Wind Strike XGE
Synaptic Static XGE
Telekinesis
Teleportation Circle
Wall of Force

6th Level

Arcane Gate
Conjure Fey
Contingency
Drawmij's Instant Summons
Eyebite
Investiture of Wind XGE
Planar Ally
Programmed Illusion
Scatter XGE
Wall of Ice
Wind Walk

7th Level

Etherealness
Forcecage
Mirage Arcane
Plane Shift
Prismatic Spray
Project Image
Simulacrum
Symbol
Teleport

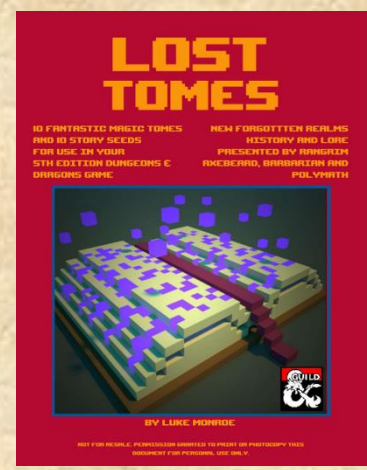
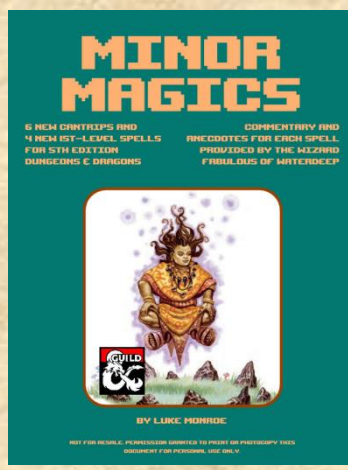
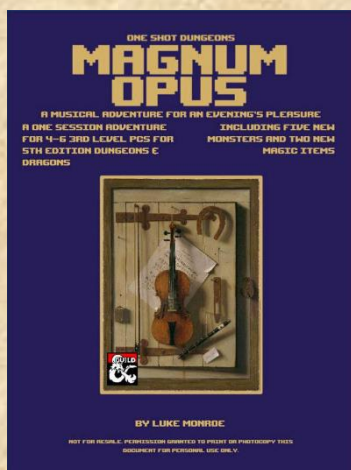
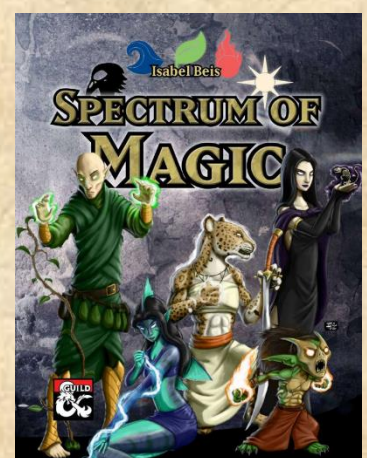
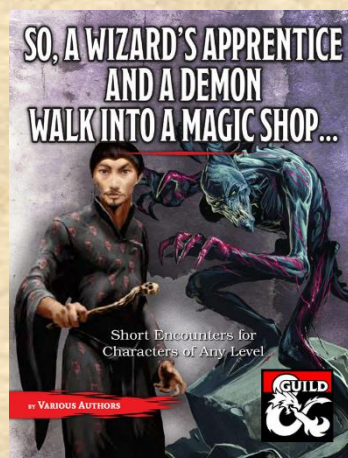
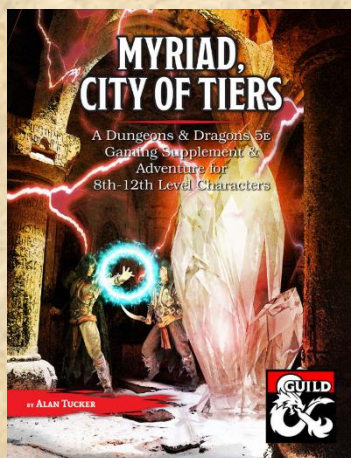
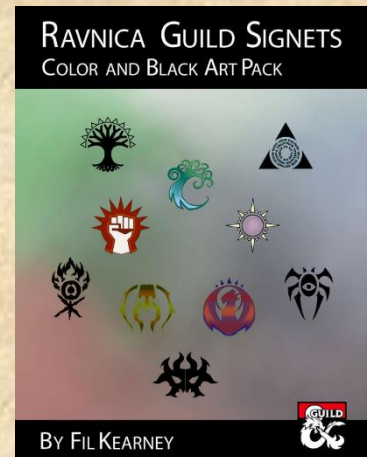
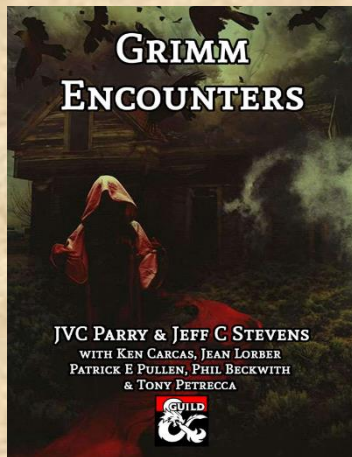
8th Level

