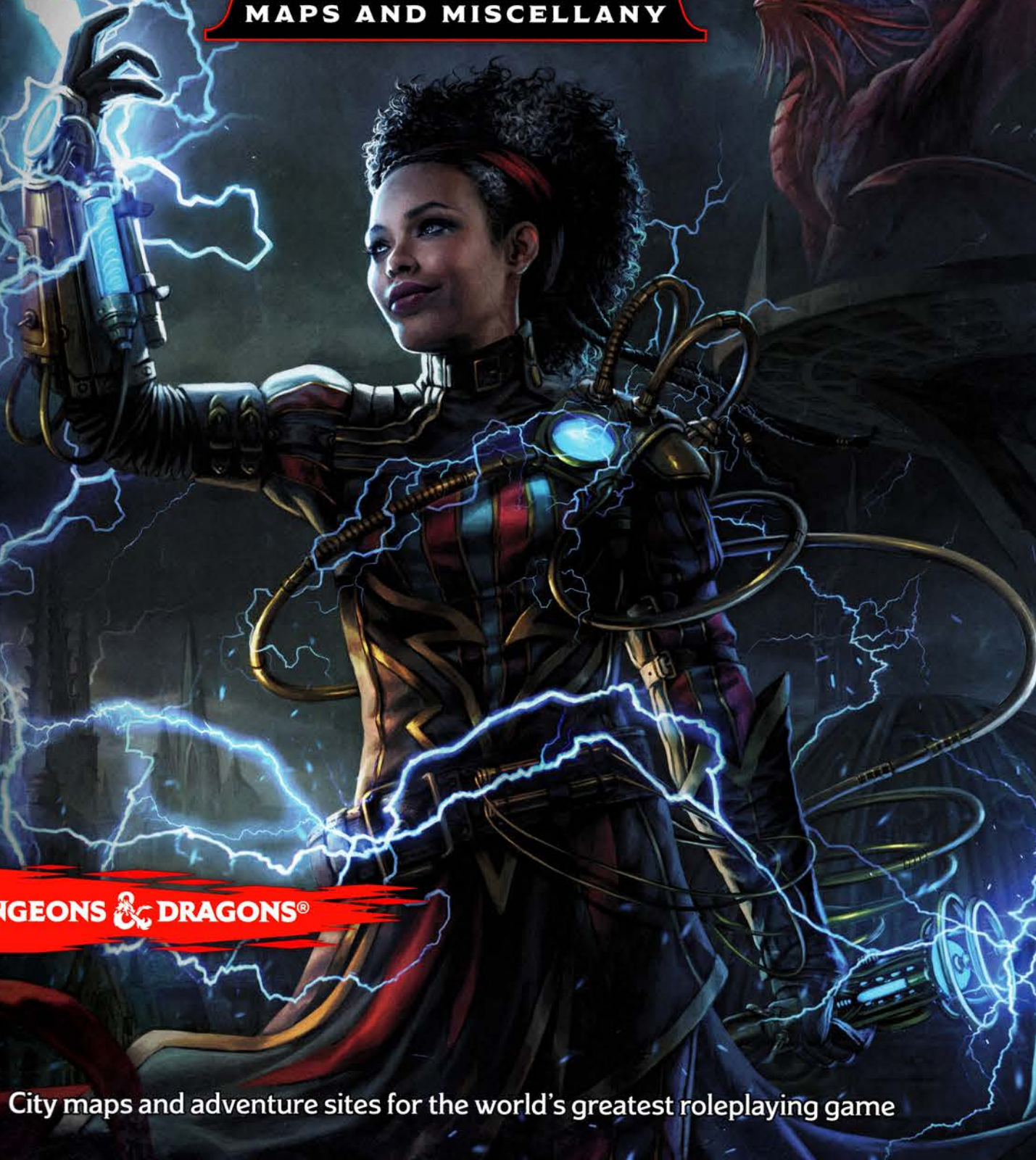




AGE 12+

# GUILDMASTERS' GUIDE TO RAVNICA™

MAPS AND MISCELLANY



DUNGEONS & DRAGONS®

City maps and adventure sites for the world's greatest roleplaying game

Precinct One, Side B

**Precinct One**  
This precinct was established in 1852 and was the first of its kind in the city. It was named in honor of the first mayor, John W. Adams. The precinct was located in the downtown area and was responsible for the area's law enforcement and public safety. It was a significant part of the city's early development and played a key role in the city's growth.

Precinct One, Side A



Tenth District, Side B

**The 10th Precinct**  
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Tenth District, Side A



Precinct Three, Side B

**Precinct Three**  
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Precinct Three, Side A



Precinct Two, Side B

**Precinct Two**  
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Precinct Two, Side A



Precinct Five, Side B

**Precinct Five**  
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Precinct Five, Side A



Precinct Four, Side B

**Precinct Four**  
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Precinct Four, Side A



Arrestor Station, Side B

**Arrestor Station**  
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Arrestor Station, Side A



Precinct Six, Side B

**Precinct Six**  
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Precinct Six, Side A



Safe House, Side B

**Safe House**  
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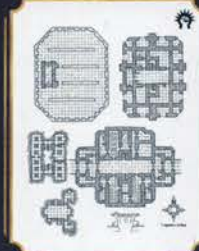
Safe House, Side A



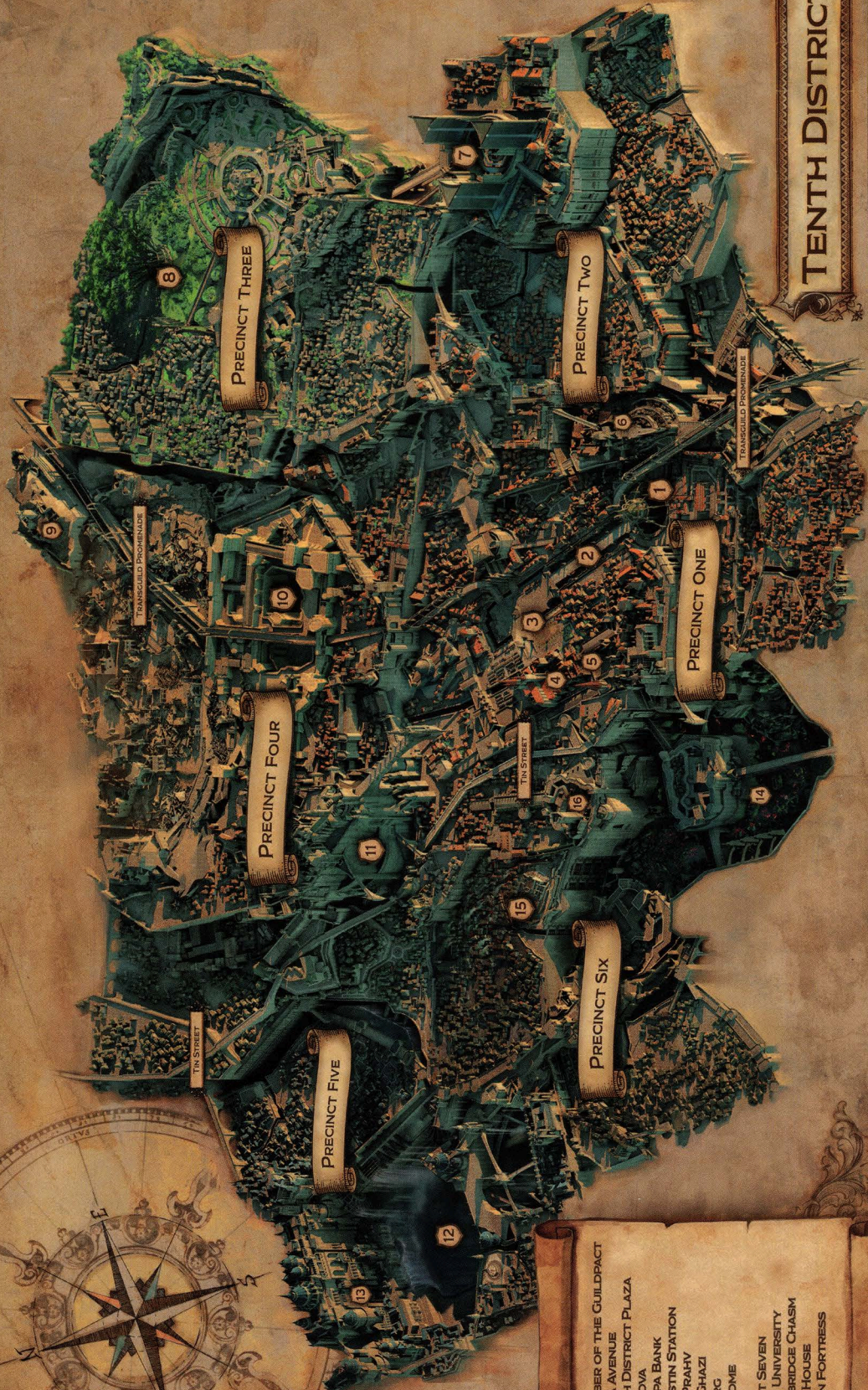
Legion Garrison, Side B

**Legion Garrison**  
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Legion Garrison, Side A



# TENTH DISTRICT



- 1. CHAMBER OF THE GUILDPACT
- 2. PLAZA AVENUE
- 3. TENTH DISTRICT PLAZA
- 4. ORZHOVA
- 5. VIZKOPA BANK
- 6. AUGUSTIN STATION
- 7. NEW PRAHY
- 8. VITU-GHAZI
- 9. SKARRG
- 10. SUNHOME
- 11. NIVIX
- 12. ZONOT SEVEN
- 13. PRISM UNIVERSITY
- 14. DEADBRIDGE CHASM
- 15. CORE HOUSE
- 16. KAMEN FORTRESS

## THE SIX PRECINCTS

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

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

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

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

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

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

## MAJOR TRADE WAYS

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

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

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

## BENEATH THE STREETS

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

### CITY WORKS

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

### SEWERS

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

### PIPE TUNNELS

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

### TRANSIT TUNNELS

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

### CRYPTS

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

## UNDERCITY

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

### NIGHTVEIL

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

### DUSKMANTLE

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

### KOROZDA, THE MAZE OF DECAY

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

### RIX MAADI, THE DUNGEON PALACE

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

### THE UNDERSEA

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

**PRECINCT ONE**



# PRECINCT ONE

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

## AFFILIATED GUILDS

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

## NEIGHBORHOODS AND LANDMARKS

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

### TENTH DISTRICT PLAZA

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

### CHAMBER OF THE GUILDPACT

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

### PLAZA EAST

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

### LAW ENFORCEMENT

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

### PLAZA WEST

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

### PLAZA SOUTH

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

### ORZHOVA

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

### VIZKOPA BANK

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

## GOODS AND SERVICES

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

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

## PEOPLE ON THE STREET—PRECINCT ONE

### d12 Description

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



AUGUSTIN STATION

WHITESTONE

STATUE OF AGRUS KOS

GRIFFIN HEIGHTS

NEW PRAHV

PRECINCT TWO

# PRECINCT TWO

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

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

## AFFILIATED GUILDS

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

## NEIGHBORHOODS AND LANDMARKS

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

### NEW PRAHV

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

### WHITESTONE

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

### GRIFFIN HEIGHTS

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

#### LAW ENFORCEMENT

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

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

### AUGUSTIN STATION

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

### STATUE OF AGRUS KOS

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

## GOODS AND SERVICES

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

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

## PEOPLE ON THE STREET—PRECINCT TWO

### d12 Description

- | d12 | Description                                 |
|-----|---|
| 1   | Arrester, off duty and out buying produce   |
| 2   | Arrester, on duty and watching for trouble  |
| 3   | Baker, returning from a long work shift     |
| 4   | Carpenter, searching for a good pack animal |
| 5   | Chandler, fuming after a recent argument    |
| 6   | Government official, enjoying a day off     |
| 7   | Locksmith, on the way to unlock a door      |
| 8   | Mob enforcer, trailing a debtor             |
| 9   | Retired soldier, heading to a chess game    |
| 10  | Shopkeeper, taking a child out for a treat  |
| 11  | Teenager, heading to a friend's house       |
| 12  | Tourist, heading to the Millennial Platform |



# PRECINCT THREE



BEAST HAVEN

VITU-GHAZI

THE CANOPY

THE GREAT CONCOURSE

CONCORDANCE

# PRECINCT THREE

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

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

## AFFILIATED GUILDS

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

## NEIGHBORHOODS AND LANDMARKS

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

### VITU-GHAZI

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

### THE CANOPY

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

### THE GREAT CONCOURSE

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

#### LAW ENFORCEMENT

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

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

## CONCORDANCE

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

## BEAST HAVEN

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

## GOODS AND SERVICES

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

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

## PEOPLE ON THE STREET—PRECINCT THREE

d12	Description
1	Beast trainer, walking an animal on a leash
2	Awakened shrub, completing an errand
3	Centaur, out to get the family some food
4	Evangelist, trying to win Selesnya converts
5	Farmer, using a healing balm after a hard day
6	Guide, taking a wolf out for a stroll
7	Healer, on the way to tend to someone sick
8	Ledev guardian, on patrol
9	Pilgrim, looking for directions to Vitu-Ghazi
10	Storyteller, practicing oration out on the street
11	Teamster, carrying a broken wagon wheel
12	Woodcarver, whistling a familiar song

# PRECINCT FOUR



# PRECINCT FOUR

Few days or nights pass quietly in Precinct Four. The frequent din of battle as Boros soldiers guard against Gruul marauders, the strange sounds of volatile magic emanating from Izzet experiments, and the occasional explosive flare-ups of goblin gang wars keep the precinct a dynamic and dangerous place. Its buildings include ramshackle tenements damaged by conflict, impregnable fortresses and laboratories, and bustling markets filled with merchants ready to defend themselves and their wares.

## AFFILIATED GUILDS

The Boros Legion's guildhall fortress, Sunhome, is located here, and that guild is the heart of the precinct's defense against the savage forces that come from the northern rubblebelt. The Izzet League often likes to test its latest experiments in this precinct. Its guildhall, Nivix, towers over the south end. The Gruul Clans frequently raid into the rest of the precinct from the rubblebelt in the north. The Cult of Rakdos delights in sowing mayhem here, stoking the fires of conflict and gathering inspiration for future performances.

## NEIGHBORHOODS AND LANDMARKS

Precinct Four is home to a wide range of folk, most of whom are used to fighting for a living. Transients, soldiers, goblin gang members, and hardy merchants call this precinct home.

### SUNHOME

The seat of the Boros Legion's power, the guildhall known as Sunhome is an imposing structure that serves as a fortress, barracks, and spiritual center. It is widely believed to be impregnable and serves as a reminder to attackers from the north of the strength of Boros resolve.

### NIVIX

One of the tallest towers in Ravnica, this impressive structure crackles with the wild power of the Izzet and serves as their guildhall. Filled with laboratories, testing facilities, and housing for their inventors, Nivix is the center of Izzet innovation.

### RED WASTES

The rubblebelt to the north is a wasteland filled with ruins, gutted buildings, and debris-ridden streets. Aside from the Gruul Clans, the only citizens who live in the neighborhood are the ones too stubborn to move away. The Gruul share the space with ferocious beasts, elementals, and other monsters.

### LAW ENFORCEMENT

Much of Precinct Four is a war zone, and mundane methods of law enforcement are not always effective in such an environment. No one takes the constant patrolling of the Boros Legion as a guarantee of their safety, and almost all folk know how to fight to some degree. Typical threats include giant monsters, unstable elementals, and Gruul raiding parties, and a curfew system is often instituted when a neighborhood is beset by one of these dangers. The only area that is usually safe from external threats is Tin Street. Petty crimes such as thievery or vandalism are not given much attention, since the soldiers are primarily concerned with curbing violence and mayhem. The typical response to a reported crime or a dangerous threat is 1d8 minutes, and the squad consists of a Boros **knight** (see the *Monster Manual* for its stat block) leading 4d4 **soldiers** (see *Guildmasters' Guide to Ravnica* for their stat block).

### THE BULWARK

The neighborhood between Sunhome and Nivix is filled with reinforced structures that serve as low-rent apartments and shops. Those who live in the Bulwark are mainly workers or professionals who see opportunity in supporting the Boros garrison.

### SKARRG

The Gruul Clans periodically converge on the gutted, cratered remains of a huge palace in the Red Wastes where a great bonfire perpetually burns. Skarrg is the closest thing the Gruul have to a guildhall—a place where their clans can come together, roast giant boars, boast of their exploits, and form something akin to camaraderie before they go their separate, violent ways. It's not neutral ground, though—old grudges frequently boil over into combat. Outsiders are never welcome.

## GOODS AND SERVICES

Precinct Four has a wide variation in available goods, depending on the neighborhood. There is little or no commerce in the Red Wastes, except for what can be bartered with Gruul clansfolk or scavenged. The Bulwark carries many basic goods and services, with weapons and armor plentiful due to the constant threat of conflict and the nearby foundries in District Six. On Tin Street, almost anything is available for a bit of searching and the right price.

The precinct offers a wide range of food and lodging, appropriate for lifestyles from squalid to wealthy. The more affluent folk of the precinct are careful not to flaunt their wealth, lest they make themselves targets for raiders from the Red Wastes.

## PEOPLE ON THE STREET—PRECINCT FOUR

### d12 Description

- |    |   |
|----|---|
| 1  | Bounty hunter, asking about a mark              |
| 2  | Displaced merchant, looking for a new home      |
| 3  | Goblin messenger, anxious and impatient         |
| 4  | Healer, covered in blood                        |
| 5  | Leatherworker, carrying some flowers            |
| 6  | Merchant, whistling a tune                      |
| 7  | Scientist, lost in thought                      |
| 8  | Street urchin, busking for money                |
| 9  | Soldier, on duty and eating a quick bite        |
| 10 | Soldier, off duty and fixing his armor          |
| 11 | Thrill seeker, hoping to see some Gruul raiders |
| 12 | Transient, looking for a good place to sleep    |



HIGHTOWER

THE BLISTERCOILS

PRISM UNIVERSITY

ISMERI LIBRARY

ZONOT SEVEN

PRECINCT FIVE

# PRECINCT FIVE

As the home of prestigious universities, ancient libraries, and hidden laboratories, Precinct Five is the hub of information and learning in the Tenth District. It's also the place to find information brokers, who sell specialized or secret knowledge available nowhere else. Multilevel buildings set next to each other with little regard for planning give way to an occasional square or open campus where socially minded residents congregate during daytime hours. At night, many continue their studies while others tinker with their latest creations or intellectual endeavors. Taverns and pubs tend to be more urbane than in other parts of the district and often feature poetry readings, storytelling, and musical performances.

