



PLANESWALKERS OF RAVNICA

BY CHRISTOPHER WILLETT



Table of Contents

Foreword	2
Planeswalker	3
Color Based Alignment.....	4
White	4
Blue.....	5
Black.....	6
Red	7
Green.....	8
Colors of Magic	10
Planeswalkers	13
Dack Fayden	13
Domri Rade.....	15
Dovin Baan.....	17
Gideon Jura.....	19
Jace Beleren	21
Kaya	23
Ral Zarek.....	25
Vraska	27
Appendix A: Spells.....	29
Appendix B: Magic Items	31
Appendix C: Monsters	32

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FOREWORD

Planeswalkers are among the most powerful beings in the multiverse. When playing a game of *Magic: The Gathering* each player is supposed to be a planeswalker. They are the most powerful and iconic characters in the *Magic: The Gathering* setting, including legendary names like Urza, Karn, and Teferi. Most denizens of the various planes of existence have no idea that there are other worlds out there. Planeswalkers are born at random across the multiverse; the odds of having the planeswalker's spark is one in a million. When they are young, there is nothing overt to suggest that there is anything special about these creatures. Yet, lying hidden within them is a small seed of power. During periods of intense stress, their spark will ignite, allowing them to travel across the multiverse.

Planeswalkers are incredibly powerful magic users and they often try to influence the development of various planes. Traditionally, planeswalkers were more powerful than all but the most powerful wizards or gods. They were immortal super-beings who could manipulate their physical forms at will. They could even create their own planes. However, when Jeska sacrificed her life and spark to mend the temporal rifts across the multiverse, it changed the very nature of the planeswalkers' spark. Now, planeswalkers are physical beings who age normally. They can be harmed and still need to eat. They cannot carry other people during a planeswalk.

Currently, there are two different extraplanar alliances of planeswalkers (that we know of). The first is the Gatewatch, led by Jace Beleren, the other is an organization of planeswalkers led by the elder dragon Nicol Bolas. The Gatewatch is dedicated to protecting the multiverse from serious threats like the eldritch plane devourers, the Eldrazi or Bolas. Meanwhile, the elder dragon has been trying to reclaim his lost power. He manipulated an entire plane to create an army of immortals and is working on constructing a planar bridge. There are many plots twisting and twirling at his command.

This supplement provides tools to play as planeswalkers as well as statblocks for different planeswalkers who are active, or have been active, on Ravnica.

This supplement only provides stat blocks for planeswalkers who have had cards printed in any of the three Ravnica blocks. This is due to one of the key restrictions of the DM's Guild, which states that characters from Ravnica can be used. As the story of *Magic: The Gathering* continues to unfold and more planeswalkers come to the plane, I will add them to this supplement. Thus, if you love Chandra and would love to see her in your Ravnica campaign, she'll be here as soon as she shows up on Ravnica.

NEW BACKGROUND

This new background provides options for planeswalker characters. At character creation, choose an original background. Players can choose to accept those original traits or substitute them with their planeswalker traits. Players can choose to use the Personality Traits, Ideals, and Bonds that match their colors or the Personality Traits, Ideals, and Bonds from their original Background.

In *Magic: The Gathering*, there are five colors of magic, each with their own distinct philosophy. Some planeswalkers may be aligned with one of these colors. This can be used in addition to the traditional alignment system. Players who wish to be planeswalkers who draw from more than one color can choose to gain access to 1 additional spell from each Aligned Spells chart, rather than 2 additional spells from one Aligned Spells chart.

Planeswalker

You are a wanderer of the Blind Eternities. No world can hold you down. You have seen things the average person couldn't believe. You have known the wonders of the multiverse and the horrors that hide in its deep recesses.

Skill Proficiencies: Arcana, Survival

Tool Proficiencies: Any one musical instrument or gaming set of your choice, either something you have picked up in your travels or something native to your homeland.

Languages: One of your choice.

Equipment: A set of traveler's clothes, any one musical instrument or gaming set you are proficient with, a small piece of jewelry worth 10 gp from a random plane, and a pouch containing 5 gp.

Feature: Planeswalker's Spark

You have the planeswalker's spark. It ignited within you when you were young. The spark grants you miraculous power and the ability to travel between the planes of the Multiverse.

As an action, you can cast *planeswalk* 1/day.

How Did Your Spark Ignite?

One in a million sentient creatures are born with a planeswalker's spark. Even fewer ignite that spark and can tap into its power. The spark ignites around puberty during a stressful event. Alternatively, this event could happen during the campaign. The DM could introduce this life-altering event just when things look most dire for the player. Instead of beginning the campaign as a Planeswalker, the player can roleplay discovering their ability to planeswalk and what that means to them.

d6 EVENT THAT IGNITED YOUR SPARK

- 1 You were in a trial by combat. You lost. You planeswalked to a random plane just as you were about to die.
- 2 You were lost and exposed to the elements. You planeswalked as you drifted into unconsciousness.
- 3 You were imprisoned. All you could think about was how you wished you could escape.
- 4 A monster was about to eat you. You escaped its jaws by planeswalking to another reality.
- 5 You were fighting in a war. Something went wrong just as the tide was turning against your side.
- 6 You were conducting an experiment and there was a massive explosion.



White

Drawn from the power of plains, this color embodies the principles of morality and order.

Alignment: Any lawful.

Races: Aarakocra, Aasimar, Human, Halfling, Tabaxi

Classes: Paladins, Fighters, Clerics, Monks, Wizards

White-Aligned Spells

Prerequisite: Spellcasting or Pact Magic class feature

By tapping into white mana, you draw on the power of law and community. The spells on the White Aligned Spells table are added to the spell list of your spellcasting class.

WHITE-ALIGNED SPELLS

SPELL LEVEL SPELLS

Cantrip	<i>blade ward, sacred flame</i>
1 st	<i>armor of Agathys, protection from evil and good</i>
2 nd	<i>aid, prayer of healing</i>
3 rd	<i>beacon of hope, crusader's mantle</i>
4 th	<i>guardian of faith, Otiluke's resilient Sphere</i>
5 th	<i>hallow</i>

D8 PERSONALITY TRAITS

- 1 I'm always polite and respectful.
- 2 I like rules. I can't stand the idea of bending or breaking them.
- 3 I've pledged myself to the service and welfare of others.
- 4 I cannot tell a lie. I will always be honest with people.
- 5 I want to belong to something bigger than myself.
- 6 I despise selfish or reckless people.
- 7 I sometimes become agitated over small details.
- 8 Strength comes from many individuals banding together.

D6 IDEAL

- 1 **Peace.** I want to see an end to conflict. (Good)
- 2 **Cooperation.** Our plan can only succeed if everyone is working toward the same unified goal. (Lawful)
- 3 **Chivalrous.** I always give others a fair chance. (Good)
- 4 **Totalitarian.** I use the law to restrict others from making the wrong choices. (Evil)
- 5 **Self-Sacrificing.** I am willing to give up everything I have for other people. (White)
- 6 **Unbending.** I am completely inflexible. I will not bend to the wills of others. (Lawful)

D6 BOND

- 1 My honor is my life.
- 2 I fight for those who cannot defend themselves.
- 3 I will never leave a friend behind.
- 4 I am so committed to my cause that I will never compromise my morals.
- 5 I would give my life if it meant saving the lives of others.
- 6 The simple, direct solution is the best path.

COLOR AGREEMENTS

Blue	White and Blue enjoy planning and discipline.
Black	White respects Black's willingness to sacrifice for a greater goal.
Red	White respects that Red is driven and willing to die for the cause.
Green	White and Green enjoy harmony.

COLOR DISAGREEMENTS

Blue	Blue sees a community as subjects to be experimented on.
Black	Black has no moral compass.
Red	Red does not respect laws and does as it pleases.
Green	Green should spend more time thinking about its actions.

Blue

Drawn from the power of islands, this color embodies the concepts of logic and the perfection of knowledge.

Alignment: Any lawful.

Races: Genasi (Air and Water), Gnome, Human, Triton, Vedalken

Classes: Bard, Monk, Rogue, Wizard

Blue-Aligned Spells

Prerequisite: Spellcasting or Pact Magic class feature

By tapping into blue mana, you draw on the power of illusion and control. The spells on the Blue Aligned Spells table are added to the spell list of your spellcasting class.