Antimagic Field
Dominate Monster
Feeblemind
Illusory Dragon XGE
Maze
Telepathy
Tsunami

9th Level

Foresight
Gate
Mass Polymorph XGE
Prismatic Wall
Psychic Scream XGE
Time Stop
Wish

If you like our work above, please consider taking a look at any of the following:



Biographies

Ken Carcas

Ken joined the guild from almost the day it started, believing it to be the best thing for D&D since the 3.5 edition OGL.

Downloading little bits and pieces as he saw fit, Ken began to notice the somewhat poor quality in spelling, grammar, and punctuation. Ken started messaging writers with their mistakes, with several telling him 'where to go' in a not so kind way. **Jeff C Stevens** followed closely by, yes, **M.T. Black**, were the first writers to take his comments with any form of respect. This started Ken editing and proofreading on the guild for many of the major contributors you may already know.

You could say Ken was probably the guild's first original editor and proofreader 😊

Although Ken has collaborated with others, this is his first dive into the world of writing where his name appears first on the cover. He's now looking forward to his next endeavour.

Justyn Johnston

Hailing from Australia, Justyn is a relatively new and up-and-coming contributor on the DM's Guild. In his short time, Justyn has already hit the road running, having worked on the highly acclaimed '*Myriad, City of Tiers*', and '*Artifacts of the Guild*', as well as contributing to '*So, a Wizard's Apprentice and a Demon walk into a Magic Shop*'.

This is Justyn's fourth contribution, with many more to come ...

Luke Monroe

Luke Monroe has been a successful contributor to the DM's Guild for over a year, with lauded titles such as *Lost Tomes* and the Silver Medal award adventure, *Magnum Opus*. He was an instructor for the fall 2018 RPG Writer's Workshop hosted by Ashley Warren. Luke was also a contributor to some of the guild's most successful titles, including *Monsters of the Guild* and *Halaster's Horde*. His 2018 Free RPG Day release, *The Power of Heavy Metal*, introduced the power of Rock and Roll to the Forgotten Realms.