## AFFILIATED GUILDS

Zonot Seven, the home of the Simic Combine's guildhall, is located on the western edge of the precinct. The Izzet League maintains a network of laboratories and workshops close to Nivix (in Precinct Four). House Dimir agents secretly run the Ismeri Library. Some members of the Azorius Senate who prefer to study disciplines aside from the law make their homes here as well.

## NEIGHBORHOODS AND LANDMARKS

Life for residents in Precinct Five is spent mostly indoors, or in the case of the Simic, underwater. The precinct's occupants—including significant populations of students, instructors, researchers, scribes, and university staff—are crowded into dormitories and apartments squeezed in among laboratories, libraries, and magical machinery.

### ZONOT SEVEN

The Simic Combine's watery habitat is made up of huge sinkholes filled with the overflow from a subterranean ocean. Zonot Seven is the only zonot within Ravnica City proper, and it contains Zameck, the Simic guildhall. In contrast to the rest of the precinct, the zonot is a bustling place, with activity at all hours. A huge chamber just below the street surface serves as a gathering place for all the Simic speakers, as well as a place where visitors can meet with Prime Speaker Zegana or other Simic emissaries. A Simic researcher might invite a land-dwelling colleague to visit the habitat, but such an occurrence is not common. Canals lead from here farther into the precinct and to Precinct Six.

### THE BLISTERCOILS

A series of gigantic waterwheels, built and operated by the Izzet League, turns just outside Zonot Seven in the north end of the precinct. The system generates magical energy to power public works, Simic laboratories, and, of course, Izzet workshops. Blistercoils is also the name of the neighborhood near the waterwheels, which largely consists of workshops and private laboratories.

### LAW ENFORCEMENT

Much of the crime in Precinct Five is of a sort that is hard to detect: blackmail, espionage, identity theft (of the literal kind, perpetrated by shapechangers), and the like. Most of the precinct's residents spend their time absorbed in study, unaware that such activities might be happening under their noses. Only rarely does violence break out, and Azorius arresters try hard to keep the incident quiet and maintain public calm.

The typical response to a reported crime here is 1d12 minutes, and the force consists of two Azorius arresters (use the **veteran** stat block in the *Monster Manual*).

## HIGHTOWER

The western end of the precinct is packed with educational institutions of all sorts, from grand universities that cover a broad span of disciplines to specialized schools that instruct students in subjects ranging from theoretical metaphysics to fine arts. The neighborhood takes its name from the fact that most of these schools boast at least one tall spire among their structures. Students and staff live both on and off the various campuses, and several cozy pubs and small lecture halls are busy from afternoons through late in the night.

## PRISM UNIVERSITY

A crystal-paned center of learning that concentrates on magical theory and application, Prism University draws potential wizards and other would-be mages who want to learn about all forms of magic, in contrast to the specialized and practical applications of magic espoused by the guilds. Even though the school maintains a formal state of neutrality, it's an open secret that many guilds have infiltrated the university and planted agents to woo prospective members. Partly as a result of this influence, many graduates of the university do go on to join a guild, finding a way to apply their broad experience to support the narrower focus of the guild.

## ISMERI LIBRARY

One of the greatest libraries on all Ravnica, the Ismeri Library is open to all citizens at all hours. Hundreds of thousands of books covering every conceivable subject are found here.

## GOODS AND SERVICES

Specialty items that are commonly used by scribes, researchers, and inventors can be found in many small shops in the precinct, usually run by a tinker or academic. Precinct Five also has the best apothecaries, alchemists, and magic-mongers in the Tenth District. On the other hand, mundane adventuring gear, weapons, and armor are harder to find.

Information is an especially valuable commodity in Precinct Five. In addition to holding booksellers, the precinct is home to a variety of people who make a living (or at least a sizable side income) selling information, including private investigators, rumormongers, and spies.

Meals and lodging of modest to wealthy quality are available here. Older and more experienced people—high-ranking Simic researchers or established scholars—tend to maintain lifestyles toward the more expensive end of that scale.

## PEOPLE ON THE STREET—PRECINCT FIVE

### d12 Description

- | d12 | Description                                  |
|-----|--|
| 1   | Alchemist, reviewing an ingredient list      |
| 2   | Barkeep, picking up some dropped coins       |
| 3   | Cartographer, laden with map cases           |
| 4   | Engineer, reading a schematic                |
| 5   | Homunculus, on an errand                     |
| 6   | Librarian, going home for tea                |
| 7   | Poet, shopping for fresh produce             |
| 8   | Professor, assessing a student               |
| 9   | Scribe, hands stained with ink               |
| 10  | Student, lost in a book                      |
| 11  | Tinker, out of breath from running           |
| 12  | Vampire mind drinker, heading to the library |



SMELTING QUARTER

FOUNDRY STREET

GORE HOUSE

KAMEN FORTRESS

MEDORI PARK

TIN STREET

WAYPORT

DEADBRIDGE CHASM

BENZER'S BRIDGE

PRECINCT SIX

# PRECINCT SIX

Large warehouses, major thoroughfares, and nondescript worker tenements make the utilitarian Precinct Six a hub of activity for shipping, storage, and other mercantile concerns in the Tenth District. Wide cobblestone streets allow for the passage of beasts and constructs that transport raw goods from points beyond the Tenth and for the shipping of manufactured materials back to those locations. The demands of commerce keep the area constantly active, and the inconspicuous nature of the warehouses makes them popular as rendezvous points for all sorts of transactions, legal and illicit. At night, lurking undead and the horrors of the undercity, coming up from Deadbridge Chasm, keep wary citizens indoors, while a few people who deal in sinister magic seek the monsters out for nefarious purposes.

People who live in this working-class precinct are often practical-minded and thus tolerant of some degree of illicit activity. Being a good neighbor means keeping to yourself, unless you live in the Smelting Quarter, where the atmosphere is much more raucous.

## AFFILIATED GUILDS

The Orzhov Syndicate owns many of the warehouses in the precinct and controls much of the commerce around Tin Street. Members of the Gulgari Swarm often crawl around the edges of Deadbridge Chasm, which is an opening to their sprawling subterranean network. The Boros Legion rents many of the warehouses to store manufactured goods from the Smelting Quarter, and Kamen Fortress houses a garrison to protect Boros interests. The Cult of Rakdos operates a number of pain clubs throughout the precinct, especially around Tin Street, and Rakdos street performances are more common in Precinct Six than anywhere else in the Tenth District.

## NEIGHBORHOODS AND LANDMARKS

Precinct Six is home to many working-class folk, most packed into modest apartments near their place of work. It's also home to more than its share of monsters, most of which are active at night.

### SMELTING QUARTER

The heart of the manufacturing industry in the Tenth District is at the north end of the precinct. The Smelting Quarter is smoky, hot, and filled with activity day and night. Goblins often make their homes near the factories on Foundry Street, preferring the constant activity to sleepier neighborhoods. Standing south and east of the quarter, Kamen Fortress is a Boros garrison dedicated to keeping watch on Rakdos activity. Clashes between the Boros Legion, the goblins, and the Cult of Rakdos are common throughout this part of the precinct.

### LAW ENFORCEMENT

The folk of Precinct Six are pragmatic, not overly concerned with the welfare of others, and thus often willing to disregard minor crimes. Arresters from the Azorius Senate can often be found on patrol in and around the warehouses. Soldiers from the Boros Legion are common near the warehouses and in the Smelting Quarter. The typical response time to a reported crime in these areas is 2d10 minutes, and the squad consists of two Boros **soldiers** (see *Guildmasters' Guide to Ravnica* for their stat block). At night or in the Smelting Quarter, a response to an attack might instead consist of 1d4 Boros **soldiers** led by a sergeant (use the **knight** stat block in the *Monster Manual*).

### GORE HOUSE

A Rakdos club called the Gore House, run by a viashino (lizard-folk) named Nyoser, occupies a defunct factory in the south end of the Smelting Quarter—and also houses the main entrance to the Demon's Vestibule, the stairway down to Rix Maadi.

### MEDORI PARK

This neighborhood is rife with undead at night. Some serve dark masters and often guard valuables, while others pursue their own evil urges. The Orzhov Syndicate owns many large warehouses here, and the Boros Legion maintains facilities to store a variety of equipment used by their soldiers, including valuable weapons and armor. The most important facilities are heavily guarded—often by angels, whether Boros or Orzhov.

### DEADBRIDGE CHASM

A gaping opening in the ground dominates the precinct and is lined with mossy stairs and fungal blooms. Deadbridge Chasm serves as an entrance to the Gulgari's undercity realm and their guildhall, Korozda. Many kraul make their homes in the walls that line the cavernous descent, and Devkarin elves come up to the surface through this passage to trade on Tin Street.

### WAYPORT

This neighborhood rises like a pillar from the midst of Deadbridge Chasm, and a number of bridges, large and small, connect it to the surrounding city of multiple vertical levels. Many goods traded with other districts are funneled along Tin Street, often pausing in Wayport's warehouses along the way.

### BENZER'S BRIDGE

This wide bridge is a main thoroughfare for cargo traveling to and from districts beyond the Tenth. A small market is located here, complete with shops and restaurants, all of which close after dark. Secret pain clubs, hidden below the market in dark rooms inside the bridge itself, come alive after sunset.

## GOODS AND SERVICES

Trade goods can easily be acquired in Precinct Six, along with manufactured items such as artisan's tools. Weapons, armor, and mounts are rarely on sale here. Fences deal in stolen and otherwise illicit goods. On Tin Street, which runs along the eastern side of the precinct, most anything can be had for the right price.

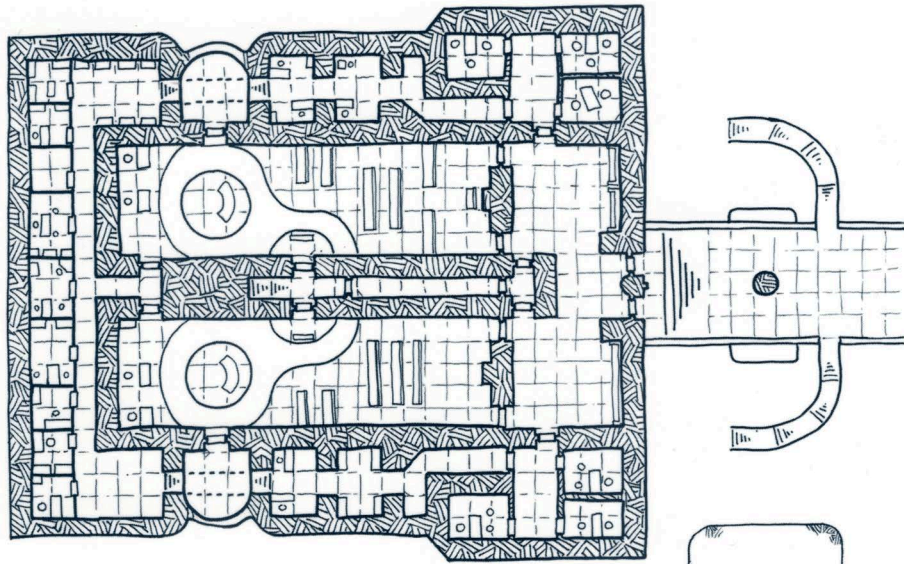
Meals and lodging of poor to modest quality meet the needs of the laborers, dock hands, and street performers of Precinct Six for a price they can afford.

## PEOPLE ON THE STREET—PRECINCT SIX

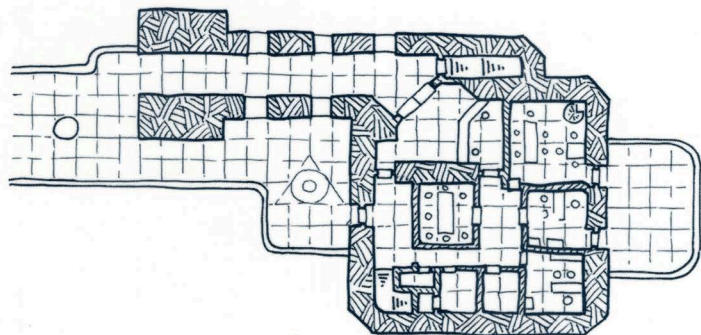
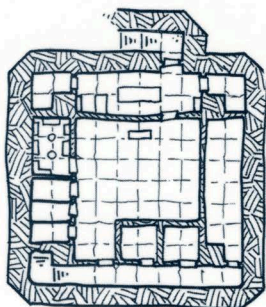
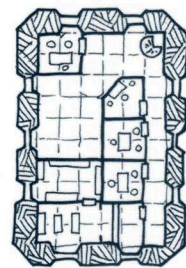
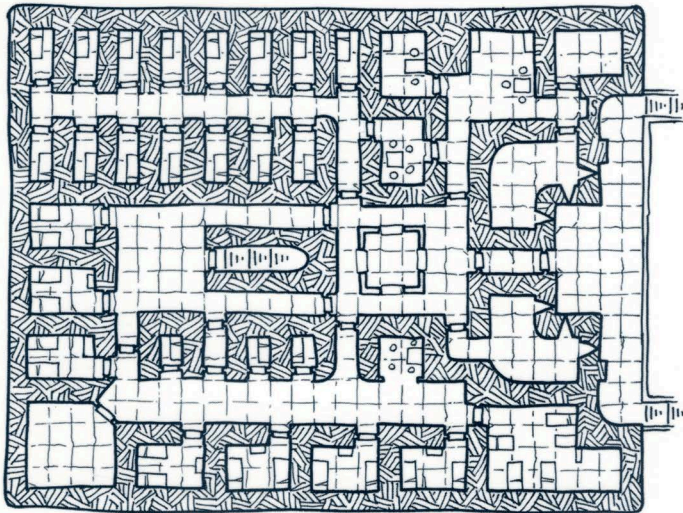
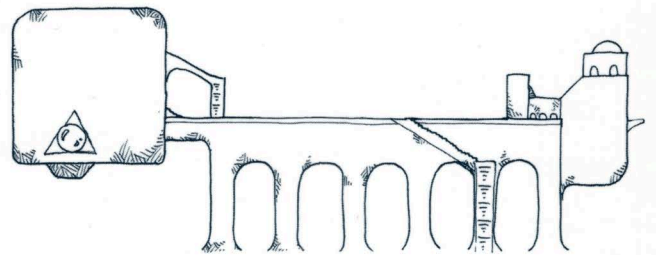
### d12 Description

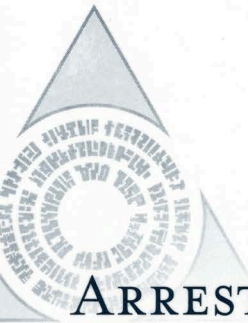
- 1 Actor, out getting a meal
- 2 Carpenter, heading to the next job
- 3 Devkarin elf (dark elf), on an errand
- 4 Goblin cutpurse, looking for an easy mark
- 5 Laborer, ready to head to the tavern
- 6 Merchant, looking for a Rakdos club
- 7 Metalsmith, grimy from a long day's work
- 8 Performer, with a child apprentice
- 9 Shipwright, out buying some supplies
- 10 Soldier, off duty and enjoying a walk
- 11 Soldier, on duty and in a hurry
- 12 Teamster, spoiling for a fight





1 square = 5 feet





# ARRESTER STATION

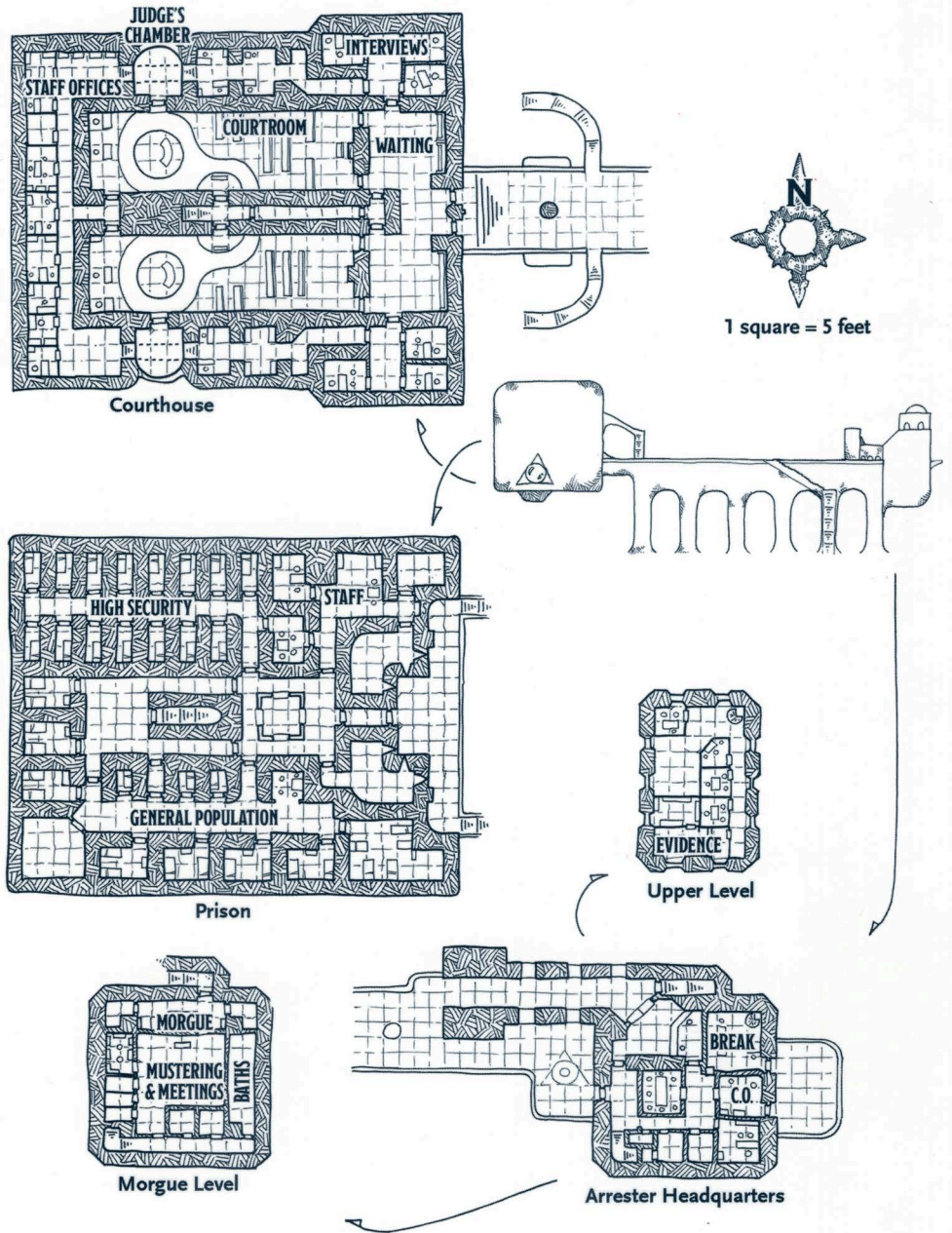
Two separate buildings make up this station, separated by an elevated plaza. One end of the station includes a courthouse (the lower level) and a prison (upper level).