BLUE-ALIGNED SPELLS

SPELL LEVEL SPELLS

Cantrip	<i>guidance, minor illusion</i>
1 st	<i>dissonant whispers, sleep</i>
2 nd	<i>detect thoughts, misty step</i>
3 rd	<i>blink, gaseous form</i>
4 th	<i>arcane eye, phantasmal killer</i>
5 th	<i>screaming</i>

D8 PERSONALITY TRAITS

- 1 The world is full of wondrous possibilities!
- 2 I am obsessed with details and love to sit down with my notebook and catalog interesting species, people, or facts that I encounter.
- 3 I believe that people can change, and be can be sculpted like malleable clay.
- 4 I am a very focused person who tries to find the most strategically optimal solution
- 5 I'm used to being the smartest person in the room.
- 6 I will make different decisions just to see what sort of new outcomes I can discover.
- 7 I don't understand emotional people. Sometimes I am overly blunt.
- 8 I want to make the world a better place and I'm willing to do what it takes to do that.

D6 IDEAL

- 1 **Perfectionist.** Everything I do must be perfect. (Lawful)
- 2 **Academic.** I am focused on studying the Multiverse. (Lawful)
- 3 **Trickster.** I am willing to use subterfuge to accomplish my goal. (Any)
- 4 **Cold.** I am often described as emotionless. (Neutral)
- 5 **Knowledge.** Understanding the world is more important than what you do with that knowledge. (Neutral)
- 6 **Superiority.** My vast intellect and strength are directed towards increasing my sway over others. (Evil)

D6 BOND

- 1 Everything I do is an attempt to impress others with how smart I am.
- 2 My teachers had the biggest influence on me as a person.
- 3 I am dedicated to understanding a scientific problem of the Multiverse.
- 4 I have stolen the journal of one of the smartest researchers on Ravnica.
- 5 I want to learn as much as I can about the Multiverse.
- 6 I have learned a terrible secret.

COLOR AGREEMENTS

Red	Red and Blue like to explore and have new experiences.
Black	Blue and Black are rational and straightforward. They don't dance around the subject.
White	White and Blue are disciplined. Together they are very studious and driven.
Green	Green and Blue want the world to grow free from restraint.

COLOR DISAGREEMENTS

Red	Red is foolish and reckless. Too myopic for their own good.
Black	Black is too willing to hurt others to advance its goals.
White	White is too rigid, too stringent with right and wrong.
Green	Green is ignorant, they feel the world should change on its own.

Black

Drawn from the power of swamps, this color embodies amorality as it seeks power through ruthlessness or opportunity.

Alignment: Usually chaotic, often evil

Races: Gorgon, Tiefling, Vampire, Human, Elf (Drow), Kenku

Classes: Barbarian, Rogue, Fighter, Warlock

Black-Aligned Spells

Prerequisite: Spellcasting or Pact Magic class feature

By tapping into black mana, you draw on its parasitic power. The spells on the Black Aligned Spells table are added to the spell list of your spellcasting class.

BLACK-ALIGNED SPELLS

SPELL LEVEL SPELLS

Cantrip	<i>chill touch, toll the dead</i> ^{XGE}
1 st	<i>cause fear, ray of sickness</i>
2 nd	<i>mind spike</i> ^{XGE} , <i>darkness</i>
3 rd	<i>animate dead, vampiric touch</i>
4 th	<i>blight, summon greater demon</i> ^{XGE}
5 th	<i>danse macabre</i> ^{XGE}

D8 PERSONALITY TRAITS

1	I like to mock everyone around me.
2	No taboos, no restrictions, no rules, no regret.
3	I see the world and the people in it as just resources for me to use.
4	I'm a realist. I see the world as it is.
5	I despise those who are weak. The weak will fail. That's what makes them weak.
6	Some people think I'm heartless, I'm just being pragmatic.
7	If I'm willing to betray anyone, that means anyone is willing to betray me.
8	I'm unashamed of my immoral nature. I like to flaunt it out loud.

D6 IDEAL

1	Selfish. I'm always looking out for number one. (Evil)
2	Greed. I will take what I don't have, for keeps. (Evil)
3	Control. I like pulling the strings (Lawful)
4	Independence. An individual is free to have whatever they want, provided they have the power to obtain and keep it. (Chaotic)
5	Power. Some say knowledge is power, I believe power is power. (Any)
6	Immoral. I have a flexible conscience. (Any)

D6 BOND

1	I own a powerful artifact, I am trying to figure out how to unlock its potential.
2	I made a pact with a powerful demon long ago, and it's hunting me.
3	My obsession for power has brought me low, but now I will stop at nothing to claw my way back up to the top.
4	After they taught me everything they know, I killed my former master.
5	A planeswalker sorcerer cursed me. Now I'm hunting them to lift that curse.
6	I'm haunted by the destruction of my home I just wasn't strong enough to save my family.

COLOR AGREEMENTS

Red	Red wants to do what it wants and Black wants to get what it wants.
Blue	Blue wants to understand everything, so does Black.
White	White and Black agree on group dynamics. Using their power to maintain the status quo.
Green	Green and Black are firm believers in survival of the fittest.

COLOR DISAGREEMENTS

Red	Red is too chaotic in its search for freedom.
Blue	Blue is too focused on how things are accomplished.
White	White is held back by their set of morals.
Green	Green doesn't understand the weak are there to be used by the strong.

Red

Drawn from the power of mountains, this color embodies the concepts of passion and freedom.

Alignment: Any chaotic.

Races: Genasi (Earth and Fire), Goblin, Human, Orc, Minotaur, Tiefling, Lizardfolk

Classes: Barbarians, Fighters, Druids, Sorcerers

Red-Aligned Spells

Prerequisite: Spellcasting or Pact Magic class feature

By tapping into red mana, you draw on the power of impulse and chaos. The spells on the Red Aligned Spells table are added to the spell list of your spellcasting class.

RED-ALIGNED SPELLS

SPELL LEVEL SPELLS

Cantrip	<i>fire bolt, shocking grasp</i>
1 st	<i>burning hands, earth tremor^{XGE}</i>
2 nd	<i>Aganazzar's scorcher, crown of madness</i>
3 rd	<i>erupting earth^{XGE}, lightning bolt</i>
4 th	<i>storm sphere, wall of fire</i>
5 th	<i>flame strike</i>

D8 PERSONALITY TRAITS

- 1 I revel in mayhem. The more destructive the better.
- 2 I get mad it's hard for me to back down without smashing something.
- 3 I'm always jumping recklessly into the fight.
- 4 I'm very silly and love a good laugh.
- 5 I care about the needs of others, so much so I'm willing to die for those I love.
- 6 I'm here to do what I do best; smash stuff.
- 7 I'm good at starting things, not good at finishing them.
- 8 Sometimes my passions get the best of me.

D6 IDEAL

- 1 **Rage.** To live is to feel and express the rage burning in your belly. (Chaotic)
- 2 **Anarchy.** No person or law or custom can tell us what to do. (Chaotic)
- 3 **Passionate.** I care deeply about my friends. (Good)
- 4 **Chivalrous.** I seek a fair fight and respect a worthy opponent. (Good)
- 5 **Strong.** There are two types of people, hunters and prey. (Evil)
- 6 **Megalomania.** I dream of being the ruler of the world! (Evil)

D6 BOND

- 1 Everywhere I go I end up making enemies.
- 2 My anger in battle led to the death of a loved one.
- 3 I carry the same sword my ancestor used.
- 4 My friends are my family.
- 5 I carry a trinket that reminds me of my family and home on a distant plane.
- 6 I have a paramour on every plane I've visited.

COLOR

AGREEMENTS

Blue	Red and Blue hate being tied down by society's limits.
Black	Red and Black aren't afraid to enjoy themselves.
White	Red respects White's devotion to law, which mirrors their devotion to chaos.
Green	Green and Red embrace their emotions.

COLOR

DISAGREEMENTS

Blue	Blue is too focused on careful, rational thought.
Black	Black is too focused on the long term to live in the moment.
White	White has lost sight of the individual.
Green	Green is too unwilling to care for itself.

Green

Drawn from the power of forests, this color embodies the concepts of instincts and interdependence.

Alignment: Any alignment.

Races: Elf, Centaur, Firbolg, Human, Turtle, Tabaxi

Classes: Barbarians, Druids, Rangers

Green-Aligned Spells

Prerequisite: Spellcasting or Pact Magic class feature

By tapping into green mana, you draw on the power of strength and growth. The spells on the Green Aligned Spells table are added to the spell list of your spellcasting class.