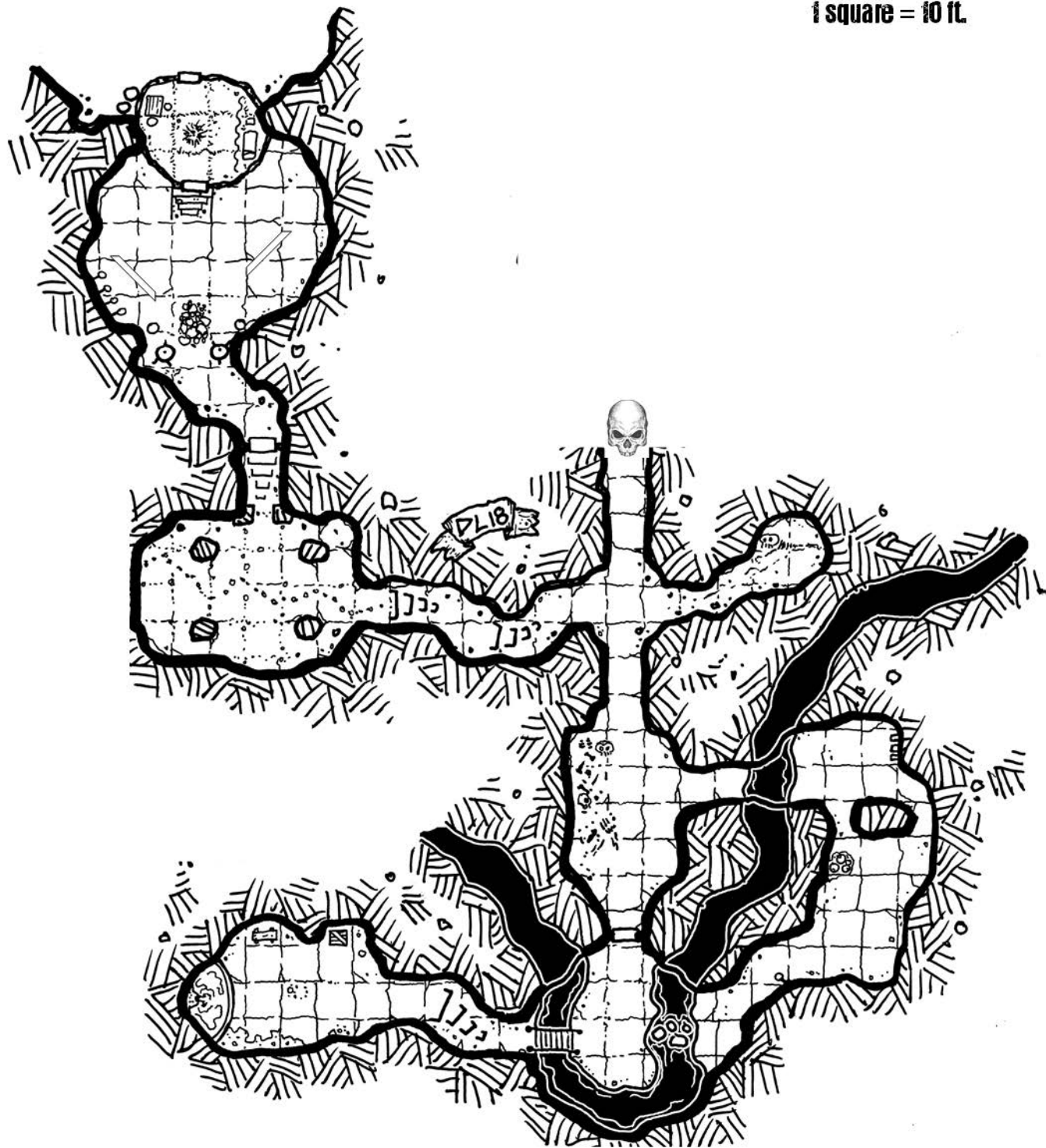
Known for his off-kilter humor and distinctive style, Luke continues to salt his products with a dash of irreverent fun in an otherwise fantastic world.