Wide, impressive stairs lead to the main courthouse entrance, which opens into a large waiting room. All the doors leading out of the waiting room are kept locked, so they can be opened only from the other side. To either side of the waiting room are private meeting rooms, which lead back to an extensive area of offices for the large staff that keeps the place running.

The twin courtrooms include bench seats for spectators and witnesses. The judges preside from platforms that hover in midair, with shallow pools of water below. The accused are seated on balconies that overlook the same pools. Doors at the back of these balconies lead to a central hallway that ends at a staircase that ascends to the prison level.

Direct access to the prison area from outside the building is provided by two long, narrow staircases that lead up from the plaza. The stairs end at a balcony that is guarded at all times by archers behind arrow slits. A narrow hall leads through several locked doors to the cells—the general population on one side, where prisoners are allowed to mingle to some extent, and a high-security area on the other side, featuring smaller cells keeping prisoners in complete isolation.

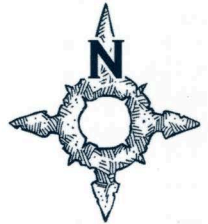
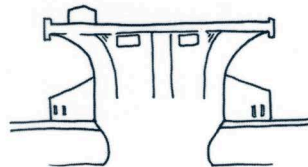
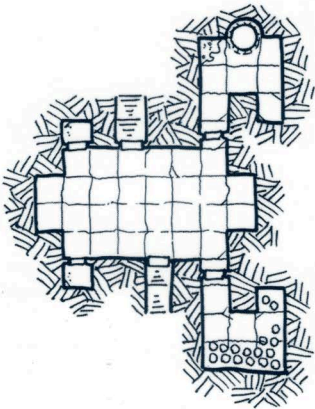
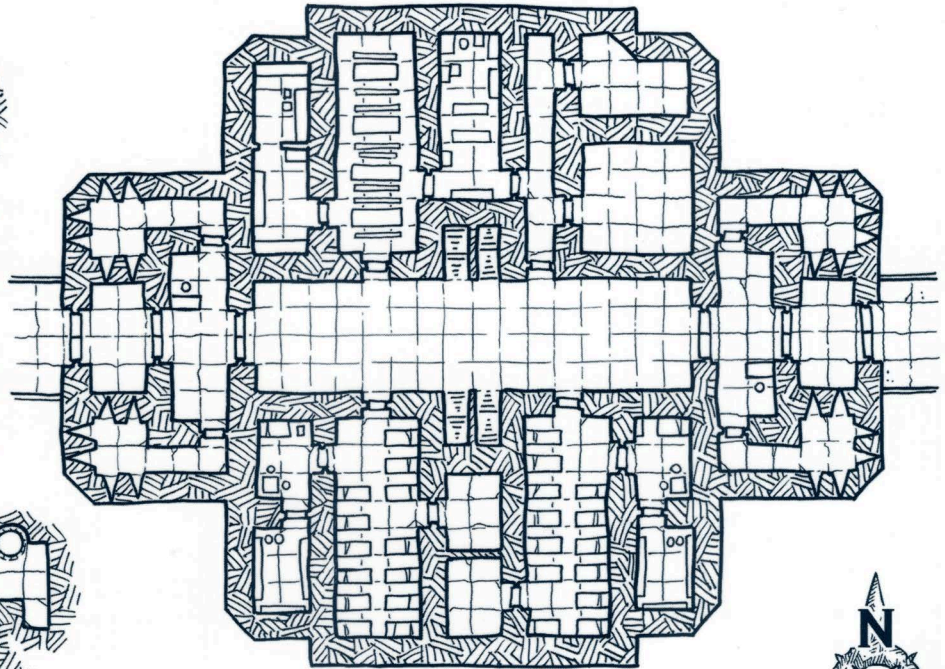
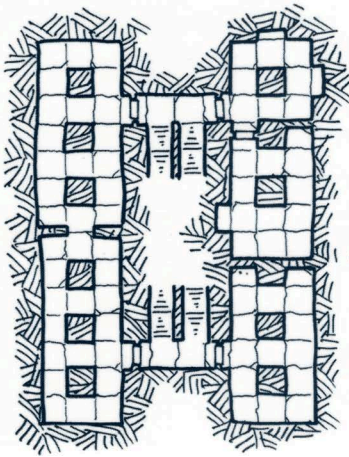
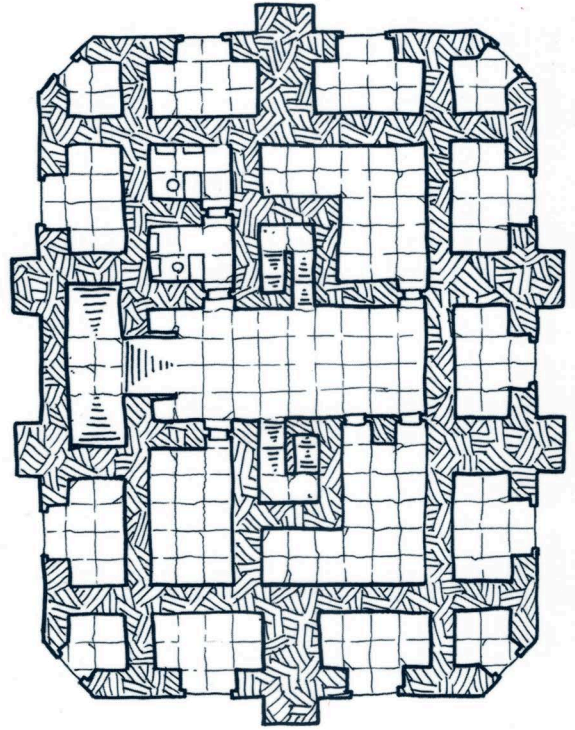
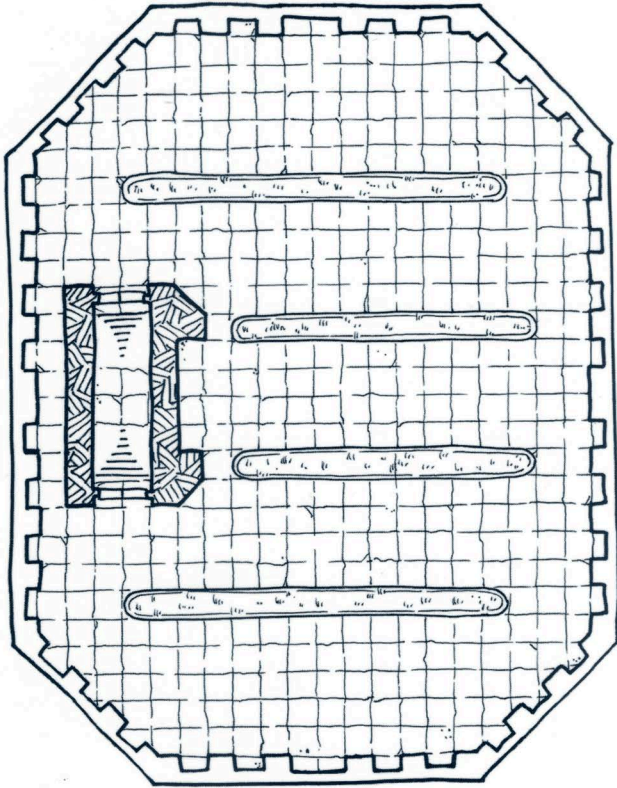
The opposite end of the station is a headquarters for a local detachment of arresters. The main level includes two meeting rooms, an office for the commander, and a break room. The upper level provides working space where arresters can interview suspects and complete paperwork, as well as space for storing evidence. The lower level includes a morgue and a large area where the whole local force can be assembled.



## ARRESTER STATION ADVENTURES

### d12 Adventure Goal

- 1 Break out of the holding cells.
- 2 Break someone else out of the holding cells.
- 3 Stop someone before they can give information to the arresters or testify before a judge.
- 4 Protect a prisoner from assassins.
- 5 Get information from or to someone in the holding cells.
- 6 Apprehend a former prisoner who used magic to take over the station and drive the guards away.
- 7 Retrieve something held as evidence.
- 8 Find proof that the captain of this station is corrupt.
- 9 Discover who helped a prisoner escape and how.
- 10 Uncover a plot to discredit, blackmail, or kill the station commander.
- 11 Steal the arresters' files about a criminal or a case.
- 12 Intercept a message being sent to or from the station.



1 square = 5 feet

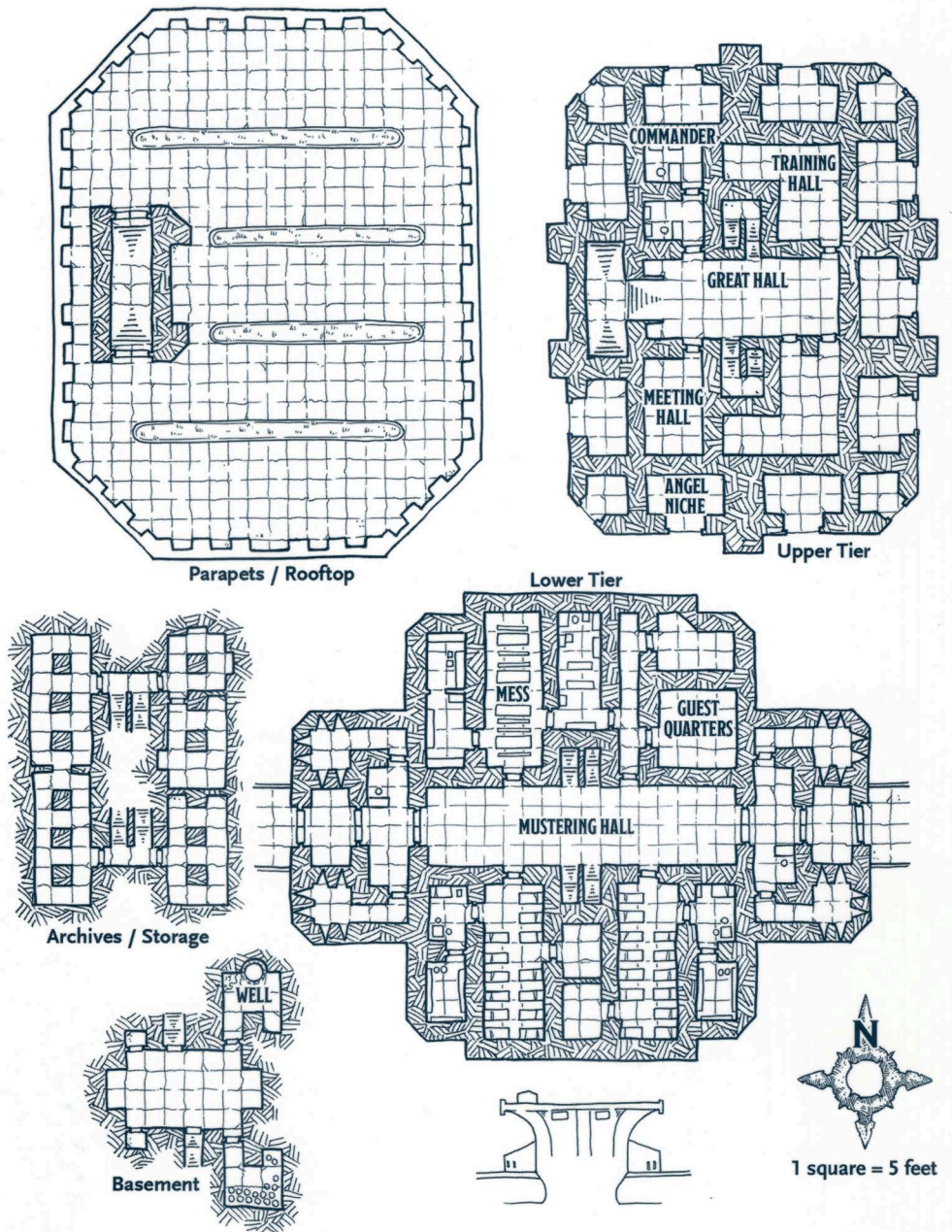


# LEGION GARRISON

Access to the garrison is limited to a pair of 20-foot-wide walkways elevated above street level and protected by archers behind arrow slits. Two antechambers give the Boros soldiers and angels ample opportunity to screen anyone who seeks to gain entrance. Beyond them is a large hall where troops can be mustered. To one side of the mustering hall is a barracks area, with a kitchen, a mess, food storage, and guest quarters on the other side.

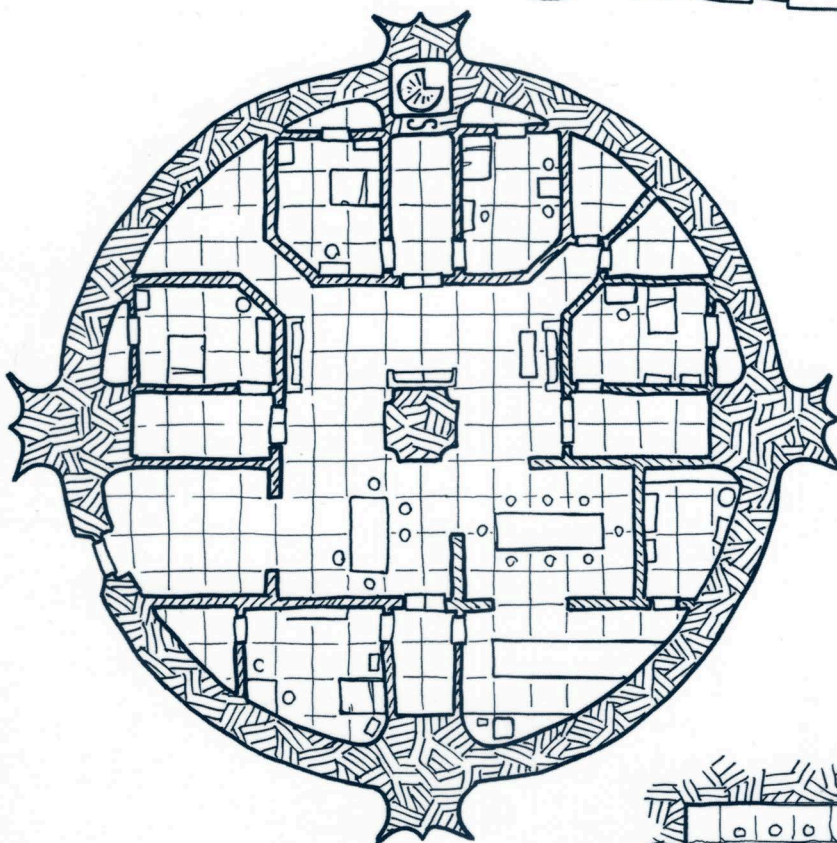
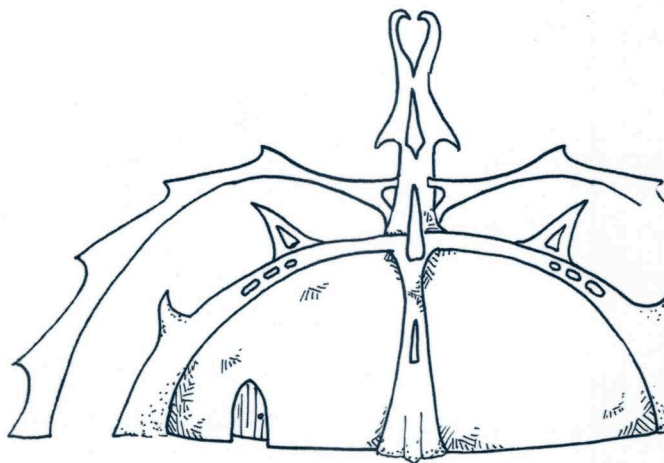
An extensive array of wall niches in the lower tier (at street level) provides storage space for archived records and the like, and a basement beneath that includes food storage and a well for fresh water, enabling the garrison to withstand a long siege.

The upper tier includes more large halls, the commander's quarters and office, and several niches—accessible only by flying from outside the garrison—that serve as living quarters and watch-posts for the angels stationed here. Parapets on the rooftop provide cover for humanoid archers as well, and the broad open space that they surround offers room for training and sparring. Grass-covered ridges separate different training areas and add a contrasting touch of nature's beauty to the otherwise stony building.