GREEN-ALIGNED SPELLS

SPELL LEVEL SPELLS

Cantrip	<i>druidcraft, infestation^{XGE}</i>
1 st	<i>compelled duel, ensnaring strike</i>
2 nd	<i>barkskin, enhance ability</i>
3 rd	<i>conjure animals, plant growth</i>
4 th	<i>dominate beast, grasping vine</i>
5 th	<i>commune with nature</i>

D8 PERSONALITY TRAITS

1	I'm a calm person with a deep inner strength.
2	I am just one strand in the tapestry of life.
3	I feel uneasy in cities, surrounded by people.
4	I have more in common with animals than people.
5	I am very passionate about protecting the environment.
6	I've been around plenty of dangerous beasts, I am fearless in the face of bigger creatures.
7	Natural order is a thing of beauty and has all the answers to life's problems. Why change it?
8	Recognize your role in life and embrace it.

D6 IDEAL

1	Harmony. We can all live together with nature. (Good)
2	Predatory. You either eat or you are meat. (Evil)
3	Protection. Threats to the land must be dealt with at all costs. (Law)
4	Belonging. All creatures have a place in the world. (Good)
5	Alpha. I establish myself as the leader of any group. (Lawful)
6	Survivor. I don't like the way things are, but accept it for what it is: a new way of life.

D6 BOND

1	A pack of monsters accepted me into their group. I lived among them for a while.
2	My home was destroyed by careless hunters who did not properly extinguish their fire.
3	I love beasts of all kind, no matter how dangerous they are, and am loathe to harm them.
4	Everything I do is for others.
5	I fight for those who cannot fight for themselves.
6	I value strength over all other traits.

COLOR AGREEMENTS

Blue	Blue and Green share a desire for growth and evolution.
Black	Green and Black share a pragmatic view of death.
White	Green and White are interested in benefiting the community.
Red	Green and Red value acting instinctively rather than over-thinking things.

COLOR DISAGREEMENTS

Blue	Blue is an enemy to the natural order.
Black	Black's parasitic nature is hateful.
White	White is too focused on building cities and writing laws.
Red	Red's destructive nature is short-sighted.

COLORS OF MAGIC

Some players and Dungeon Masters may wish to apply the color wheel of *Magic: The Gathering* to the spells available to their character. For example, a player who is a green-aligned planeswalker may want to only use green spells. This is purely for thematic and flavor purposes.

CANTRIPS

White

blade ward
friends
light
resistance
sacred flame
thaumaturgy
true strike

Blue

dancing lights
mage hand
mending
message
minor illusion
prestidigitation
ray of frost

Black

chill touch
spare the dying
vicious mockery

Green

acid splash
druidcraft
poison spray
shillelagh
thorn whip

Red

fire bolt
produce flame
shocking grasp
expeditious retreat

1ST LEVEL

White

alarm
armor of Agathys
bless
cure wounds
detect evil and good
detect poison and diseases
dissonant whispers
ensnaring strike
entangle
feather fall
guiding bolt
healing word
heroism
mage armor
magic missile
protection from evil and good

purify drink
sanctuary
searing smite
shield
shield of faith

Blue

charm person
color spray
command
comprehend languages
create or destroy water
detect magic
disguise self
faerie fire
identify
illusory script
jump
silent image
sleep
Tenser's floating disk
unseen servant

witch bolt

Black

arms of Hadar
bane
dissonant whispers
false life
hellish rebuke
hex
inflict wounds
ray of sickness

Green

animal friendship
compelled duel
ensnaring snare
entangle
fog cloud
entangle
fog cloud
grease
hail of thorns
hunter's mark
thunderous smite

Red

burning hands
expeditious retreat
longstrider
thunderwave
wrathful smite

2ND LEVEL SPELLS

White

aid
calm emotions
gentle repose
hold person
lesser restoration
magic weapon
moonbeam
prayer of healing
protection from poison
silence
spiritual weapon
warding bond
zone of truth

Blue

alter self
arcane lock
augury
blur
detect thoughts
enthrall
find traps
gust of wind
invisibility
knock
levitate
locate object
magic mouth
mirror image
misty step
Nystul's magic aura
phantasmal force
see invisibility

Black

blindness/deafness
cloud of daggers
crown of madness
darkness
darkvision
mind spike
ray of enfeeblement
suggestion

Green

animal messenger
barkskin
beast sense
cordon of arrows

enhance ability
enlarge/reduce
locate animals or plants
Melf's acid arrow
pass without trace
spider climb
spike growth
web

Red

Aganazzar's scorcher
branding smite
continual flame
flame blade
flaming sphere
heat metal
scorching ray
shatter

3RD LEVEL SPELLS

White

aura of vitality
beacon of hope
blinding smite
create water and food
crusader's mantle
daylight
glyph of warding
leomund's tiny hut
magic circle
mass healing word
protection from energy
remove curse
spirit guardians
wall of sand
wind wall

Blue

blink
clairvoyance
conjure barrage
counterspell
dispel magic
fly
gaseous form
hypnotic pattern
major image
nondetection
phantom steed
sending

sleet storm
slow
tidal wave
tiny servant
tongues
wall of water
water breathing
water walk

Black

animate dead
bestow curse
fear
feign death
hunger of Hadar
revivify
speak with dead
summon lesser demons
vampiric touch

Green

conjure animals
plant growth
speak with plants
stinking cloud

Red

call lightning
elemental weapon
fireball
haste
lightning arrow
lightning bolt
meld into stone
Melf's minute meteors
thunder step

4TH LEVEL SPELLS

White

aura of life
aura of purity
banishment

Blue

arcane eye
charm monster
confusion
control water
dimension door
divination
fabricate
greater invisibility

hallucinatory terrain
ice storm
locate creature
phantasmal killer
polymorph

Black

blight
compulsion
death ward
Evard's black tentacles

Green

conjure woodland beings
dominate beast
giant insect
grasping vine

Red

conjure minor elementals
fire shield
staggering smite
stone shape
stoneskin
wall of fire

5TH LEVEL SPELLS

White

antilife shell
circle of power
commune
dispel evil and good
geas
greater restoration
hallow
hold monster
legend lore
mass cure wounds
wall of force

Blue

animate objects
awaken
banishing smite
Bigby's hand
cone of cold
contact other plane
creation
dream
modify memory
passwall
planar binding

Rary's telepathic bond
screy
seeming
telekinesis
teleportation circle

Black

cloudkill
contagion
infernal calling
raise dead

Green

commune with nature
conjure volley
insect plague
mislead
swift quiver
tree stride

Red

conjure elemental
destructive wave
dominate person
flame strike
immolation
wall of stone

6TH LEVEL SPELLS

White

blade barrier
forbiddance
globe of invulnerability
guards and wards
heal

Blue

arcane gate
contingency
Drawmij's instant summons
mass suggestion
Otiluke's freezing sphere
programed illusion
scatter
Tenser's transformation
true seeing
wall of ice
wind walk
word of recall

Black

circle of death
create undead

disintegrate
eyebite
flesh to stone
harm
magic jar
Green
conjure fey
heroes' feast
wall of thorns
Red
chain lightning
move earth
Otto's irresistible dance