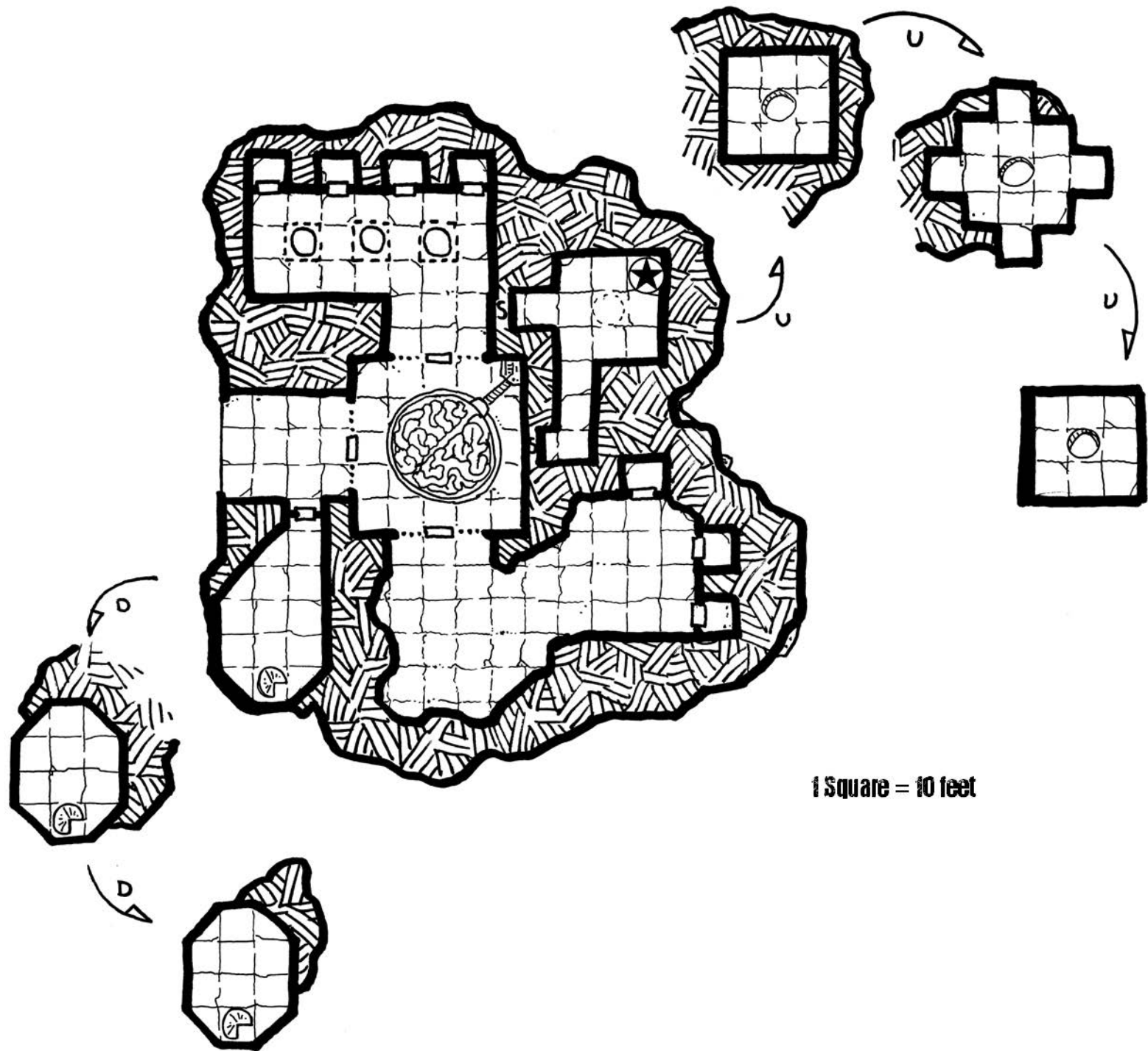
... and to the reader who has read all the way through to the end, We, the Authors of this mammoth effort would like to say Thank You for taking a leap of faith and purchasing this publication.