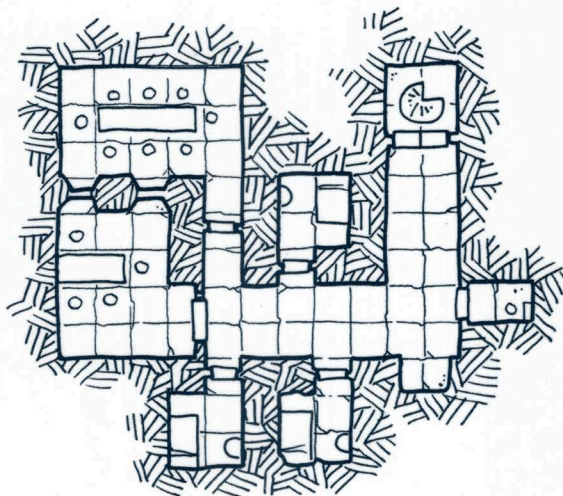


## LEGION GARRISON ADVENTURES

d12	Adventure Goal
1	Lay siege to the garrison.
2	Break a siege at the garrison.
3	Sabotage the building's defenses so someone else can break into the garrison.
4	Find a hidden explosive charge in the garrison before it detonates.
5	Steal a magic weapon held inside the garrison.
6	Discover evidence that incriminates an officer in the garrison.
7	Identify a spy among the garrison's soldiers before the spy can escape.
8	Help a spy get safely out of the garrison without being discovered.
9	Capture a garrison officer for interrogation.
10	Shore up the garrison's defenses before an assault.
11	Clear out the monsters infesting a garrison that was abandoned years ago.
12	Steal plans for future Boros military action.



1 square = 5 feet

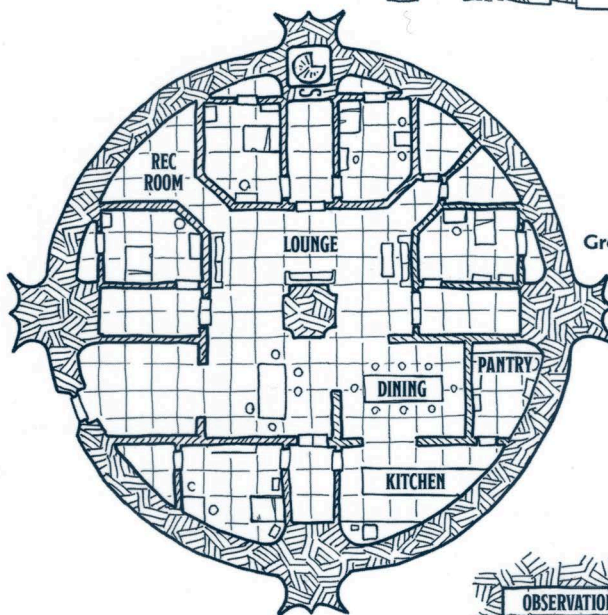




## SAFE HOUSE

This safe house is a domed building encased in a stone exoskeleton characteristic of Dimir construction. The ground level is a comfortable living space that features accommodations for at least five people. It has five bedrooms, abundant storage space, a central lounge, a recreation space, a dining room, a kitchen, and a pantry.

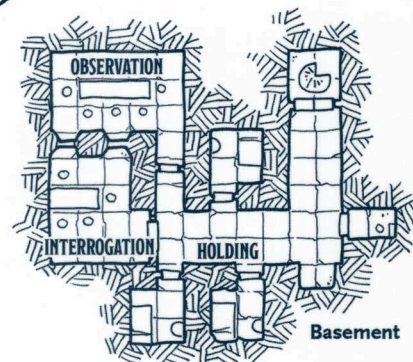
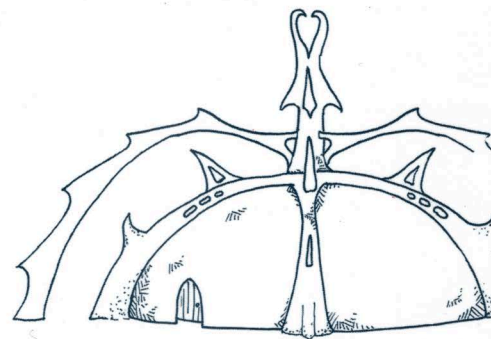
A secret door in the back of a shared closet leads to a spiral staircase that descends to the basement, which contains three small holding cells. A watch post at the end of the hall allows a guard to keep an eye on the cells and anyone coming down the stairs. An interrogation room can be outfitted with equipment designed to extract information. One-way mirrors offer a view on the interrogation proceedings from an observation room.



Ground Level



1 square = 5 feet



Basement

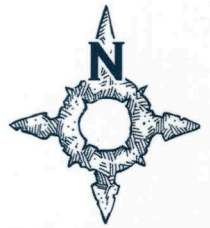
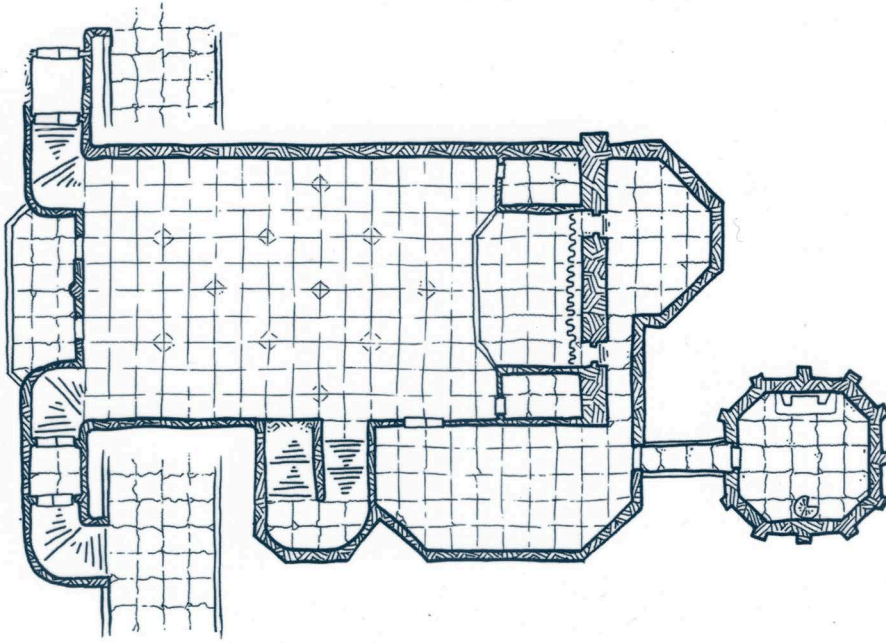
### SAFE HOUSE WARDS

You can make the safe house hard to find and hard to get into by using some of these options:

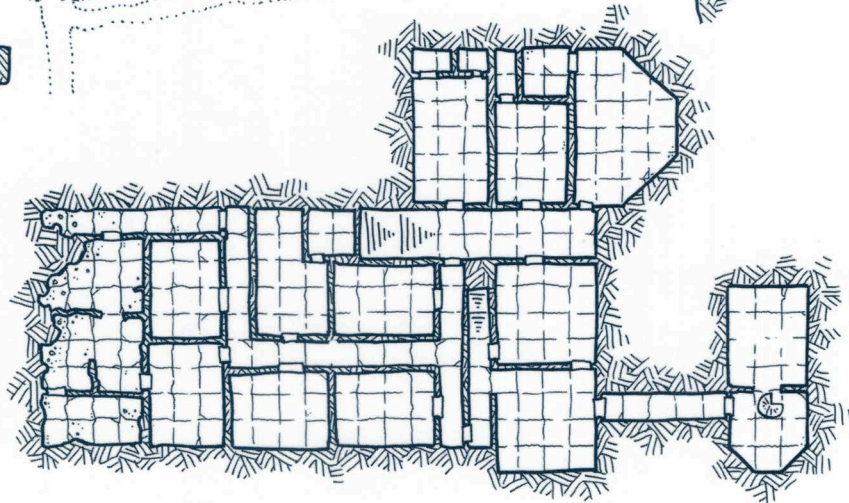
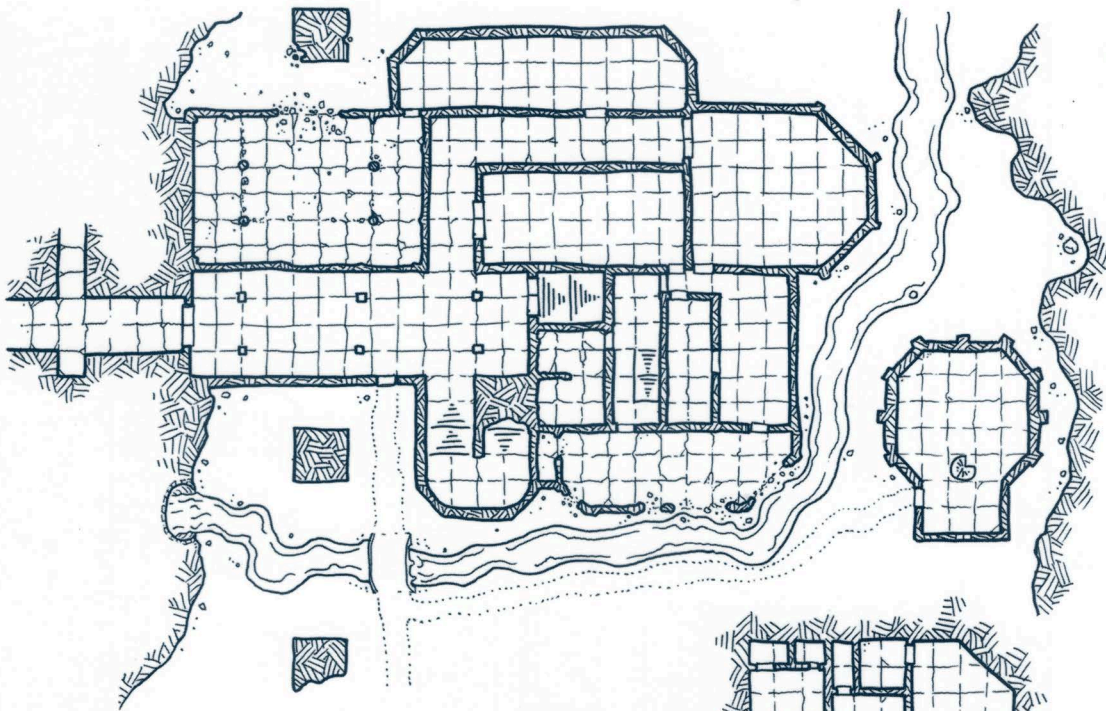
- The safe house is underground and accessible only through a maze of tunnels and crevices.
- The area surrounding the house is protected by a *guards and wards* spell. Navigating the ancient underground corridors or the modern alleyways above ground becomes more complicated when intersections are clouded by fog, doors are hidden and magically locked, and magical compulsions drive visitors away.
- A *glyph of warding* might cast *fear*, *phantasmal force*, or *crown of madness* on a character who triggers it—or simply explode in a blast of cold energy.
- Dimir agents might use *alarm* spells to ensure that they know when intruders are approaching the safe house.

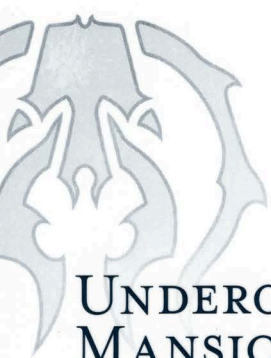
### SAFE HOUSE ADVENTURES

d12	Adventure Goal
1	Find a fugitive hiding in the safe house.
2	Liberate someone being held in the safe house.
3	Retrieve a stolen item.
4	Get information from a prisoner in the safe house without revealing that information to the Dimir.
5	Acquire information from a Dimir agent to unmask a spy embedded in another guild.
6	Escape from captivity in the safe house.
7	Plant a magical surveillance device inside the safe house.
8	Damage or destroy the safe house so the Dimir can't use it anymore.
9	Prevent the creation of a horror (see chapter 6 in <i>Guildmasters' Guide to Ravnica</i> ) in the safe house. (You can replace the horror with a different creature from the <i>Monster Manual</i> .)
10	Find and kill a <b>mind drinker vampire</b> (see chapter 6 in <i>Guildmasters' Guide to Ravnica</i> ) or other monster that is picking off the safe house's inhabitants.
11	Disable the safe house's wards and plant a beacon inside it so that members of another guild can find and raid the place.
12	After stumbling into the safe house accidentally, get out with memories intact.



1 square = 5 feet

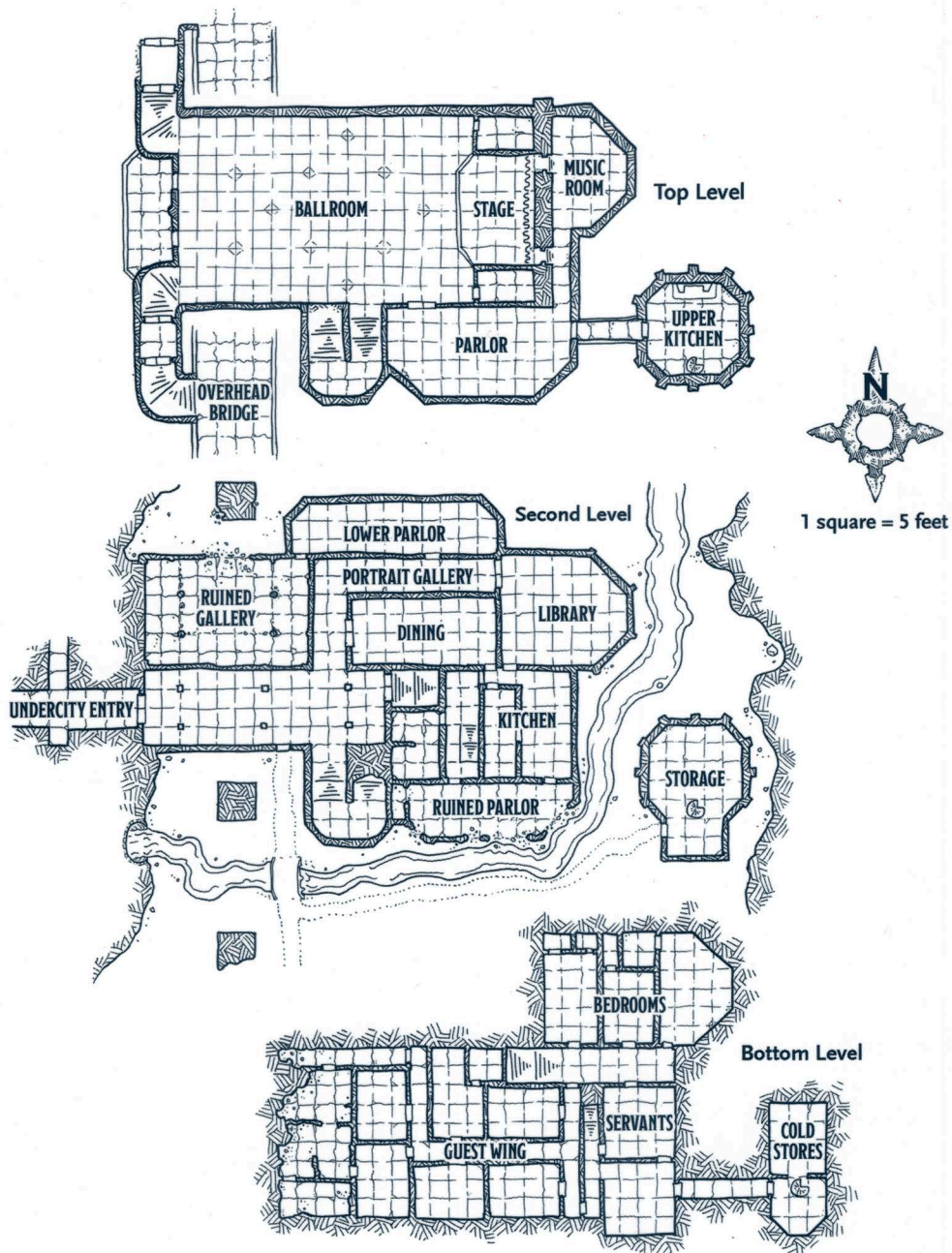




# UNDERCITY MANSION

This structure is built in a large depression, perhaps part of Deadbridge Chasm. A bridge crosses just above it, and a wide, curving stair leads down from the bridge to the grand ballroom on the top level of the mansion. The rest of the structure is built down from there, with the main, elegant halls and parlors on the second level. Notably, a wide hallway on this level connects with a passage leading to other areas of the undercity. A couple of areas on this floor have crumbled with the weight of the ages, but the place retains its stately grandeur.

The bottom level might be a basement excavated in the floor of a chasm, or it could hang above still more open space like a giant stalactite. It includes living quarters for the owners, servants, and guests.