7TH LEVEL SPELLS

White

conjure celestial
forcecage
Mordenkainen's magnificent
mansion
symbol

Blue

etherealness
mirage arcane
Mordenkainen's sword
project image
reverse gravity

sequester
simulacrum

teleport

Black

finger of death
resurrection

Green

regenerate

Red

delayed blast fireball
fire storm

8TH LEVEL SPELLS

White

demiplane
holy aura
power word stun
sunburst

Blue

antimagic field
clone
control weather
maze
mind blank
telepathy
tsunami

Black

feeblemind

Green

animal shapes

Red

antipathy/sympathy
dominate monster
earthquake

glibness
incendiary cloud

9TH LEVEL SPELLS

White

imprisonment
mass heal
power word heal
true resurrection

Blue

astral projection
foresight
time stop
true polymorph
weird
wish

Black

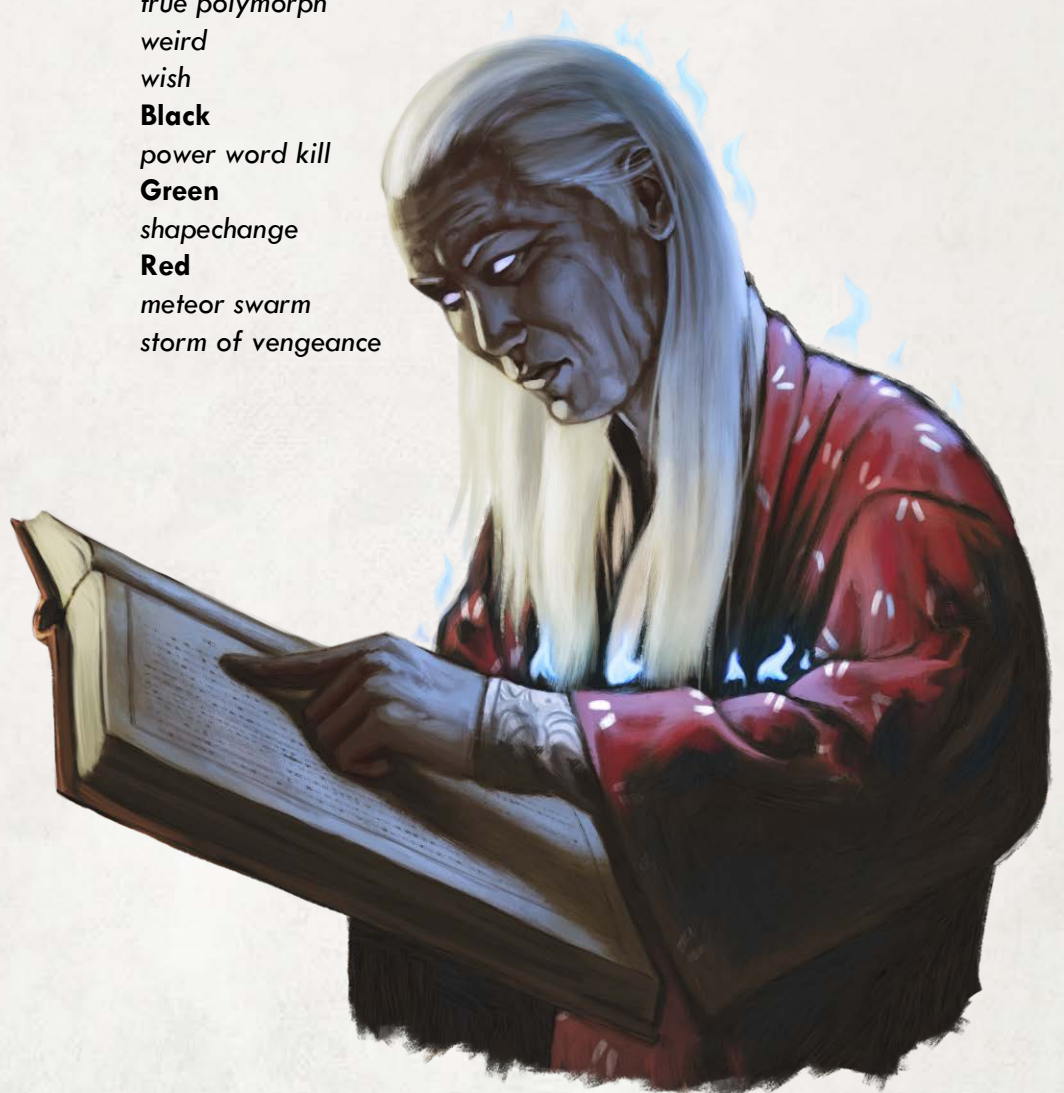
power word kill

Green

shapechange

Red

meteor swarm
storm of vengeance



PLANESWALKERS

DACK FAYDEN

Medium humanoid (human, planeswalker)

chaotic good

Armor Class 17 (studded leather armor)

Hit Points 241 (37d8+74)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11	20	14	12	11	14
(+0)	(+5)	(+2)	(+1)	(+0)	(+2)

Saving Throws Dex +10, Int +6, Wis +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Skills Acrobatics +15, Sleight of Hand +15, Stealth +15, Perception +5, Investigation +11

Senses passive Perception 15

Languages Common plus thieves' cant

Challenge 14 (11,500 xp)

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

Innate Spellcasting (1/day). Dack can cast *planeswalk* (see Appendix A), requiring no components.

Cunning Action. On each of his turns, Dack can use a bonus action to take the Dash, Disengage, or Hide action. He can also make a Dexterity (Sleight of Hand) check, use his thieves' tools to disarm a trap, or open a lock, or take the Use an Object action.

Evasion. If Dack is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Dack instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack (1/turn). Dack deals an extra 18 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and Dack doesn't have disadvantage on the attack roll.

Psychometry. Dack can cast *identify* at will, requiring no components. He absorbs the memories of how this item was used in the past. He can learn

Planeswalkers of Ravnica

the location of any item he identifies in this way, even if he is not on the same plane as the item.

Spellcasting. Dack is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Dack has the following wizard spells prepared:

Cantrips (at will): *control flames, mage hand, prestidigitation, shocking grasp, fire bolt, minor illusion*

1st level (4 slots): *charm person, sleep, snare, witch bolt, burning hands, dissonant whispers*

2nd level (3 slots): *invisibility, knock, misty step, crown of madness, detect thoughts*

3rd level (2 slots): *gaseous form, hypnotic pattern, lightning bolt, blink*

ACTIONS

Multiaction. Dack makes three attacks with his shortsword.

Shortsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 5) piercing damage plus 7 (2d6) fire damage.

REACTIONS

Uncanny Dodge. Dack halves the damage that he takes from an attack that hits him. Dack must be able to see the attacker.

LEGENDARY ACTIONS

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

Charge. Dack moves up to his speed.

Attack (Costs 2 Actions). Dack makes an attack with his Shortsword.

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

DACK FAYDEN

Dack Fayden is a mage from the plane of Fiora who grew up in the village of Drakeston. He was once a talented student with poor judgement, his spark ignited when he and his friend Marsh got into a fight that left his best friend dead. He would go on to become the greatest thief in the multiverse.

Fayden got into trouble on the world of Alkabah when he tried to steal an artifact of great power. When the artifact's genie guardian attacked, Dack was arrested by the city guards. His punishment in prison was a painful procedure that left his hand dyed red.

When Fayden returned to Drakeston he arrived at the scene of a massacre. All his friends and family were dead. He was left unmoored, wandering the planes before settling into life on Ravnica. His life would take a sudden new trajectory when he stole a dagger from the Cult of Rakdos.

Using his psychometry power, Dack discovered the dagger once belonged to another planeswalker named Sifa Grent. By unlocking the memories stored in the knife, he learned that Sifa was the woman who massacred his village.

Dack and Sifa faced each other in their final confrontation among the branches of the great City Tree on Ravnica. She was stabbed in the back by one of Dack's associates. Dack finished her off with a spell before she could drain the life of the City Tree to save herself.

Since then he has been on a quest to complete a powerful artifact, his travels have taken him to Innistrad and beyond. He was last seen riding a boat into the Underworld of Theros.

DACK FAYDEN AS AN ANTAGONIST

Dack Fayden is the greatest thief in the Multiverse. A good way to introduce him is to begin with taking the role of antagonist. The premise is like the Marvel Super Hero Team Up comics where two heroes meet and fight each other first, then get along to solve a larger problem. The players could meet Dack because they are in possession of an item that he needs or wants. If Dack robs the players, he probably has a good reason for doing so. He is piecing together a puzzle that spans multiple planes, and whatever item he has just stolen is a piece of

that puzzle. However, Dack is not an evil character and will avoid killing the players if possible.

DACK FAYDEN AS AN ALLY

Dack is a character who has come to terms with the fact that as a planeswalker, he has a responsibility to do more good than harm in the Multiverse. He is someone whose goals align themselves with that of the Gatewatch, but he is not an active member. He may not even be aware of the Gatewatch, as he has never spent time with Jace.

FURTHER READING

Dack Fayden comes from the *Magic: The Gathering* comic book by IDW. He was specifically created for the comic series. The issues were collected into several trade paperbacks and can be found on drivethrucomics:

- *Magic: The Gathering* (2012) by Matt Forbeck
- *The Spell Thief* (2012) by Matt Forbeck
- *Path of Vengeance* (2013) by Matt Forbeck
- *Theros* (2014) by Jason Ciaramella



DOMRI RADE

Medium humanoid (human, planeswalker)
chaotic neutral

Armor Class 15 (Unarmored)

Hit Points 263 (35d8+105)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15	14	17	10	12	8
(+2)	(+2)	(+3)	(+0)	(+1)	(-1)

Saving Throws Str +7, Con +8, Int +5, Wis +6

Skills Athletics +7, Intimidation +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 11

Languages Common, Sylvan

Challenge 15 (13,000 xp)

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

Innate Spellcasting (1/day). Domri can cast *planeswalk* (see Appendix A), requiring no components.