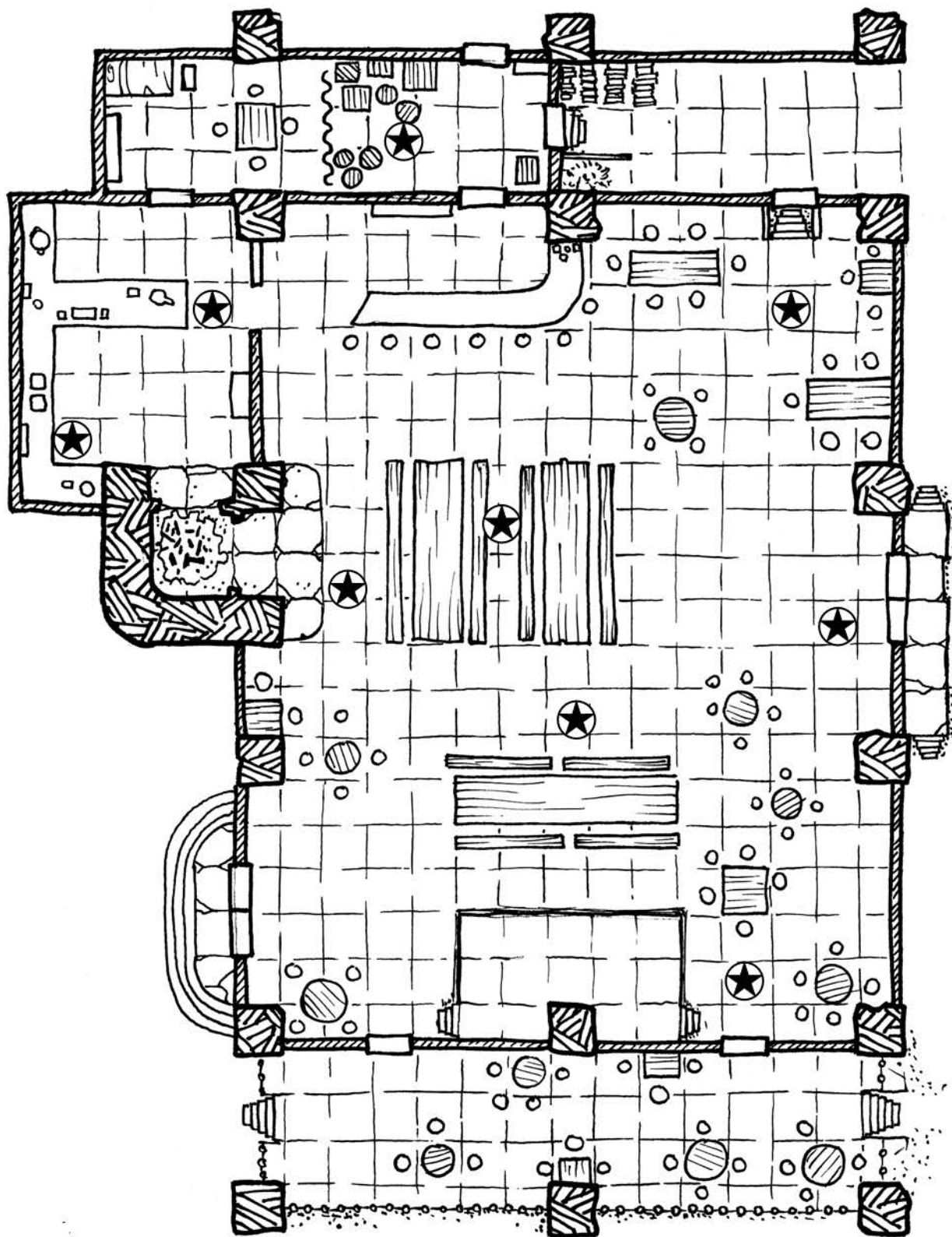
You have given us the gift of knowing that this endeavour, one that many others within the community said would never get the go-ahead, was worth the effort in pursuing, especially after 20 years of waiting ...