## UNDERCITY MANSION ADVENTURES

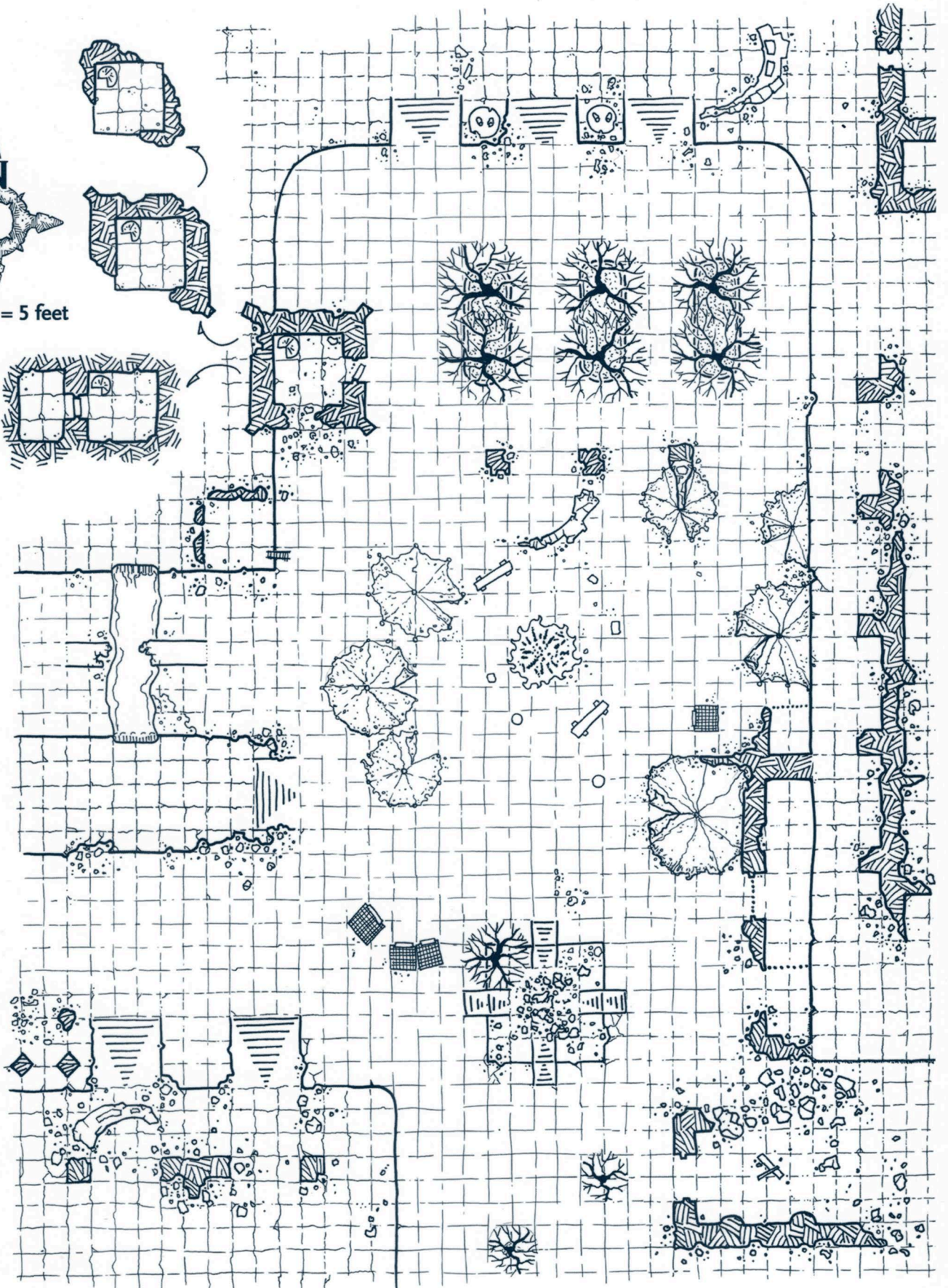
### d10 Adventure Goal

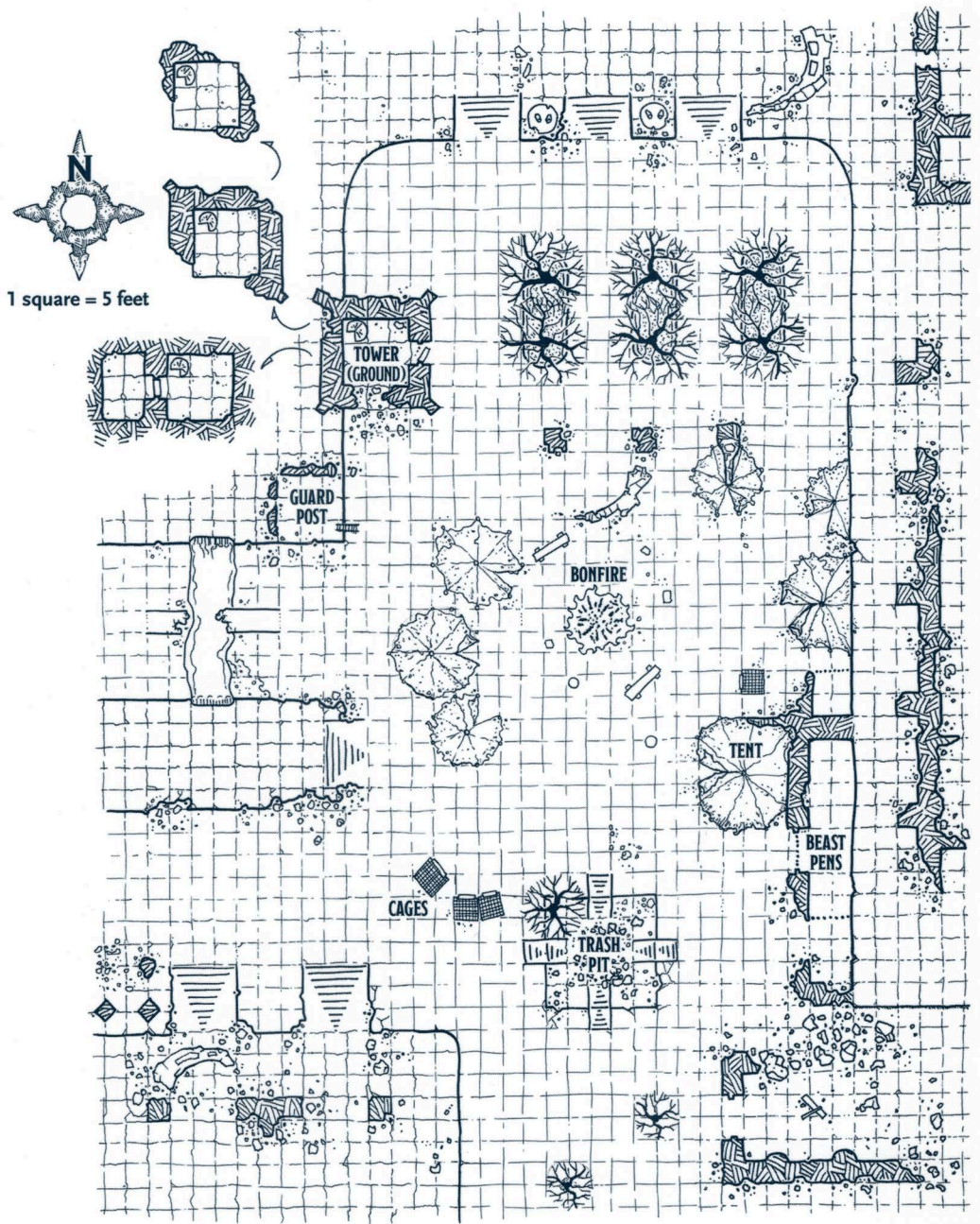
- 1 Find the source of a noxious fog rising from the undercity and poisoning a surface neighborhood.
- 2 Rescue several citizens being held hostage by Ochran agents.
- 3 Find the daytime lair of an elusive monster that hunts on the surface at night.
- 4 Rescue a guild member petrified by an **undercity medusa** (see chapter 6 in *Guildmasters' Guide to Ravenna*) that uses the mansion as its lair.
- 5 Take shelter in the mansion to escape a horrible monster prowling the undercity.
- 6 Win a bet by surviving a night inside.
- 7 Escape from captivity here.
- 8 Find a fugitive hiding here.
- 9 Find and claim a treasure hidden in the mansion.
- 10 Attend a masked ball held in the mansion in order to get information from another guest.





square = 5 feet





## RUBBLEBELT ENCAMPMENT

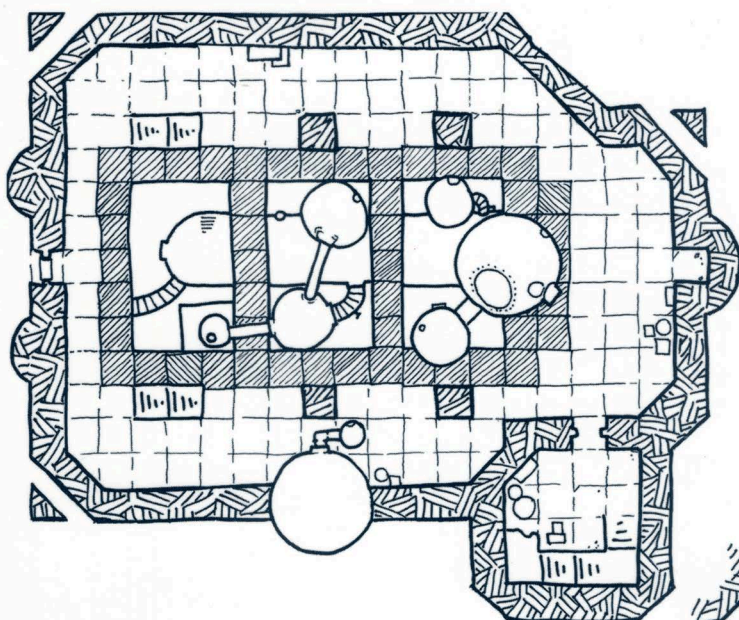
Built in a plaza surrounded by crumbling ruins, this camp offers some defensive advantages to its Gruul residents. An old tower is the one intact structure the Gruul use, because it offers a good vantage point over the surrounding area. A sluiceway provides potable water, and a handful of scraggly trees are a reminder of nature's potential to grow and flourish even among the ruins.

Otherwise, the camp is little more than a handful of tents around a bonfire. A trash pit serves as a means of waste disposal, a few makeshift cages can hold prisoners, and a partially enclosed area to one side has been converted into a pen for the beasts used by the Gruul.

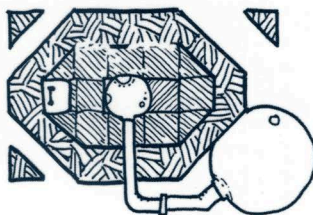
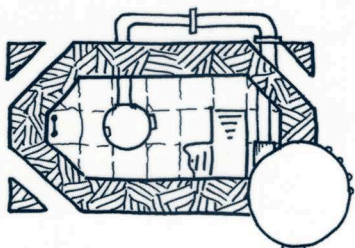
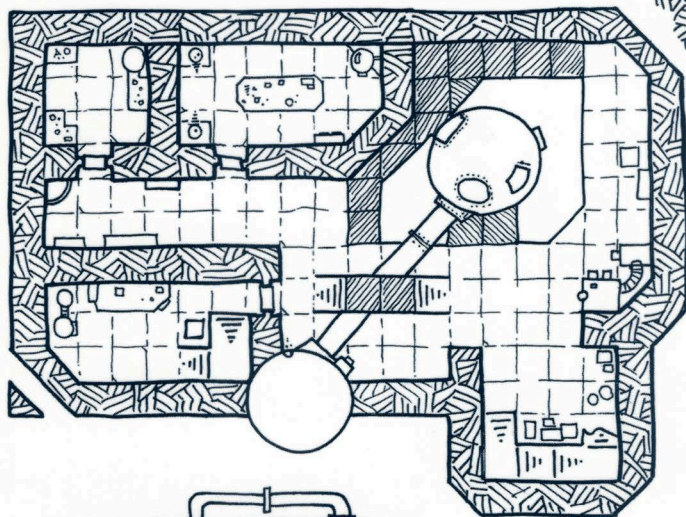
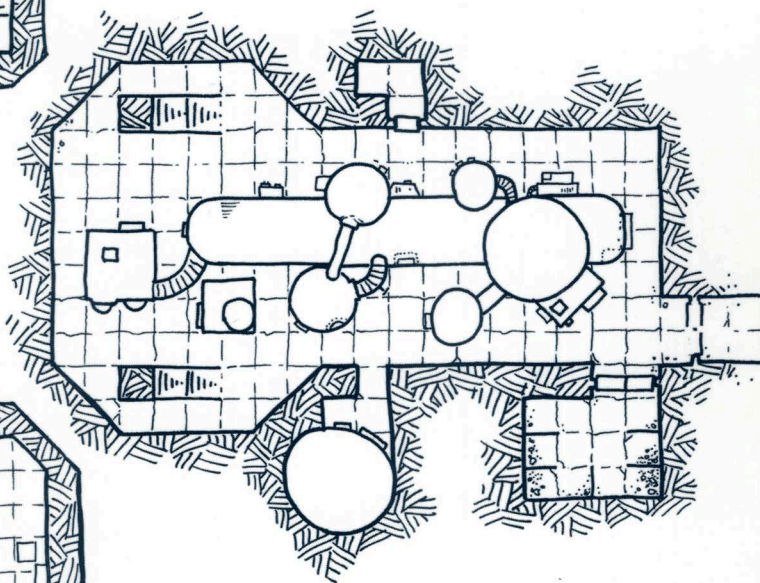
### RUBBLEBELT ENCAMPMENT ADVENTURES

#### d10 Adventure Goal

- 1 Determine why the Gruul have camped so close to a settled neighborhood.
- 2 Free a captive taken in a recent raid.
- 3 Win freedom by defeating a Gruul champion in a duel.
- 4 Retrieve something looted in a recent raid.
- 5 Strike a deal with the Gruul leader to cooperate against a common foe.
- 6 Attempt to overthrow the clan chieftain in a combat challenge.
- 7 Strike a blow to the Gruul to ensure that they don't launch a raid.
- 8 Free a corralled herd of violent beasts so they stampede through the Gruul camp before the Gruul can steer them toward settled areas.
- 9 Interrupt a ritual intended to summon or create a huge elemental.
- 10 Disrupt a gathering of clans that could lead to an alliance between them.



1 square = 5 feet





# EXPERIMENTAL WORKSHOP

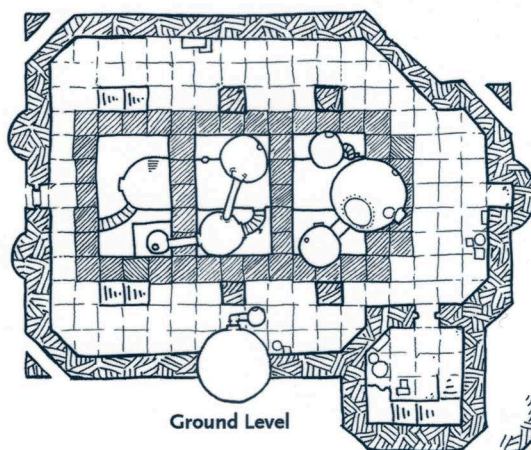
An Izzet workshop is a chaotic place, buzzing with energy and activity. A mana generator in the basement fuels all the experimentation and construction above. The machinery is fragile, so visitors are strongly discouraged from entering the basement.

Some parts of the generator extend up to the ground floor and the laboratory mezzanine above it, with portions of those floors open to the basement or covered only by metal grates. The ground level is typically cluttered with devices attached to the generator below, as well as cast-off pieces of such devices, awaiting new homes in new inventions. The laboratory mezzanine includes three spaces where projects can be developed in isolation, with thick walls providing some shielding from potentially explosive results. Additional equipment related to the generator system is housed in a tower and on the workshop's roof, culminating in a storm siphon that can harness and channel atmospheric energy (including lightning).

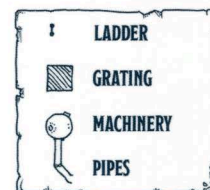
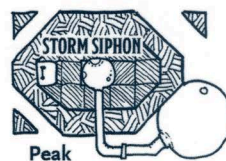
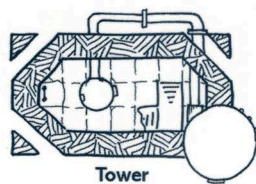
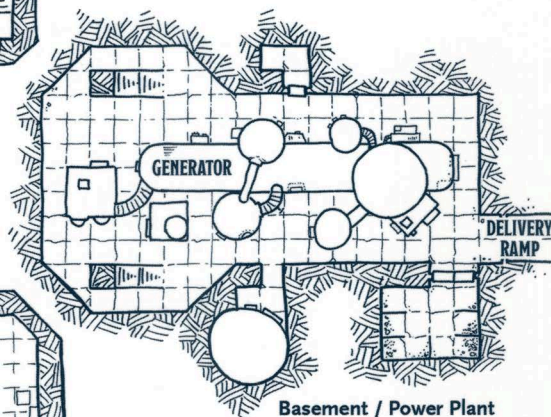
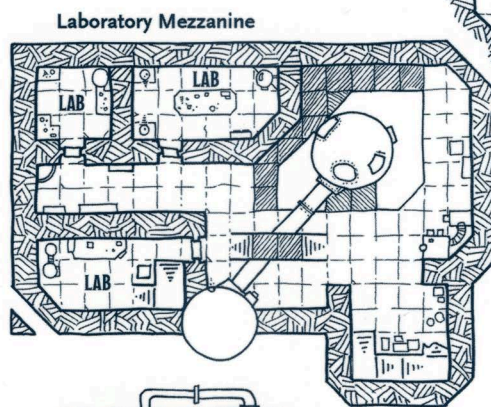
The Bizarre Magical Effects table provides suggestions for the sort of events that might result from an Izzet experiment.

## BIZARRE MAGICAL EFFECTS

d6	Effect
1	Every spell cast triggers a wild magic surge. (Roll on the Wild Magic Surge table in the "Sorcerer" section of the <i>Player's Handbook</i> .)
2	One or more objects have a random trick effect. (Roll on the Tricks table in appendix A of the <i>Dungeon Master's Guide</i> .)
3	The area is affected by a <i>guards and wards</i> spell.
4	Rooms and chambers are affected by random obstacles. (Roll on the Obstacles table in appendix A of the <i>Dungeon Master's Guide</i> .)
5	One or more objects have a random trap effect. (Roll on the Traps table in appendix A of the <i>Dungeon Master's Guide</i> .)
6	Random locations are affected by the <i>antimagic field</i> spell.