Rage 4/day. As a bonus action, Domri can enter a rage. While raging:

- Domri has advantage on Strength checks and Strength saving throws.
- When attacking Domri adds +3 to the damage roll.
- Domri has resistance to bludgeoning, piercing, and slashing damage.

Reckless. At the start of his turn, Domri can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Spellcasting. Domri is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Domri has the following druid spells prepared:

Cantrips (at will) *create bonfire*^{XGE}, *shillelagh*, *magic stone*^{XGE}, *firebolt*, *produce flame*, *shocking grasp*, *druidcraft*

1st level (4 slots) *animal friendship*, *beast bond*^{XGE}, *earth tremor*^{XGE}, *speak with animals*, *compelled duel*, *thunderwave*, *burning hands*, *ensnaring strike*

2nd level (3 slots) *beast sense*, *spike growth*, *enhance ability*, *shatter*, *crown of madness*

3rd level (3 slots) *conjure animals*, *plant growth*, *conjure barrage*, *erupting earth*^{XGE}

4th level (1 slot) *dominate beast*, *stoneskin*, *wall of fire*, *grasping vine*

ACTIONS

Multiattack. Domri makes two attacks with his greatclub.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 2) bludgeoning damage, plus 27 (6d8) thundering damage. If hit the target must make a DC 18 Strength saving throw or get pushed 20 feet.

LEGENDARY ACTIONS

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

Summon Boars (Costs 2 Actions). Domri casts *conjure animals* to summon 8 **Boars** (see MM), but instead of *Relentless* these boars have **Siege Monster**. The boar deals double damage to objects and structures.

Charge. Domri moves up to his speed.

Attack (Costs 2 Actions). Domri Rade makes an attack with his greatclub.

DOMRI RADE

Domri Rade was originally considered too scrawny and weak to join the Gruul Clans. He found acceptance among the beasts of the Rubblebelt. He earned the respect of the guild when he led a herd of ragebeasts against an Orzhov Syndicate incursion. His spark ignited during the Gruul rite of passage in which he was buried alive.

Since then, Domri's star has risen with the aid of the elder dragon Bolas. After defeating the cyclops Borborygmus in single combat, Domri Rade has become the new guildmaster of the Gruul Clans. His followers see him as the coming of the End-Raze. When the End-Raze comes, the streets and buildings of Ravnica will be smashed into dust.

"They said obey and you'll be happy. They said you'll be safe. But we're not safe. We're not happy. And we will not obey."

-Domri Rade, Planeswalker



DOMRI RADE AS AN ANTAGONIST

Domri is fixated on plunging the world of Ravnica into chaos. He has amassed an enormous mob with the sole purpose of ripping Ravnica apart. They are rampaging through the streets tearing down buildings and walls.

DOMRI RADE AS AN ALLY

It is important to understand that while it is true that Domri and his followers want to smash everything to the ground, that does not necessarily make them bad people. Even though Domri is currently one of the planeswalkers allied with the elder dragon Nicol Bolas, he is not necessarily a willing partner. Domri does not understand the fact that he is merely playing a role in a much larger scheme. He is a cat's paw. Because of this, he is very willing to help players if they want to smash stuff. If the players need Domri's help or the help of his followers, the best way to do that is to earn their respect. The only thing the Gruul clans respect is strength.

Before Domri can provide any support or commit the Gruul clans to offer their aid, the players must prove their strength. This may be in a fight to the death with a guild champion, or some other challenge of strength, like wrestling a girallon.

DOVIN BAAN

Medium humanoid (vedalken, planeswalker)

lawful neutral

Armor Class 14

Hit Points 275 (50d8+50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8	10	13	19	19	12
(-1)	(+0)	(+1)	(+4)	(+4)	(+1)

Saving Throws Wis +9, Cha +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Skills Insight +9, Arcana +9, History +9

Senses passive Perception 14

Languages Common

Challenge 10 (5,900 xp)

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

Innate Spellcasting (1/day). Dovin can cast *planeswalk* (see Appendix A), requiring no components.

Vedalken Cunning. Dovin has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Aether Lore. Whenever Dovin makes an Intelligence (History) check related to magic items or aether-powered technological devices, he can add twice his proficiency bonus.

Analyze Weakness. As an action Dovin spends 1 round studying a creature or object he can identify its weakest point and exploit it. From then on his attacks against that creature or object is a critical hit.

Spellcasting. Dovin is a 13th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Dovin has the following Cleric spells prepared:

Cantrips (at will): *mending, thaumaturgy, resistance, light, word of radiance, guidance, blade ward*

1st level (4 slots): *command, detect magic, guiding bolt, protection from evil and good, heroism, sleep, armor of Agathys*

2nd level (3 slots): *aid, hold person, locate object, zone of truth, detect thoughts, prayer of healing*

3rd level (3 slots): *dispel magic, glyph of warding, protection from energy, mass healing word, slow, blink, beacon of hope*

4th level (3 slots): *compulsion, locate creature, banishment, arcane eye, Otiluke's resilient sphere*

5th level (2 slots): *commune, dominate person, dispel evil and good, planar binding, scrying*

6th level (1 slot): *planar ally*

7th level (1 slot): *conjure celestial*

ACTIONS

Multiattack. Dovin makes three attacks with his baton.

Stun Baton. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 3 (1d6 - 1) bludgeoning damage plus 21 lightning damage. If hit the target must make a DC 18 Constitution saving throw or they are **Stunned**.

LEGENDARY ACTIONS

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

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

Summon Thopter. Dovin can summon 2 spy thopters (see appendix C) to his aid.

Counterspell (2 actions). As a reaction, Dovin can cast **Counterspell**.

DOVIN BAAN

Dovin Baan is a Vedalken planeswalker from the plane of Kaladesh. Originally the Minister of Inspections of the Consulate on Kaladesh, he has risen to the post of guildmaster of the Azorius Senate through the machinations of the elder dragon Nicol Bolas. He joined Bolas's cause after he became enthralled by the dragon's flawless planning.

Dovin is not evil. Rather he is so intent on reshaping Ravnica into a plane of perfect order, even if that means infringing on the rights of others.

"If the populace fears our authority, then I'd say we have an appropriately sensible populace."

-Dovin Baan, Planeswalker

DOVIN BAAN AS AN ANTAGONIST

Dovin controls the Azorius Senate and has used their rules and by-laws to lock them into indecision. Anyone who could have opposed him was sealed away with mountains of paperwork. He is not the kind of person to confront players head-to-head. Instead, he would turn the power of the Azorius Senate's security apparatus against any interloping planeswalkers that would threaten his master's plans.

Dovin Baan is a mastermind, and he has now turned the Azorius into an oppressive and authoritarian force. He makes use of precognitive mages and spy thopters to arrest criminals before crimes are even committed. If Dovin feels that the players are a threat to any of his plots, he will find a way to remove them.

Dovin can look at any machine or system and discover its weakness. He can predict exactly when something is going to fail. This is how he conquered the Azorius Senate.

Lazav, the guild master of House Dimir, is very mistrusting of Dovin. Especially after Dovin appeared out of nowhere and took over one of the most powerful guilds in Ravnica. Lazav may employ players as agents to study this six-fingered stranger.

DOVIN BAAN AS AN ALLY

Dovin Baan is someone who has valuable resources that he can implement to find almost anyone on the world of Ravnica. He originally turned to the Gatewatch for help when Kaladesh was threatened by Tezzeret. Now he is working for Bolas. This means that he is not tied to one philosophy over the other. He currently is working with Bolas because it benefits him.

Convincing Baan to provide aid may be difficult. Players must convince him of the logic in providing aid. He is unbelievably firm when it comes to adhering to the word of law and logic.

