

# RAVNICA COMPANION 1

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 These cards are current as of September 15, 2019.

## MINOTAUR FIGHTER

Level 10 ♦ Minotaur • Martial • Boros

**AC** 20  
**FORT** 24  
**REF** 21  
**WILL** 24  
**SPEED** 6  
**HP** 80  
**BLOOD** 40

**ATTACK POWERS**  
 Ⓢ **Flanged Mace:** Treats targets with an AC of greater than 25 as AC 25: +12 vs. AC; 25 damage.  
 Ⓢ **Horn Fury:** Only on charge: +16 vs. Fortitude; 10 damage AND Dazed AND push target 1 square.

**GENERAL POWERS**  
**Boros Legion:** +2 attack while adjacent to a Boros or Martial ally.  
 **Radiant Haste:** Use at start of this creature's turn: Take 1 additional attack action. ☹ when this creature takes radiant damage.

*Onwards, ye mighty, ye vigilant!  
 For the Legion! For Ravnica!*

CR 2

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## ELF DRUID

Level 9 ♦ Elf • Primal • Golgari

**AC** 22  
**FORT** 20  
**REF** 20  
**WILL** 21  
**SPEED** 7  
**HP** 60  
**BLOOD** 30

**ATTACK POWERS**  
 Ⓢ **Undercity Staff:** +15 vs. AC; 10 + 5 necrotic damage.  
 Ⓢ **Ray of Rotting:** *Minor action:* (range 6) +16 vs. Fortitude; Weakened AND ongoing 10 damage (save ends both). ☹ when an enemy is destroyed.

**GENERAL POWERS**  
**Resist 10 Necrotic, Poison**  
**Resist 10 poison**  
**Hive Mind Tactics:** (Aura 2) Each Golgari, Vermin and Swarm ally has +2 Ⓢ attack and +5 Ⓢ necrotic damage while in aura.

**CHAMPION POWERS**    
 ♦ Use when a creature is destroyed: Each enemy within 2 squares of that creature gains 5 ongoing poison damage.  
 ♦ Use at start of round: Each creature taking ongoing damage takes 10 necrotic damage.  
*Fall, crumble, grow.*

CR 2

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## HUMAN WIZARD

Level 11 ♦ Human • Arcane • Izzet

**AC** 24  
**FORT** 22  
**REF** 23  
**WILL** 24  
**SPEED** 6  
**HP** 60  
**BLOOD** 30

**ATTACK POWERS**  
 Ⓢ **Guildmage's staff:** +16 vs. AC; 15 damage.  
 Ⓢ **Izzet Bolt:** (nearest) +15 vs. Reflex; 10 damage.  
 Ⓢ **Call Lightning:** (radius 2 within 10) +16 vs. Reflex; 25 lightning damage. On miss, 10 lightning damage.

**GENERAL POWERS**  
**Energize:** *Immediate action, when a target in this creature's line of sight is hit by Izzet Bolt:* Roll 1d20 and apply the power and it's listed effect. (Different effects are cumulative).

Roll	Power
1-2	<b>Feedback:</b> Attacker takes 10 damage.
3-13	<b>Flash:</b> Target takes 10 fire damage.
14-17	<b>Sandbag:</b> Target is Slowed (save ends).
18-19	<b>Sap:</b> Each enemy takes 10 damage.
20	<b>Hasten:</b> Attacker takes 1 extra attack action this turn.

*What if we could power that... differently?*

CR 2

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## LOXODON CLERIC

Level 13 ♦ Divine • Loxodon • Selesnya

**AC** 25  
**FORT** 26  
**REF** 22  
**WILL** 25  
**SPEED** 6  
**HP** 75  
**BLOOD** 35

**ATTACK POWERS**  
 Ⓢ **Hammer:** +16 vs. AC; 25 damage AND Dazed.  
 Ⓢ **Trumpeting Sweep:** (burst 1) +16 vs. AC; 20 + 5 thunder damage AND push target 1 square. On miss, 5 thunder damage.

**GENERAL POWERS**  
**Conclave:** *Whenever an adjacent ally hits with a Ⓢ attack:* That ally heals 5 HP.  
**Evil Bane 10:** +10 damage vs. Evil enemies.

**CHAMPION POWERS**    
 ♦ Use at end of round: An ally adjacent to forest terrain heals 10 HP, then, each ally adjacent to forest terrain may shift up to two squares.  
 ♦ Use at start of round: Until end of round, creatures in your warband are never considered to be flanked.  
*The Great Tree provides.*

CR 2

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## HUMAN ROGUE

Level 9 ♦ Human • Stealth • Dimir

**AC** 24  
**FORT** 22  
**REF** 24  
**WILL** 21  
**SPEED** 7  
**HP** 55  
**BLOOD** 25

**ATTACK POWERS**  
 Ⓢ **Dimir Edge:** (range 4) +13 vs. AC; 10 damage AND 10 ongoing poison damage (save ends). On miss, if target is adjacent, reroll the attack (maximum once per turn).

**GENERAL POWERS**  
**Infiltrate:** Whenever this creature has ranged cover from intervening creatures vs. a nonadjacent enemy, it is invisible to that enemy.  
**Use the Crowd:** *Use when determining ranged cover vs. this creature:* Both enemies and allies grant cover to this creature.  
**Sneak Attack 10:** +10 damage vs. targets granting it combat advantage.  
 **Operative:** *Only when occupying a victory area:* Use the champion power of an enemy champion as if this creature had that champion power.  
*All is lost.  
 We are infiltrated by Dimir.*

CR 2

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## BROTHERS IN ARMS

Level Any ♦ Boros

**GENERAL POWERS**  
 **Legion Brother:** *Use when this creature is hit by a Ⓢ or Ⓢ attack:* An adjacent Boros ally takes the damage, and other effects of the attack, instead.

CR 3

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## REBIRTH

Level 5+ ♦ Golgari • Primal

**GENERAL POWERS**  
 **Arise:** *Use when an adjacent ally is destroyed:* That ally is not destroyed, and has 10 HP remaining, instead. That ally loses its keywords; it uses the Vermin keyword instead and it is Weakened until end of battle.

CR 2

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## POWER CACHE

Level Any ♦ Izzet • Arcane

**GENERAL POWERS**  
**Nivix Wave:** *While this creature occupies a victory area:* +1 attack and +5 radiant damage.

CR 2

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## VERNAL HEALING

Level 5+ ♦ Selesnya • Divine

**GENERAL POWERS**  
 **Taproot:** *Use at the start of this creature's turn, only if it occupies a victory area:* Until this creature moves, it heals 10 HP at the end of each of its turns.

CR 3

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## CONTINGENT EXTRACTION

Level 5+ ♦ Dimir • Stealth

**GENERAL POWERS**  
 **Fade Out:** *Use when this creature is hit by a Ⓢ or Ⓢ attack:* This creature is not hit by that attack. Instead, this creature takes 10 damage, then place this creature in a random victory area.

CR 3

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## PAWN OF RAVNICA I

Level 4-6 ♦ Human • Martial

**GENERAL POWERS**  
**Legionnaire:** This creature gains the Boros keyword.

CR 1

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