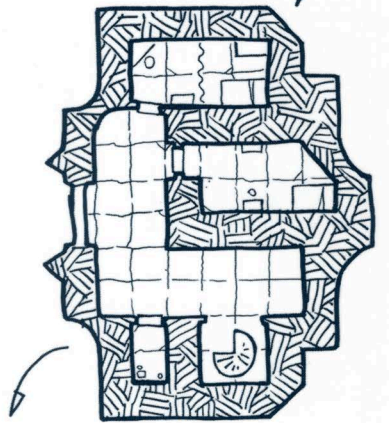
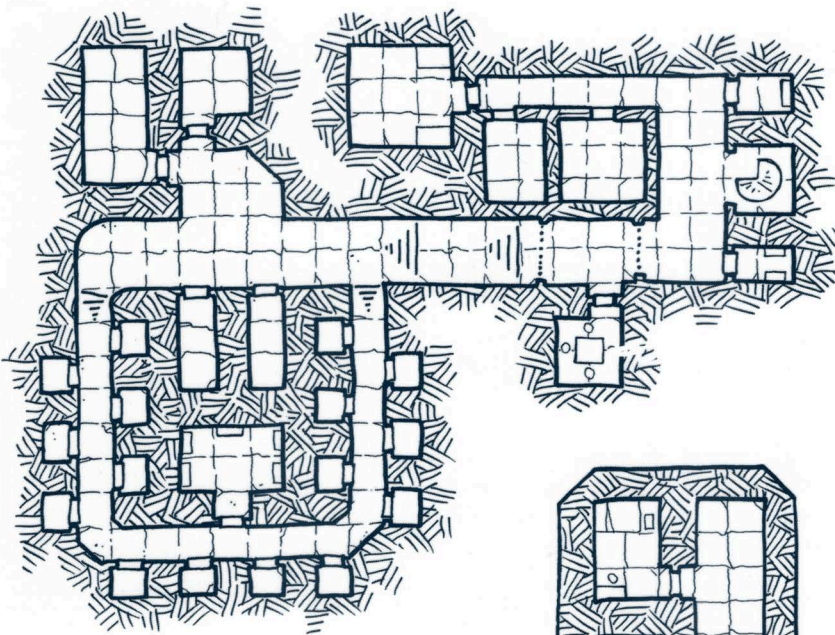
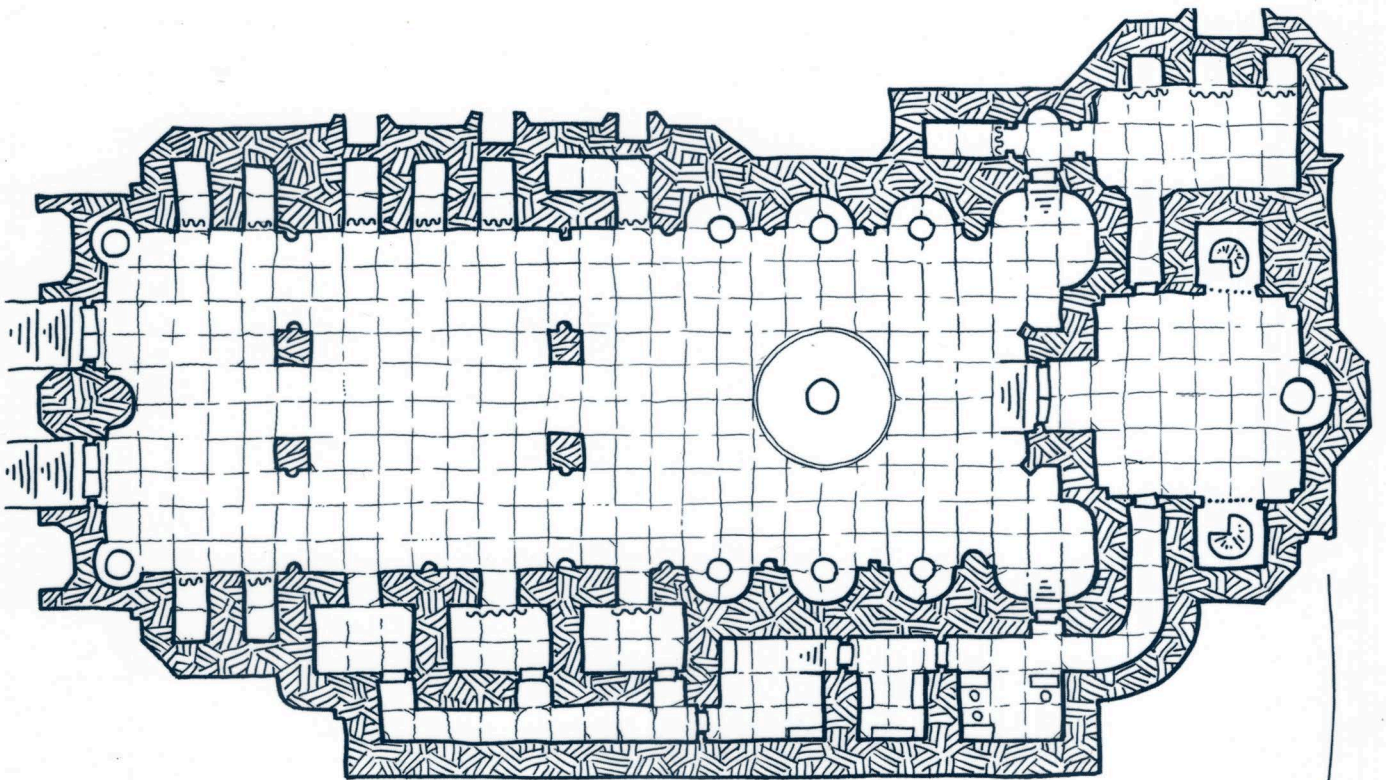


1 square = 5 feet

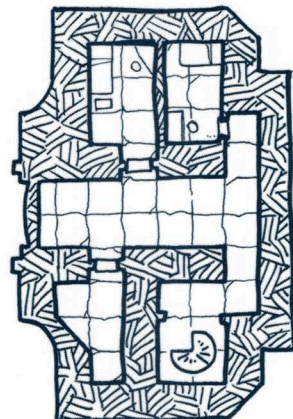
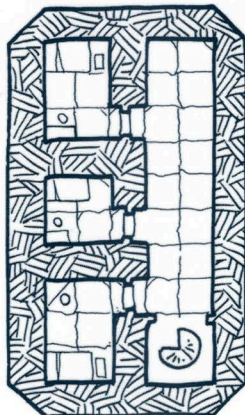


## EXPERIMENTAL WORKSHOP ADVENTURES

d12	Adventure Goal
1	Rescue people trapped in the workshop after a disaster.
2	Steal plans or a prototype for a new weapon.
3	Capture an inventor for interrogation.
4	Stop the spread of toxic gas or molten mizzium from inside the workshop.
5	Shut down the operation of a dangerous device.
6	Capture or kill an elemental or an Izzet weird (see chapter 6 in <i>Guildmasters' Guide to Ravnica</i> ) that is running amok in the workshop, and make sure it doesn't escape out into the city.
7	Get out of the workshop before it is destroyed by a spreading catastrophe.
8	Destroy the workshop in order to obliterate the research being done there.
9	Destroy the workshop in order to bring down a different building nearby.
10	Find a saboteur in the workshop before the traitor's plans can be enacted.
11	Kill an inventor whose ideas are too dangerous to be put into practice.
12	Activate an invention being held in storage in the workshop.



1 square = 5 feet



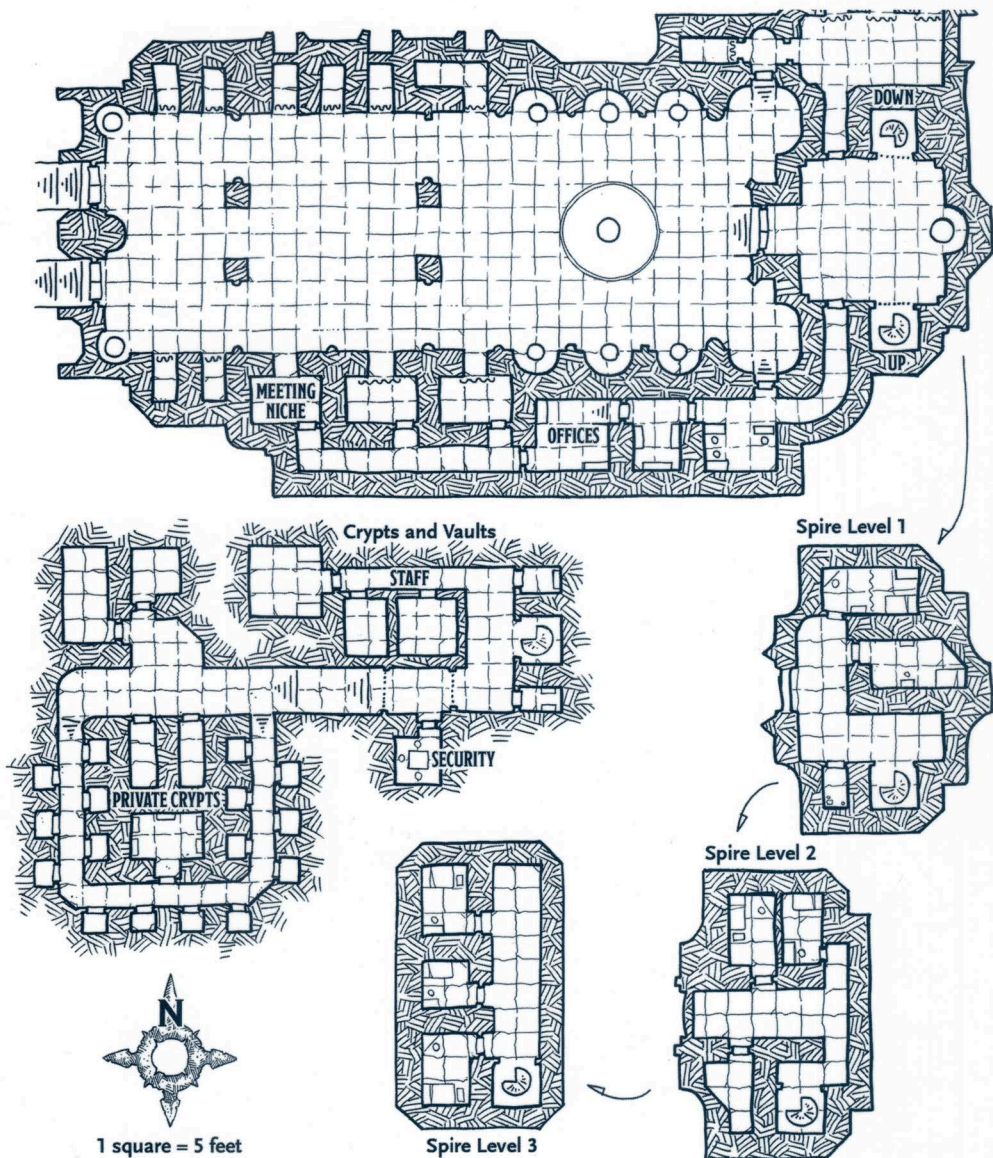


# GRAND BASILICA

The Orzhov basilica is a huge church with the primary function of intimidating those who come to confess, atone, borrow, or pay. The nave features lofty archways, towering statues of proud oligarchs, and a huge central statue that depicts the Ghost Council surrounded by supplicants. A pair of tall doors behind the statue leads to an inner sanctuary where minor treasures—worth more than most citizens will ever see in their lives, but less than the true treasures hidden in the vaults—are put on display to encourage religious devotion. Another statue of a patron oligarch (usually the basilica's founder) stands at the end of this room, flanked by spiral staircases leading up into the spire and down to the crypts. The stairs are secured behind ornate wrought iron gates.

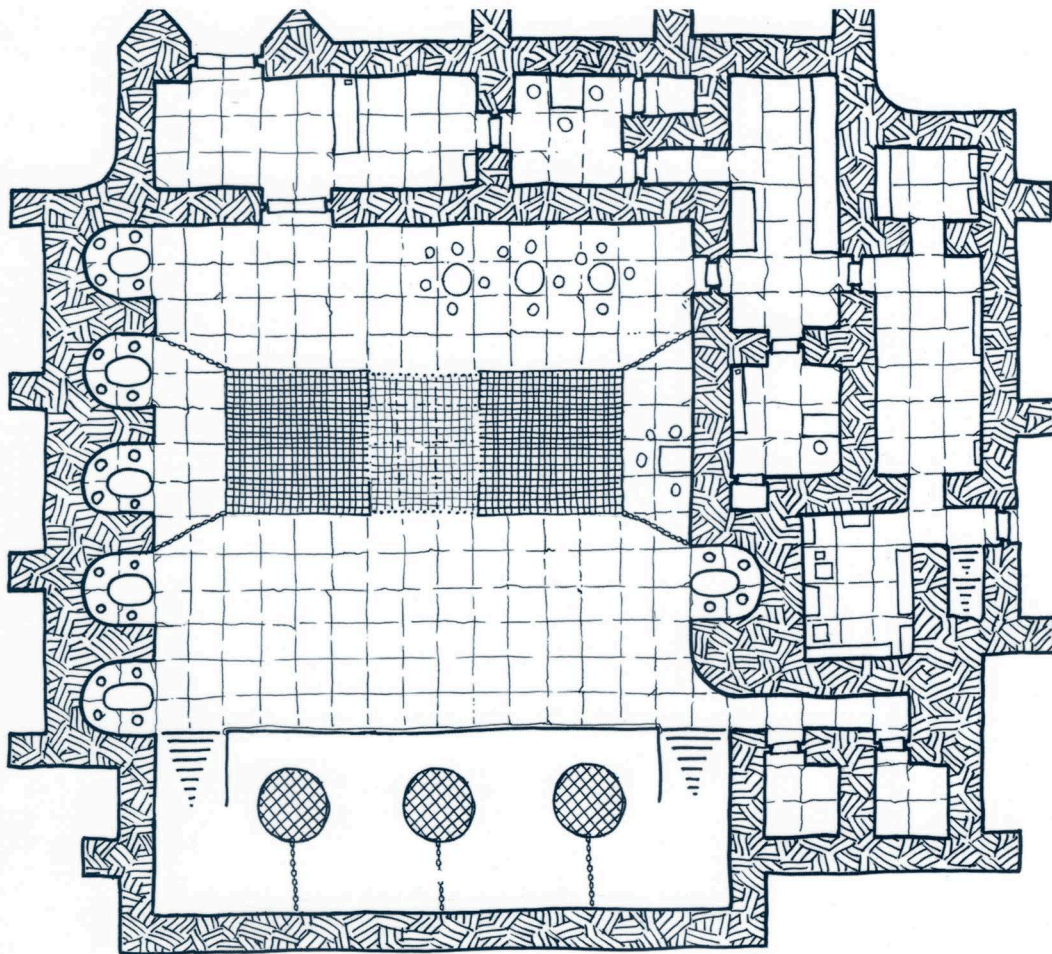
The three levels of the spire hold luxurious apartments where living oligarchs dwell. The doors can be locked from the outside, making them also suitable for holding valuable prisoners.

The crypts and vaults below the basilica hold the bones of ancient oligarchs and their most cherished treasures. Some crypts contain just bones, others just valuables, and some hold both. A security station keeps watch on the entire level, and the guards there are typically the only ones who have keys to open the metal portcullises that obstruct the hallway.

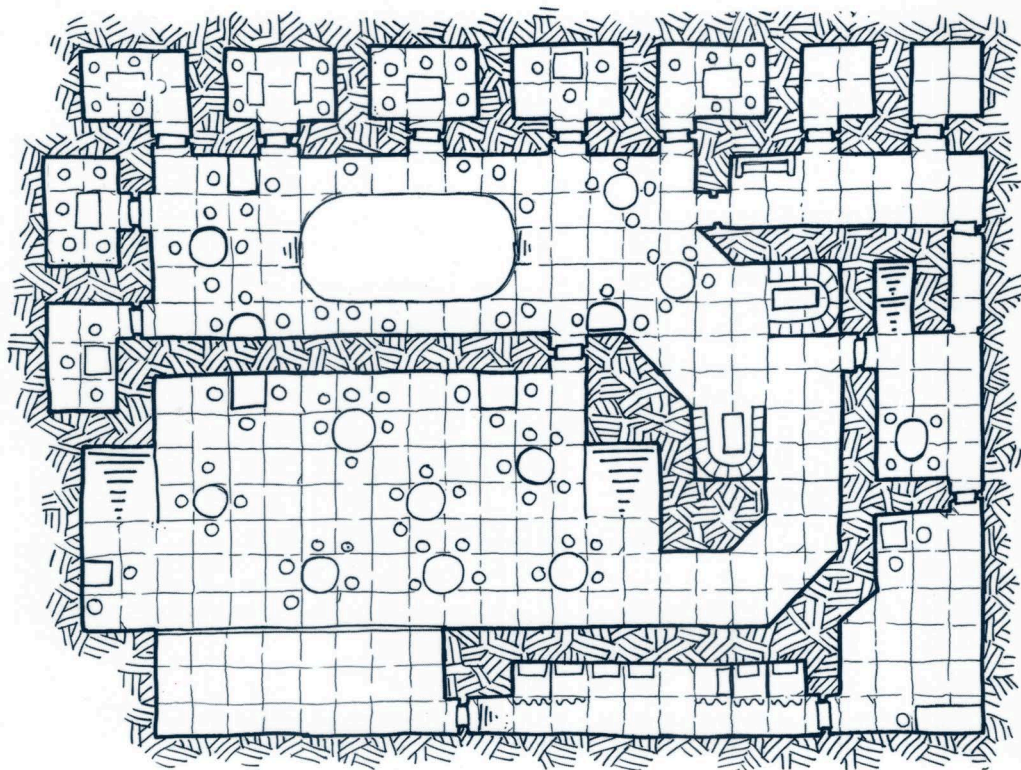


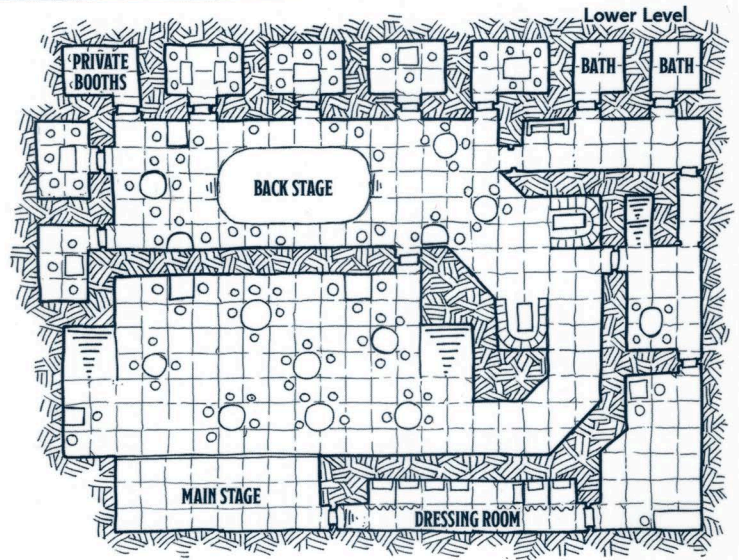
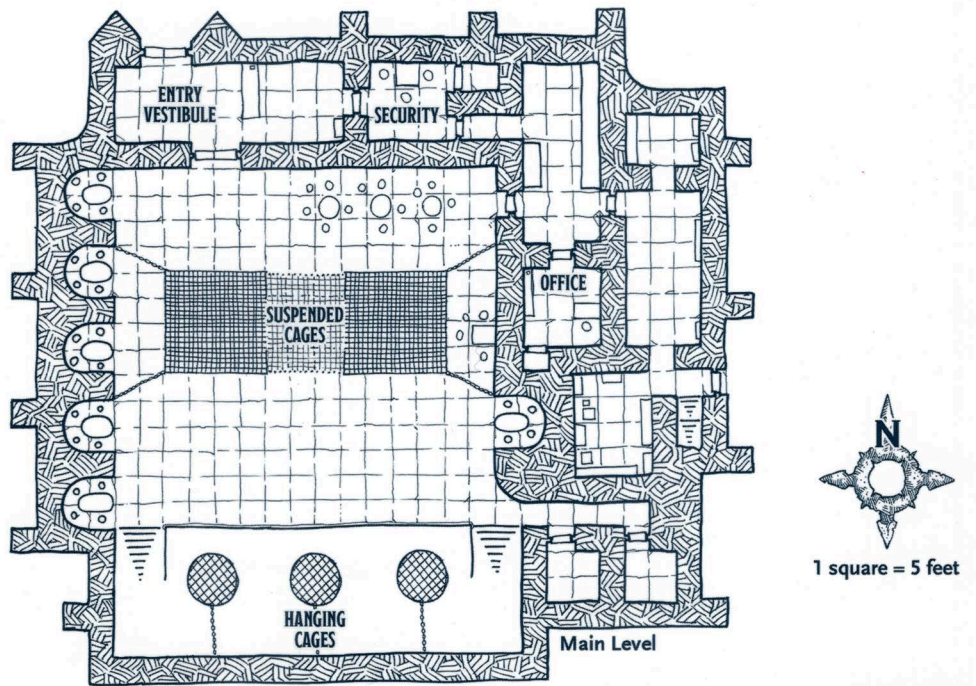
## GRAND BASILICA ADVENTURES

d12	Adventure Goal
1	Steal (or recover) a magic item from the vaults below the basilica.
2	Put an end to nightly visitations by finding and confronting the haunting spirit in the basilica.
3	Survive a night trapped inside the basilica.
4	Deliver a warning to an Orzhov pontiff in the basilica and get out alive.
5	Rescue a prisoner being held in the basilica's spire or crypts.
6	Escape from captivity in the basilica's spire or crypts.
7	Destroy a dangerous weapon stored in a vault beneath the basilica.
8	Acquire or destroy some incriminating evidence held by an Orzhov blackmailer.
9	Retrieve a precious item held as collateral by an Orzhov loan shark.
10	Get information from a spirit who knew something important in life.
11	Find concrete evidence of the syndicate's illegal activities.
12	Discover the fate of someone who was last seen entering the basilica a week ago.