FURTHER READING

Dovin Baan was created specifically for the story in *Guilds of Ravnica* and *Ravnica Allegiances*. R&D wanted a blue white planeswalker and found they did not have one. Thus, a blue-white planeswalker was fitted into the story of *Kaladesh*. You can read some more of his story in:

- *Homesick* by Chris L'Etoile
- *Burn* by Chris L'Etoile
- *Breaking Points* by Doug Byer

GIDEON JURA

Medium humanoid (human, planeswalker)

lawful good

Armor Class 17 (19 with shield of faith)

Hit Points 340 (40d8 + 160)

Speed 30 ft.

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

Saving Throws Str +7, Con +9, Wis +6, Cha +5

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

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned

Skills Athletics +7, Intimidation +5, Perception +6

Senses passive Perception 11

Languages Common

Challenge 16 (15,000 xp)

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

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

Second Wind (1/day). Gideon can use a bonus action to regain 16 (1d10+10) hit points.

Innate Spellcasting (1/day). Gideon can cast *planeswalk* (see Appendix A), requiring no components.

Spellcasting. Gideon is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Gideon has the following Paladin spells prepared:

1st (4 spell slots) *cure wounds, divine favor, heroism, shield of faith*

2nd (3 spell slots) *magic weapon, branding smite, aid*

3rd (2 spell slots) *assemble the legion*^{NEW}, *aura of vitality*

ACTIONS

Second Wind (1/day). Gideon can use a bonus action to regain 16 (1d10+10) hit points.

Multiattack. Gideon makes three attacks with his sural.

Sural. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 7 (1d8+2) slashing damage, plus 14 (4d6) radiant damage. This weapon scores a critical hit on a roll of 19 or 20.

Smite. When Gideon hits a creature with a melee weapon attack, he can expend one of his spell slots to deal radiant damage to the target in addition to the weapon's damage. The extra damage is 9 (2d8) radiant damage for a 1st-level spell slot, plus an additional 1d8 for each spell level higher than 1st.

REACTIONS

Protection. When a creature Gideon can see attacks a target other than him that is within 5 feet of him, he can use a reaction to impose disadvantage on the attack roll.

LEGENDARY ACTIONS

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

Attack (Costs 2 Actions). Gideon makes an attack with his sural.

Cast Spell. Gideon casts a spell of 2nd level or lower.

Charge. Gideon moves up to his speed.

GIDEON JURA

Gideon was born on Theros and his spark ignited after Helios threw the spear of the sun back at his friends after Gideon threw it at a god. The resulting emotional turmoil ignited his spark.

He was active on Ravnica several years ago when he tried to keep the guilds from plunging the plane into total war. He felt that the casualties would be too costly. He was recruited by the Boros Legion by Aurelia who felt that he would be a valuable weapon for the guild. Gideon is one of the original planeswalkers to join the Gatewatch. They realized that they could not defeat large threats alone, but together they could stand against any force in the Multiverse.

“Yes, Boros tactics are unparalleled. But when your comrades are dying around you, inner strength must carry the day.”

-Gideon Jura, Planeswalker

GIDEON AS AN ANTAGONIST

If Gideon has turned against your players, then that means they have done something seriously wrong. Gideon personifies morality, and believes in defending the weak. He is an excellent enemy for a DM to toss at players when they are causing mischief. If the players are wreaking havoc across the Multiverse, they should expect Gideon to pay them a visit. First, he'll ask them politely but firmly to stop. Then he will stop them with force. As a member of the Gatewatch, Gideon feels very strongly about the idea that their duty is to protect the various planes of the Multiverse from outside interlopers, like other Planeswalkers.

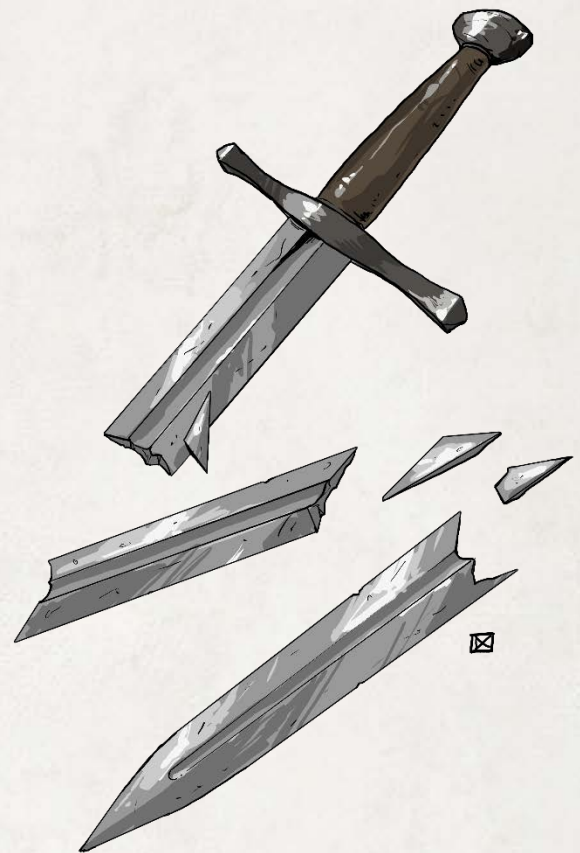
GIDEON AS AN ALLY

Gideon becoming an ally of the players is a good way to introduce the Gatewatch. He would begin by testing them, asking them to help him stop some creature who is preying on the weak. Once the players have impressed him with their strength, he will invite them to join the cause. He is a kind and

welcoming ally, someone who would support others in the fight to protect the Multiverse.

FURTHER READING

Gideon first appeared in the novel *The Purifying Fire* by Laura Resnick. As a card, he first appeared in *Rise of the Eldrazi*. Since then he has become one of the main Planeswalkers in the *Magic the Gathering* story.



JACE BELEREN

Medium humanoid (human, planeswalker)

lawful neutral

Armor Class 14 (17 with mage armor)

Hit Points 330 (60d8 + 60)

Speed 30 ft.

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

Saving Throws Int +9 Wis +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses passive Perception 12

Languages All, telepathy 120 ft.

Challenge 16 (15,000 xp)

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

Innate Spellcasting (1/day). Jace can cast *planeswalk* (see Appendix A), requiring no components.

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

Cantrips (at will): *dancing lights*, *encode thoughts*^{GGtR}, *friends*, *message*, *minor illusion*

1st level spells (4 slots): *mage armor*, *charm person*, *silent image*, *sleep*

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

3rd level spells (3 slots): *hypnotic pattern*, *major image*, *counterspell*

4th level spells (3 slots): *hallucinatory terrain*, *phantasmal killer*, *mordenkainen's faithful hound*

5th level spells (2 slots): *modify memory*, *telekinesis*

6th level spells (1 slot): *programmed illusion*

7th level spells (1 slot): *omniscience*^{NEW}

8th level spells (1 slot): *feeblemind*

9th level spells (1 slot): *foresight*

ACTIONS

Multiaction. Jace can attack twice with his mind blast.

Mind Blast. Jace emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 17 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success.

Legendary Actions

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

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

Mind Blast (Costs 2 Actions). Jace makes an attack with his mind blast.

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

JACE BELEREN

Jace Beleren was born on the plane of Vryn. His spark ignited after an epic telepathic duel with his former master Alhammarret. The first plane he found himself on was Ravnica. Today, Jace is arguably one of the most politically important entities on Ravnica. After successfully navigating the Dragon's Maze, he became the Living Guildpact. He is a neutral arbiter with the power to mediate between the guilds. He is also one of the four founding members of the Gatewatch.

However, the Living Guildpact has been absent from Ravnica for some time. No one on Ravnica knows where he is and this has led to rising tensions between the guilds.

"I'd rather see the guilds contend together with words in the halls of power, than in the streets with swords."

-Jace Beleren, Planeswalker

The fact that he is a planeswalker and travels to other worlds is a secret on Ravnica. He disappears frequently, and while many of the guildmasters are suspicious about where he goes when he is missing, no one, except for Ral Zarek, knows the truth. If he recruits the players to help him on Ravnica, it is more than likely to keep the different guilds from ripping each other apart. He will take actions against any guild to keep one from becoming more powerful than the other. He wants to maintain the fragile balance.

FURTHER READING

Jace was one of the original five planeswalkers introduced in *Lorwyn*. Since then he has become one of the most important and influential characters in *Magic's* story. Jace is a very popular character who has made appearances in several stories posted on the *Magic: The Gathering* website. You can read about his origin in *Jace's Origin: Absent Minds* by Kelly Digges.