Ken, Justyn and Luke 😊

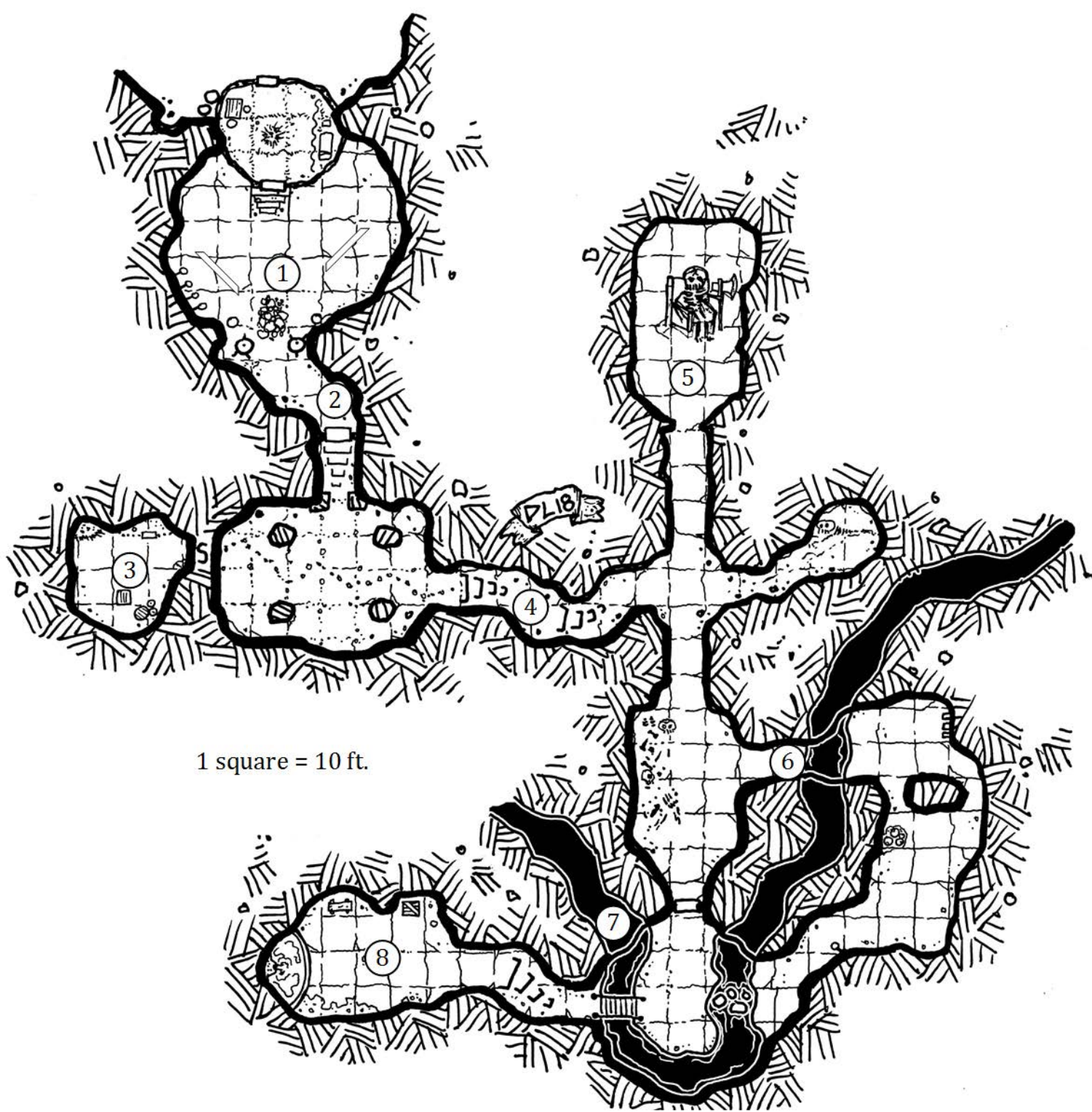
1 square = 10 ft.







■ square=5 feet





**Mana flows through the world and within each of us.
We are the very stuff of miracles and wonders.
- Glenallen Smehrik ~ Archlich of House Dimir -**



**Unique rules to harness the power of the five colors of Mana in your D&D 5e Setting
Summon powerful creatures to aid you in battle
Compatible with all existing spellcasting classes
Over 100 new magic items and spells
Including 2 bonus adventures in Ravnica to challenge your wits and skills**

By

Ken Carcas, Justyn Johnston, and Luke Monroe