1 square = 5 feet





## NOTORIOUS NIGHTCLUB

Security, privacy, and terror are the priorities of this nightclub. Visitors are channeled through a large entry vestibule into an upper area with tables tucked away in nooks. From there, they can watch the violent antics of ferocious beasts or performers in cages suspended from the ceiling. Stairs lead down to the area of the main stage, where headlining performances are held. Offices and storage areas fill the rest of the main level.

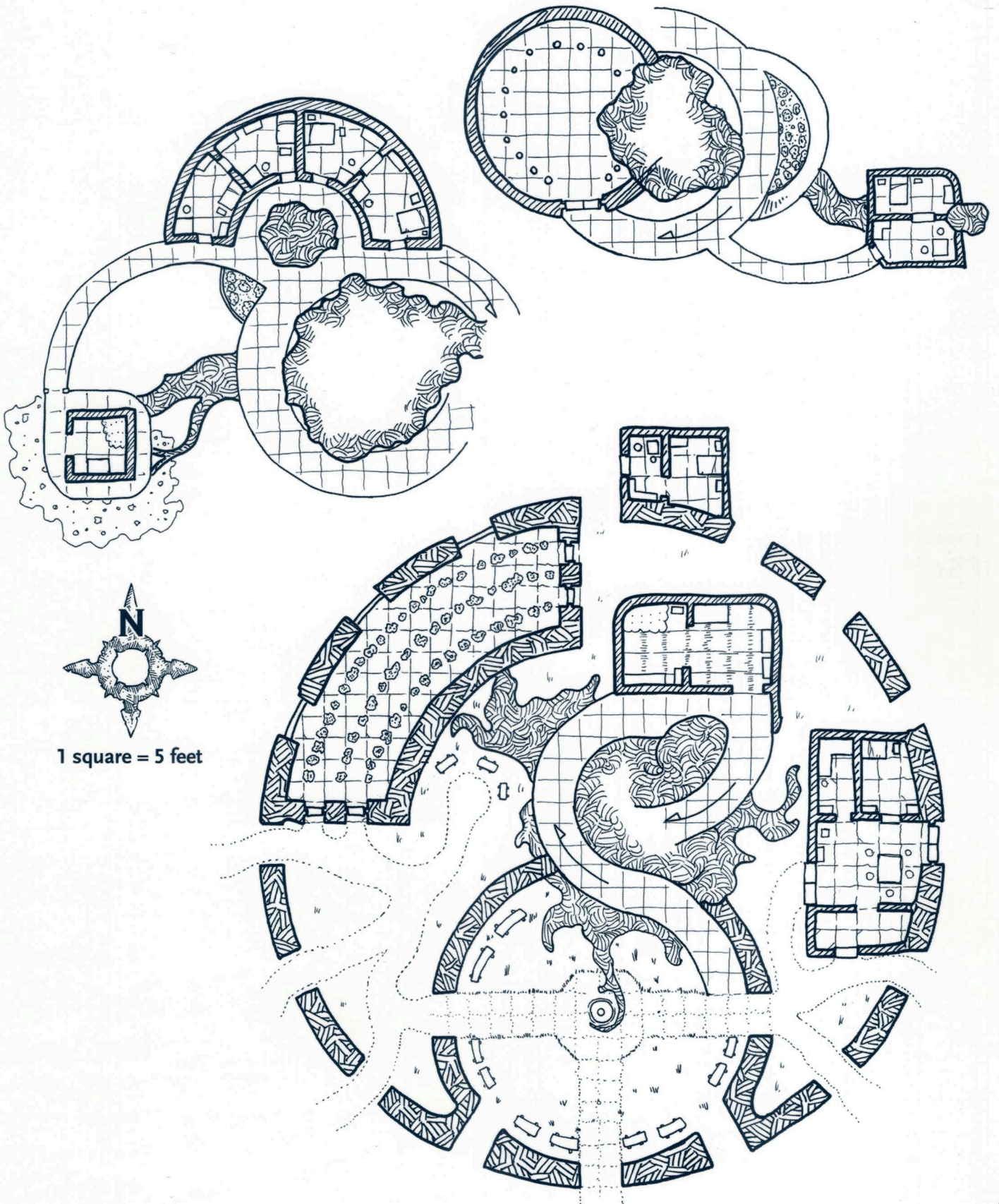
A second stage in the lower level provides a more up-close experience, which often means that audience members are showered in blood or drawn into the show. Several private booths surround the backstage area, with doors that include shuttered windows to enable those inside to keep an eye on the show or carry out their business in privacy.

### NOTORIOUS NIGHTCLUB ADVENTURES

#### d12 Adventure Goal

- 1 Shut down a performance before the performers start attacking the crowd.
- 2 Escape from the club once the violence starts.
- 3 Protect a thrill seeker who wants to witness a performance close up.
- 4 Rescue someone who has been abducted for use as an extra in a show.
- 5 Find evidence that someone important was (or was not) killed in a previous performance here.
- 6 Capture a performer who ran away from a prominent family to "join the circus."
- 7 Use the distraction of a performance to hold a secret meeting with someone from another guild.
- 8 Spy on someone who is using the distraction of a performance to hold a secret meeting.
- 9 Acquire a magic item the Rakdos are using as part of a performance.
- 10 Investigate rumors that the Rakdos have a wingless angel in their show.
- 11 Find an escaped convict who is rumored to be hiding behind Rakdos makeup.
- 12 Stop a Rakdos member who is blackmailing an important person with embarrassing information.





1 square = 5 feet

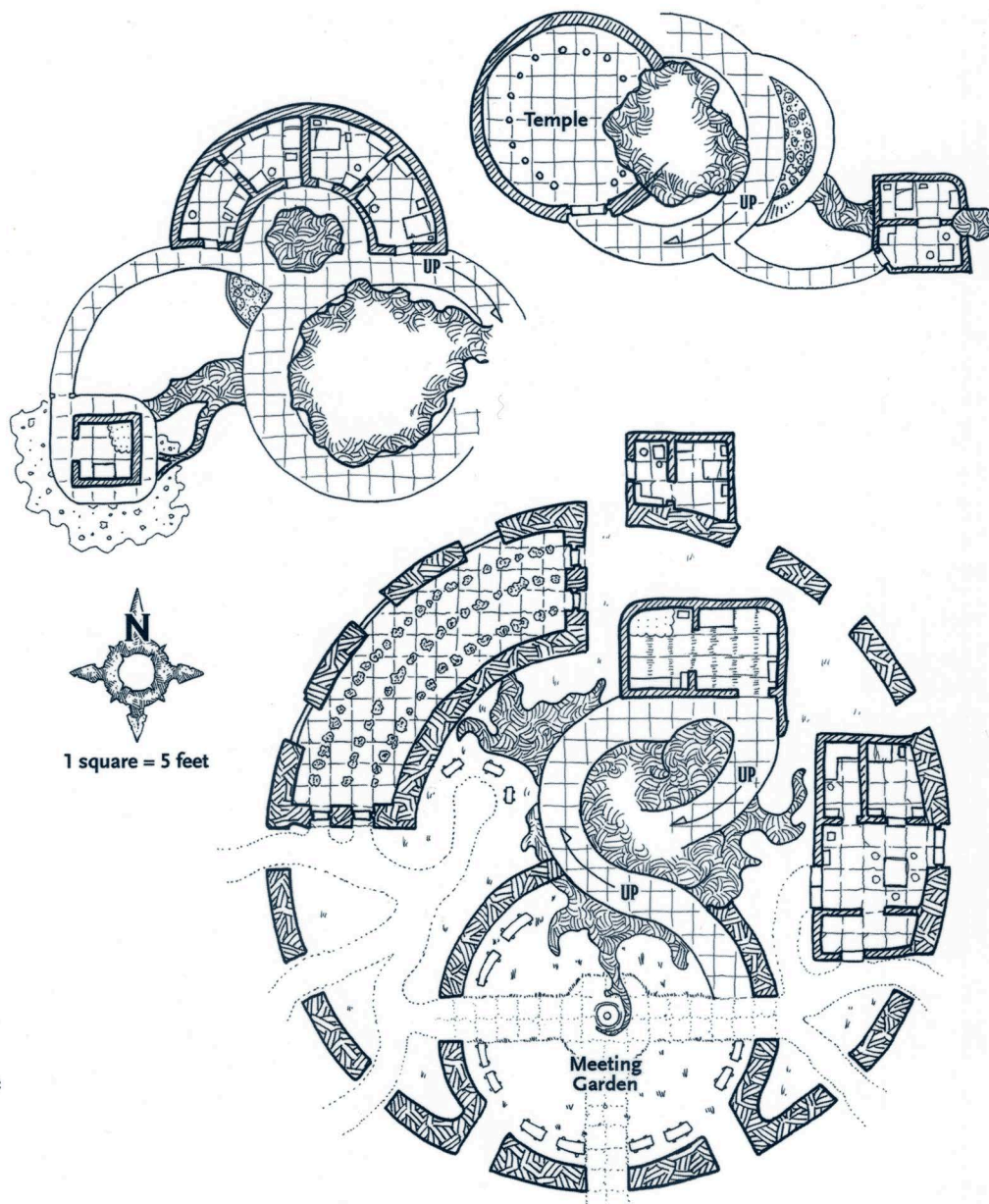


## VERNADI CENTER

The basic unit of the Selesnya Conclave is the vernadi—a community centered on a large tree and led by the voda of the enclave, a dryad whose spirit is linked to that tree. From the outside, a vernadi might resemble a peaceful commune, and thus seem to be an easy target for theft or assault. But its temple gardens are protected by soldiers and archers, and even the seemingly serene initiates have some military training.

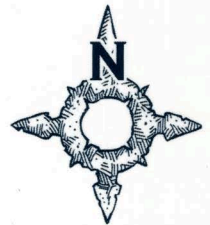
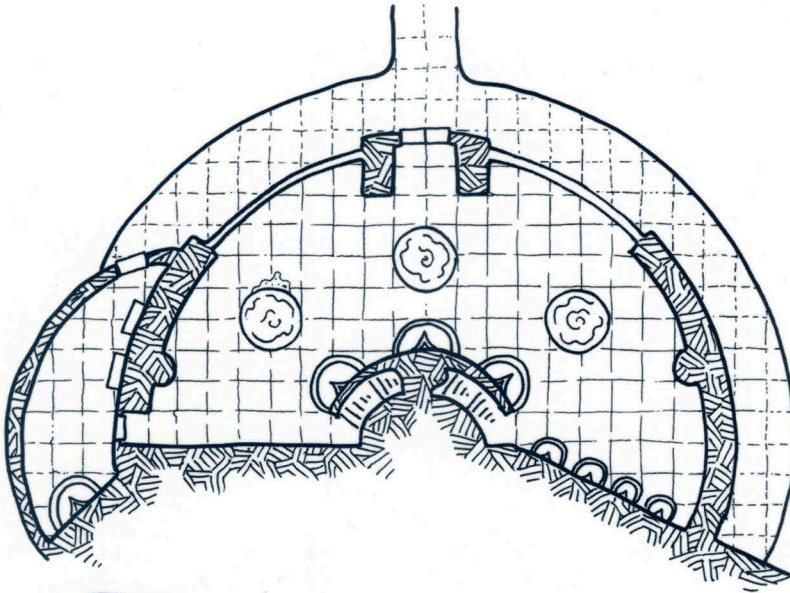
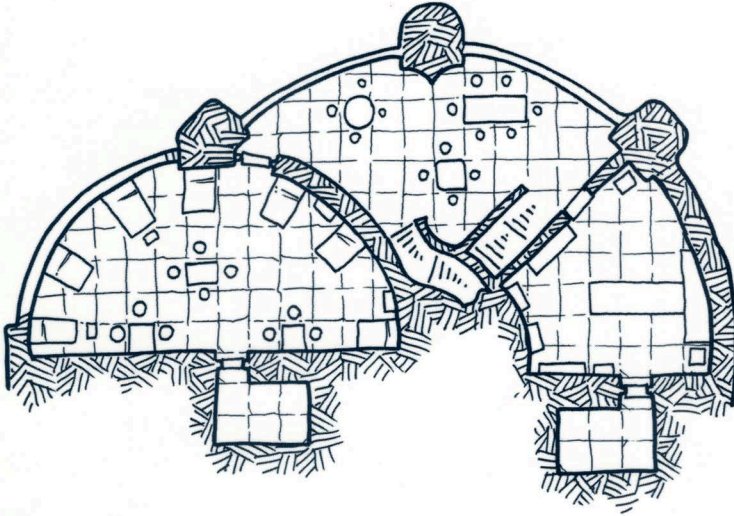
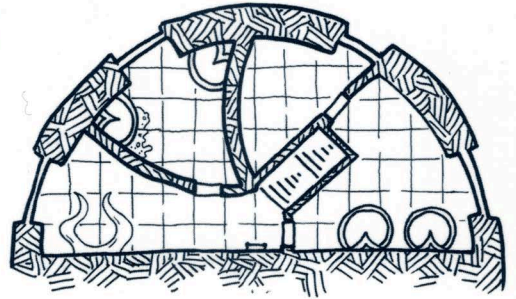
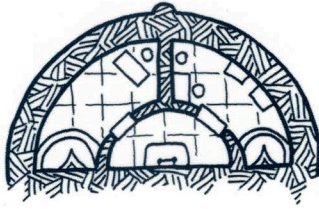
The temple is at the heart of the vernadi, built in and around a large tree. A circle of white marble with several archways surrounds the base of the tree, encompassing both a decorative garden where meetings are held and a vegetable garden that provides food for the vernadi. The meeting garden includes benches and a fountain of fresh water. Two small buildings at ground level offer rustic accommodations for members of the vernadi or guests.

Gracefully curving ramps sweep around the trunk of the tree, leading to various other small buildings. Several of these are open to the air, offering sheltered places for gatherings or quiet contemplation. Others are apartments where leaders of the vernadi live. Near the top of the tree is a large, round temple space.