JACE AS AN ANTAGONIST

Jace Beleren (along with Gideon Jura) is considered the leader of the Gatewatch. He is also the Living Guildpact, which means that he has the power to act as an intermediary between the various Guilds of Ravnica. He tries to maintain peace and order in the Multiverse. The whole purpose of creating the Gatewatch was to keep interplanar creatures like the Eldrazi or Planeswalkers from meddling in the affairs of planes. If he is getting involved with stopping players, it is because their actions risk upsetting the careful balance he tries to maintain. He will try to manipulate the situation from afar rather than face the players head-on in a hand-to-hand conflict.

JACE AS AN ALLY

Jace is one of the leaders of the Gatewatch (It is undecided if he is the leader or if Gideon is the leader. The structure of the group is ill-defined) which means he may recruit the players to join the cause of the Gatewatch. However, as the Living Guildpact, Jace also needs help managing Ravnica.

KAYA

Medium humanoid (human, planeswalker)
chaotic neutral

Armor Class 16 (studded leather armor)

Hit Points 276 (25d8 + 25)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	18	13	12	15	13
(+0)	(+4)	(+1)	(+1)	(+2)	(+1)

Saving Throws Dex +9, Int +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Skills Stealth +9, Deception +6

Senses passive Perception 12

Languages Common

Challenge 12 (8,400 xp)

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

Innate Spellcasting (1/day). Kaya can cast *planeswalk* (see Appendix A), requiring no components.

Incorporeal Movement. Kaya can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Sneak Attack (1/turn). Kaya deals an extra 28 (8d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and Kaya doesn't have disadvantage on the attack roll.

Assassinate. During her first turn, Kaya has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Kaya scores against a surprised creature is a critical hit.

Spellcasting. Kaya is a 15th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Kaya has the following Wizard spells prepared:

Cantrips (at will) *mage hand*, *prestidigitation*, *green-flame blade*^{SCAG}, *toll the dead*^{XGE}

1st Level (4 slots) *Tasha's hideous laughter*, *charm person*, *false life*, *jump*

2nd Level (3 slots) *shadow blade*, *phantasmal force*, *crown of madness*

3rd Level (2 slots) *Kaya's wrath*, *gaseous form*

ACTIONS

Multiattack. Kaya can attack twice with her dagger.

Dagger. *Melee Weapon Attack:* +9 to hit, reach 5 ft. or thrown 20/60 ft., one target. Hit: 8 (1d4+5) piercing damage, plus 14 (4d6) radiant damage. This weapon deals an additional 4d6 radiant damage against undead.

Legendary Actions

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

Cast Spell. Kaya casts *Kaya's wrath*.

Attack (Costs 2 Actions). Kaya makes an attack with his dagger.

Charge. Kaya moves up to her speed.

KAYA

Kaya is an assassin driven only by money. She is one of the planeswalkers on Ravnica working with the elder dragon Nicol Bolas. She has become an infamous figure. She arrived on Ravnica and, with the help of Teysa, assassinated the Obzedat leadership. Now she has ruffled feathers by freeing people from debt they owe the guild.

“So much wealth. So much splendor. So much temptation to believe the gilded lie.”

-Kaya, Planeswalker

KAYA AS AN ANTAGONIST

If Kaya is after the players, that means that someone has put a price on their head. She is an assassin who works for a living. She generally tries to avoid killing anyone for free. If the players threaten the plans of Bolas, she will have to remove them.

Kaya as an Ally

Even though Kaya is an assassin, she still has standards. She dislikes nobility and those who feel like they can lord over others. She'd be willing to help if it meant knocking some lordling down a peg. More importantly, she has the power to walk through walls and kill ghosts. This gives her a unique skillset that could be employed for the right price. Now that she's the guildmaster of the Orzhov Syndicate, it is going to take more than just gold to get her to lift a finger.

FURTHER READING

Kaya is a recent addition to the Magic: The Gathering lore. She was created by Kelly Digges and Monique Jones. Like Dovin Baan, she was created with the Bolas storyline in mind, since there was not a white-black planeswalker other than Sorin Markov. The concept of her being able to kill ghosts was specifically tied to her takeover of the Orzhov Syndicate. You can read her story in *Laid to Rest* by Kelly Digges.



RAL ZAREK

Medium humanoid (human, planeswalker)
chaotic neutral

Armor Class 14 (Mizzium Chain Shirt)

Hit Points 308 (28d8 + 28)

Speed 30 ft.

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

Saving Throws Dex +9, Int +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunity Lightning, Thunder

Skills Arcana +9, History +9

Senses passive Perception 12

Languages Common, Draconic

Challenge 14 (11,500 xp)

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

Innate Spellcasting (1/day). Ral can cast *planeswalk* (see Appendix A), requiring no components.

Lightning Shield. Whenever a creature within 5 feet of Ral hits him with a melee attack they take 2d8 damage.

Mizzium Chain Shirt. Any critical hit against Ral becomes a normal hit. In addition, he takes no damage from any spell or effect that allows him to make a Strength or Constitution saving throw to only half damage, if he succeeds on the saving throw.

Spellcasting. Ral is a 15th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Ral has the following Wizard spells prepared:

Cantrips (at will): *booming blade*^{SCAG}, *fire bolt*, *lightning lure*, *mending*

1st Level (4 slots): *burning hands*, *thunderwave*, *witch bolt*, *unseen servant*

2nd Level (3 slots): *Aganazzar's scorcher*^{XGtE}, *dragon's breath*^{XGtE}, *scorching ray*

3rd Level (3 slots): *fireball*, *lightning bolt*, *protection from energy*

4th Level (3 slots): *conjure minor elementals*, *elemental bane*^{XGtE}, *wall of fire*

5th Level (2 slots): *conjure elemental*, *immolation*^{XGtE}

6th Level (1 slot): *chain lightning*

Planeswalkers of Ravnica

7th Level (1 slot): *teleport*

8th Level (1 slot): *control weather*

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

ACTIONS

Wand of Lightning Bolts (7 charges). *Ranged Weapon Attack:* range 100 ft., one target. Hit: Target must make a DC 17 Dexterity saving throw or take 28 (8d6) lightning damage

Legendary Actions

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

Cast Spell (Costs 2 Actions). Ral casts *lightning bolt*.

Teleport (Costs 2 Actions). Ral casts *teleport*.

Cantrip. Ral casts one of his cantrips.

RAL ZAREK

Ral Zarek is a brilliant Izzet researcher who has successfully kept his planeswalker status a secret from the Firemind, Niv-Mizzet. Ral's relationship with the dragon is rocky. He considers Niv-Mizzet to be a nuisance.

Ral also has made an enemy of Jace Beleren. Ral is the leader of Project Lightning Bug, a tool for tracking planeswalkers who come in and out of Ravnica. Now that he has aligned himself with the elder dragon Nicol Bolas, Ral has turned the device into a beacon to call other planeswalkers to Ravnica.

Ral also developed a device for Niv-Mizzet that would steal the power of the Guildpact from Jace. However, he sabotaged the machine at the last

“My spark just gave me another way to lose all I had worked for. I’m a storm mage of the Tenth. I’m Ravnican to the core.”

-Ral Zarek, Planeswalker

moment.

RAL ZAREK AS AN ANTAGONIST

While most planeswalkers embrace the opportunity to use their power to travel the various planes of the Multiverse, Ral Zarek is not among them. He has dedicated himself to the city of Ravnica and to his guild. He is dedicated to defending them no matter what. Most importantly, Ral knows how to track planeswalkers who come into and out of Ravnica. He also can follow which planes they travel to. He calls it *Project Lightning Bug*.

RAL ZAREK AS AN ALLY

Ral Zarek is dedicated to his role in the Izzet League. A player who is also a part of the Izzet League might work with him. However, Ral keeps his planeswalker status a secret from others. He might be willing to offer help, especially if it aligns with one of his projects. However, he will not do something that will jeopardize his position that he has worked so hard for.

FURTHER READING

Ral Zarek debuted in *Duels of the Planeswalkers 2012*. Since then, he has shown up in several stories. You can read about him in *Project Lightning Bug* by Doug Beyer.



VRASKA

Medium humanoid (gorgon, planeswalker)

lawful neutral

Armor Class 15 (natural armor)

Hit Points 248 (45d8 + 45)

Speed 30 ft.

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

Saving Throws Dex +7, Int +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunity poison

Skills Deception +6, Stealth +7

Senses passive Perception 12

Languages Common

Challenge 13 (10,000 xp)

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

Innate Spellcasting (1/day). Vraska can cast *planeswalk* (see Appendix A), requiring no components.

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

Petrifying Gaze. When a creature that can see Vraska's eyes starts its turn within 30 feet of her, she can force it to make a DC 14 Constitution saving throw if she isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see Vraska until the start of its next turn, when it can avert its eyes again. If the creature looks at Vraska in the meantime, it must immediately make the save.

Planeswalkers of Ravnica

Spellcasting. Vraska is a 10th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Vraska has the following Wizard spells prepared:

Cantrips (at will) *chill touch*, *toll the dead*, *infestation*

1st Level (4 slots) *compelled duel*, *ensaring strike*

2nd Level (3 slots) *enhance ability*, *cause fear*, *ray of sickness*,

3rd Level (3 slots) *plant growth*, *darkness*

4th Level (3 slots) *grasping vine*, *animate dead*, *vampiric touch*

5th Level (2 slots) *commune with nature*, *contagion*

ACTIONS

Multiattack. Vraska either makes three melee attacks, one with her snake hair and two with her shortsword- or two ranged attacks with her longbow.

Snake Hair. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft. one target. *Hit:* 5 (1d6 + 2) piercing damage plus 14 (4d6) poison damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft. one target. *Hit:* 6 (1d8 + 2) piercing damage plus 14 (4d6) poison damage.

LEGENDARY ACTIONS

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

Cantrip. Vraska casts one of her cantrips.

Attack (Costs 2 Actions). Vraska makes an attack with her shortsword.

Charge. Vraska moves up to her speed.

Vraska

Vraska is a black and green-aligned planeswalker assassin from Ravnica. Years ago, the Azorius Senate rounded up and arrested anyone who was affiliated with the Golgari Swarm. She was imprisoned along with thousands of others. Soon the prison cells were overflowed with captives and there was a prison riot. Vraska escaped from that hell when her spark ignited.

Since then, she returned to Ravnica to become the leader of a league of assassins called The Assassins of the Ochran. After that, she came into the employ of the elder dragon Nicol Bolas.

While she was working for him on the plane of Ixalan to find and take the Immortal Sun, she ran into Jace. Her old enemy had no memories of who he was. She pitied him and spared his life, allowing him to join her crew.

When his memories returned, their friendship solidified. Together, they turned Vraska into a double agent. Jace changed her memories so that when Bolas looked into her mind, he would see her defeating his enemies and stealing the golden sun.

Now, as her reward, she is the new guildmaster of the Golgari. Bolas helped her slay Jarad and take his place. She also killed Ispيريا at his command.

VRASKA AS AN ANTAGONIST

Vraska is currently a loyal servant of Nicol Bolas. She has no memories of her time with Jace on Ixalan, until he decides to return them. She has become an influential power on Ravnica. She brought forth the Erstwhile and the Kraul from deep within the Undercity and uses them to maintain power. She is also Bolas's favorite tool, as she will remove anyone who poses as a threat to his plans. Vraska hates the Azorius Senate, she will do anything within her power to ruin their lives.

Vraska as an Ally

Vraska craves power and acceptance. The Golgari Swarm have been poorly treated over the years by others, especially the Azorius Senate. The reason she is helping Nicol Bolas is so that she can elevate her guild and bring the downtrodden out of the shadows. She'd help anyone whose goals align with hers.



FURTHER READING

Vraska was first introduced in *Return to Ravnica*. You can read more about her in *The Gorgon and the Guildpact* by Doug Beyer or the stories that were published during the *Ixalan* block.

APPENDIX A:

SPELLS

ASSEMBLE THE LEGION

3rd-level conjuration (red-white)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon soldiers from the Blind Eternities who appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears.

- One **Boros Elite**
- Two **Boros Legionnaires**
- Four **Soldiers** (see GGR)
- Eight **Frontline Medics** (see GGR)

Each soldier disappears when it drops to 0 hit points or when the spell ends. The summoned soldiers are friendly to you and your companions. Roll initiative for the summoned soldiers as a group, which has its own turns. They obey any verbal commands that you issue them. If you don't issue any commands to them, they defend themselves from hostile creatures.

At Higher Levels: When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

Classes: Paladin, Cleric

DACK'S DUPLICATE

5th-level conjuration (blue-red)

Casting Time: 1 minute

Range: 90 feet

Components V, S, M (a piece of clay)

Duration: Concentration, up to 1 hour

You call forth a creature that is a copy of a target creature of challenge rating 5 or lower. The copy has the same statistics as the target creature and is at full health. The copy disappears when it drops to 0 hit points or when the spell ends.

The copy can only attack the enemy with the highest HP. It will not attack you even if you or an ally even if you have the highest HP. The copy is very aggressive and will attack anyone who is not considered an ally, if they have the highest HP.

If your concentration is broken, the copy doesn't disappear. Instead, you lose control of the copy, it becomes hostile toward you. It continues to attack the creature with the highest HP, regardless if it is an enemy, ally, or you.

At Higher Levels. When you cast this spell using a slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

Classes: Wizard

KAYA'S WRATH

3rd-level necromancy (white-black)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Your hand is wreathed in bright purple energy that drains the power from an undead creature to heal your wounds. Make a melee spell attack against an undead creature within your reach. On a hit, the target takes 5d6 radiant damage, and you regain hit points equal to half the amount of radiant damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action. This spell can only effect undead creatures.

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

Classes: Warlock, Wizard

OMNISCIENCE

7th-level transmutation (blue)

Casting Time: 1 action

Range: Touch

Components: V, S, M (owl's feather)

Duration: Concentration, up to 1 hour.

You touch a creature and bestow upon it amazing intellect and acumen. The target's Intelligence is 30 until the spell ends.

Classes: Sorcerer, Wizard, Warlock

PLANESWALK

5th level conjuration (colorless)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You are transported to a different plane of existence. You can specify a target destination in general terms, such as the Tenth Precinct on the plane of Ravnica and you appear in or near that destination on the specified plane. You cannot use this spell to transport other creatures or food.

Classes: N/A. This spell is only available to creatures who are planeswalkers.

APPENDIX B:

MAGIC ITEMS

ANCIENT FANG

Simple Weapon (dagger), Melee Weapon, Legendary (Requires Attunement)

1 lbs.

1d4 piercing- finesse, light, thrown (20/60 ft.)

This is a powerful magical dagger that was stolen by the thieving planeswalker Dack Fayden. He eventually traded it to Sorin Markov in exchange for valuable information and his life.

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

When you hit an undead with this magic weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

You can use a bonus action to cause flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for additional 40 feet. While the dagger is ablaze, it deals an extra 2d6 fire damage to any target it hits.

Whenever you hit an object with this weapon, the hit is a critical hit.

Kaya's Dagger

Simple Weapon (dagger), Melee Weapon, Rare (Requires Attunement)

1 lbs.

1d4 piercing- finesse, light, thrown (20/60 ft.)

This magical dagger glows with purple energy, and is the favorite weapon of the planeswalker Kaya for assassinating ghosts.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit an undead with this magic weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.



APPENDIX C:

MONSTERS

BOROS ELITE

Medium humanoid, Lawful Good

Armor Class 18 (plate armor)

Hit Points 68 (9d8 + 27)

Speed 30 ft.

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

Skills Intimidation +3, Survival +2

Senses passive Perception 10

Languages Common

Challenge 2 (450 xp)

Aggressive. As a bonus action, the Boros Elite can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The Boros Elite makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft. one target. *Hit:* 8 (1d8 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

BOROS LEGIONNAIRE

Medium humanoid, Lawful Good

Armor Class 13 (chain shirt)

Hit Points 68 (9d8 + 27)

Speed 30 ft.

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

Skills Intimidation +5, Survival +2

Senses passive Perception 10

Languages Common

Challenge 1 (200 xp)

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

ACTIONS

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage.



SPY THOPTER

Tiny Construct, unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4	16	11	2	8	6
(-3)	(+3)	(+0)	(-4)	(-1)	(-2)

Damage Immunities poison, psychic

Condition Immunities blinded, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60ft. passive Perception 9

Languages Common

Challenge 1/4 (50 xp)

Watchful Eye. The Spy Thopter records any conversations heard within 30 ft. of it. It can then play back those conversations.

ACTIONS

Tranquilizer Dart. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If the saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.