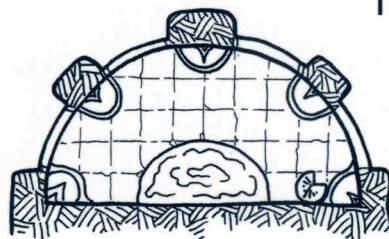
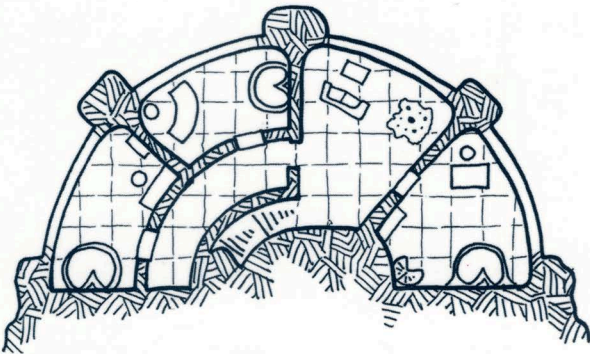


### VERNADI CENTER ADVENTURES

- | d12 | Adventure Goal   |
|-----|--|
| 1   | Ascertain the numbers of the military forces housed in and around the vernadi.   |
| 2   | Find the source of pollen that is drifting through the neighborhood and making people placid and compliant.                      |
| 3   | Find the source of wind-borne seeds that are drifting through the neighborhood and quickly growing into hostile awakened shrubs. |
| 4   | Retrieve an initiate who was supposedly forced to join the guild through mind-affecting magic.                                   |
| 5   | Stop the vernadi, whose tree has awakened and escaped the control of its dryad, from trampling through the neighborhood.         |
| 6   | Find a way to tap into the mind, will, and knowledge of Mat'Selesnya through the vernadi's central tree or its dryad.            |
| 7   | Introduce a contagion into Mat'Selesnya through the vernadi's tree or its dryad.   |
| 8   | Capture an equenaut who has been accused of a crime and who has taken refuge at the vernadi.                                     |
| 9   | Convince or coerce a healer to tend to a sick or wounded person who would normally be an enemy of the conclave.                  |
| 10  | Find a spy embedded in the vernadi community.  |
| 11  | Blend into the community to avoid pursuers.  |
| 12  | Retrieve an item that was donated to the community by a new initiate, but without the permission of the item's owner.            |



1 square = 5 feet



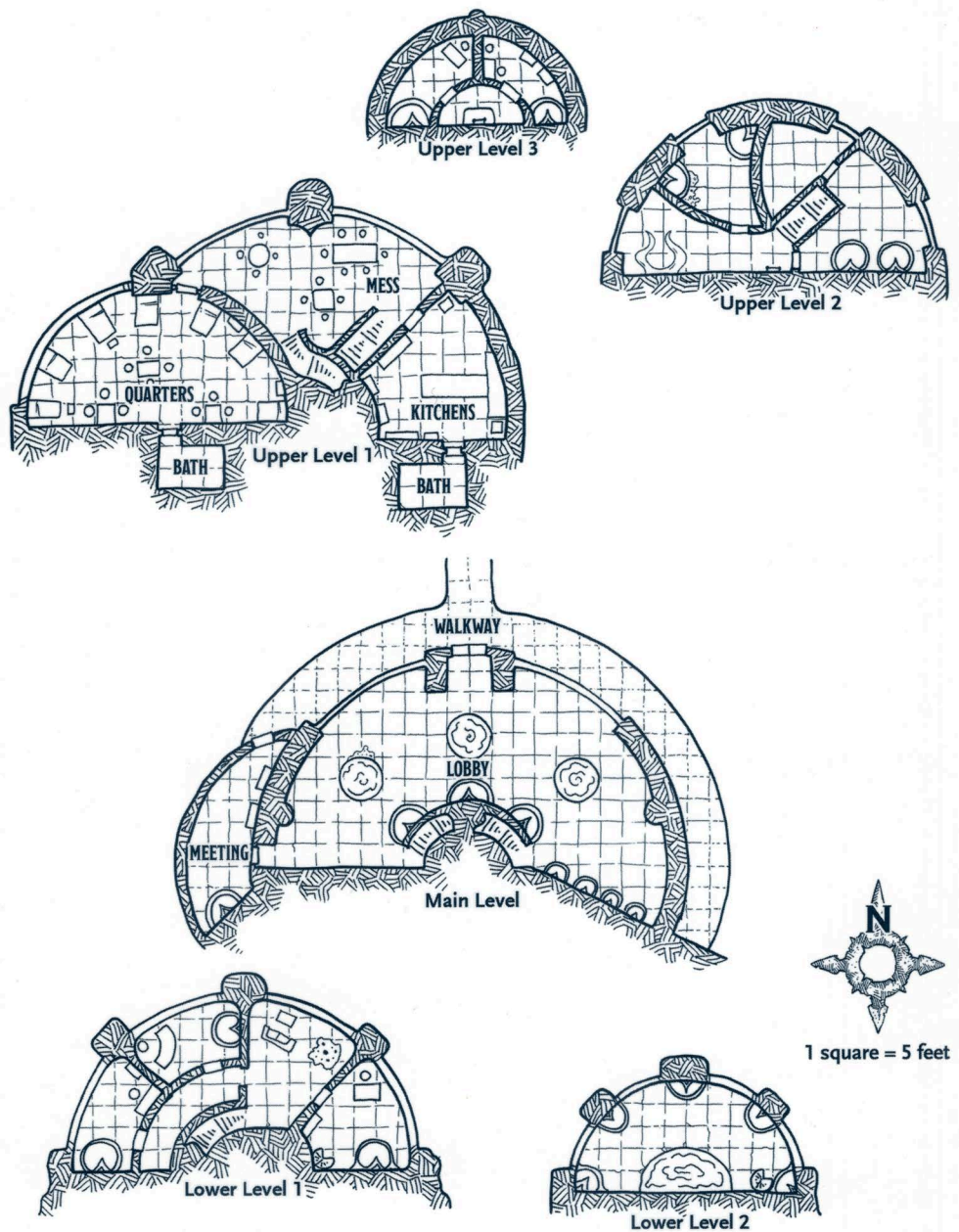
# GROWTH CHAMBER

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

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

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

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



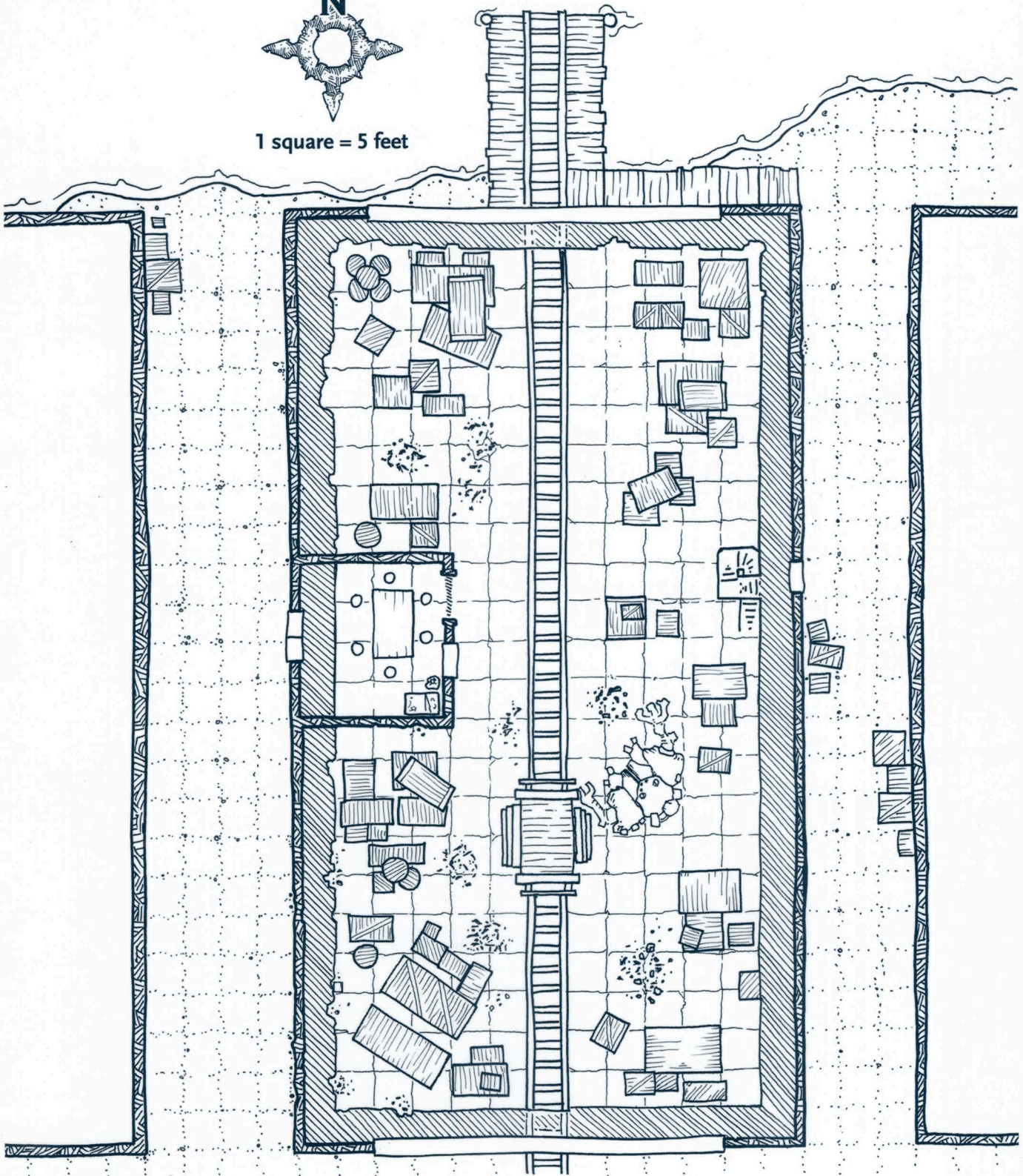
## GROWTH CHAMBER ADVENTURES

### d12 Adventure Goal

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



1 square = 5 feet



## KRENKO'S HIDEOUT

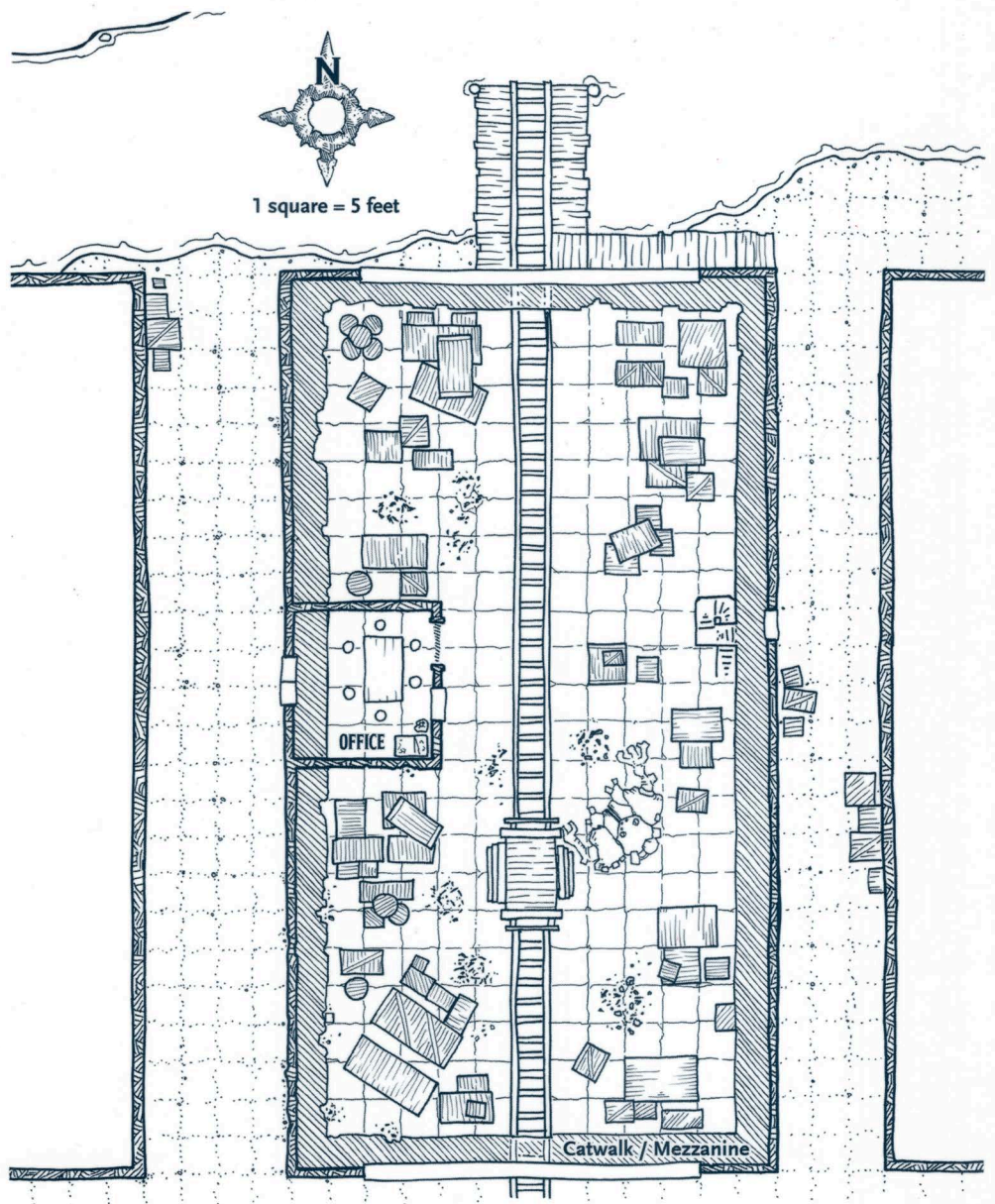
This old warehouse used to store equipment finished from the nearby foundries for the Boros Legion's use. It was badly burned in a gang war a few years ago and has since been abandoned by the Boros. Krenko's gang has used it occasionally as a secret meeting spot, and now Krenko is using it as his hideout.

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

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

### GOBLIN GANG POSSESSIONS

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



## GOBLIN GANG MEMBER

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 14 (leather armor)

**Hit Points** 10 (3d6)

**Speed** 30 ft.

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

**Skills** Stealth +5

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

**Languages** Common, Goblin

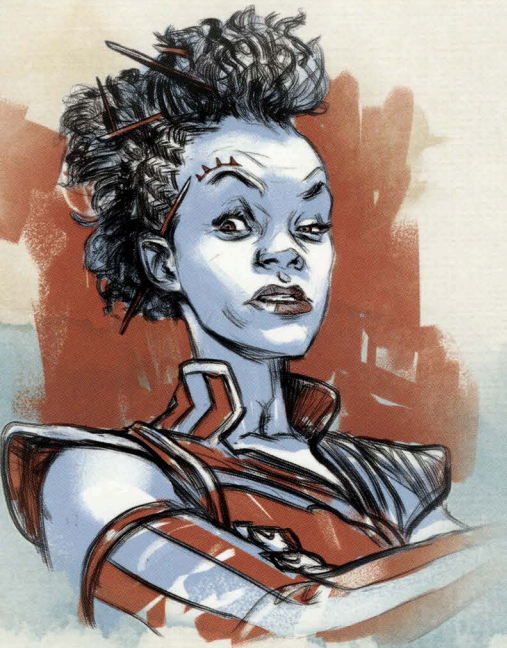
**Challenge** 1/4 (50 XP)

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

### ACTIONS

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

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





### ORZHOV CHARM

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



### AZORIUS CHARM

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



### AZORIUS CHARM

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



### IZZET CHARM

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



### DIMIR CHARM

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



### DIMIR CHARM

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



### RAKDOS CHARM

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



### RAKDOS CHARM

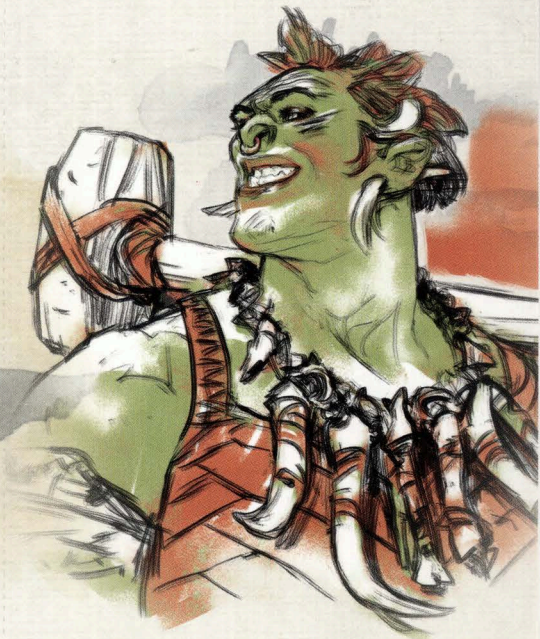
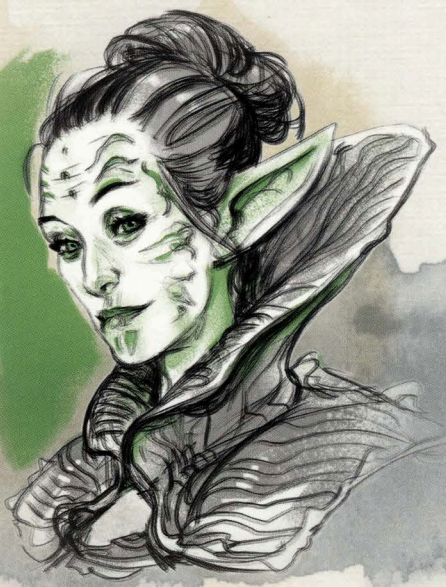
When you activate this charm, you can cast the *crown of madness*, *hellish rebuke*, or *shatter* spell. The charm vanishes after you activate it.



### IZZET CHARM

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







### GRUUL CHARM

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



### GRUUL CHARM

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



### GOLGARI CHARM

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



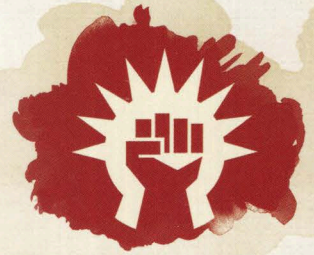
### SELESNYA CHARM

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



### BOROS CHARM

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



### BOROS CHARM

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



### SIMIC CHARM

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



### SIMIC CHARM

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



### SELESNYA CHARM

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

Rubblebelt Encampment, Side B



Rubblebelt Encampment, Side A



Undercity Mansion, Side B



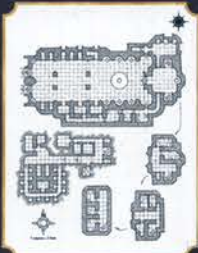
Undercity Mansion, Side A



Grand Basilica, Side B



Grand Basilica, Side A



Experimental Workshop, Side B



Experimental Workshop, Side A



Vernaad Center, Side B



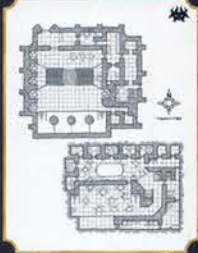
Vernaad Center, Side A



Notorious Nightclub, Side B



Notorious Nightclub, Side A



Krenko's Hideout, Side B



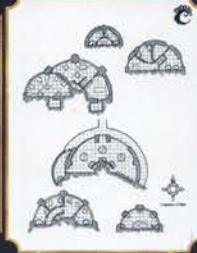
Krenko's Hideout, Side A



Growth Chamber, Side B



Growth Chamber, Side A



Guild Charms, Sheet 2



Random Characters, Sheet 2



Guild Charms, Sheet 1



Random Characters, Sheet 1



# STAND WITH YOUR GUILD

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

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