

Ravnica

Boros Guild Bestiary Booster



** All creatures adapted from Magic the Gathering: Ravnica cards (Wizards of the Coast)*



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BOROS ANGELS

FIREMANE AVENGER

FIREMANE AVENGER

Medium celestial, lawful good

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	13 (+2)	12 (+1)	14 (+2)	22 (+6)

Skills Insight +6, Perception +6

Senses passive perception 16, truesight 120 ft.

Languages all

Challenge 12 (8,400 XP)

Flyby. The Avenger does not provoke an opportunity attack when it flies out of an enemy's reach.

Innate Spellcasting. The Avenger's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The Avenger can innately cast the following spells, requiring no material components:

3/day each: compelled duel, guiding bolt (as a 5th level spell)

1/day each: daylight, fireball (as a 6th level spell)

Actions

Multiattack. The Fireman Avenger makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 +6) slashing damage, or 11 (1d10 + 6) slashing damage if used with two hands, plus 22 (5d8) fire or radiant damage (angel's choice).

The Firemane Avengers are some of the Boros' most elite commanders. They are deployed to lead troops in aerial fights, or in places that are hard to reach by ground. They can often be targets of enemy assassinations. While similar to Firemane Angels, Firemane avengers typically wear heavier armour making them harder to hurt, but slower.

ORDRUUN

ORDRUUN COMMANDO

ORDRUUN COMMANDO
Large monstrosity, lawful good

Armor Class 15 (natural armour)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	13 (+1)	13(+1)	10 (+0)

Skills Athletics +6
Senses passive perception 12
Languages Common
Challenge 5 (3,900 XP)

Shield of courage. Once per day, when the Orduun Commando is attacked by a creature it can see, it can use its reaction to to halve the attack's damage.
Charge. If the Orduun Commando moves at least 20 ft straight towards a target and hits it with a Greataxe attack, the target takes an extra 13 (2d12) slashing damage.

Actions

Multiattack. The Orduun Commando makes two greataxe attacks.
Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 +3) slashing damage.

The Ordrun are Minotaurs, and are the backbone of the Boros legion. They are strong and stout, and love a good fight. Opposing them is not the greatest idea if you have a will to live.

ORDRUUN VETERAN

ORDRUUN VETERAN

Large monstrosity, lawful good

Armor Class 14 (natural armour)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+2)	15 (+2)	16 (+2)	13 (+1)	13 (+1)	10 (+0)

Skills Athletics +6

Senses passive perception 12

Languages Common

Challenge 3 (700 XP)

Charge. If the Orduun Veteran moves at least 20 ft straight towards a target and hits it with a Greataxe attack, the target takes an extra 6 (1d12) slashing damage.

Actions

Multiattack. The Orduun Veteran makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 15 (2d12 +2) slashing damage.

BLAZE COMMANDO

BLAZE COMMANDO
Large monstrosity, lawful good

Armor Class 15 (natural armour)
Hit Points 75 (10d10 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	13 (+1)	13 (+1)	10 (+0)

Skills Athletics +6
Senses passive perception 12
Languages Common
Challenge 5 (3,900 XP)

Reckless. At the start of its turn, the Blaze Commando can gain advantage on all melee weapon attack rolls, but attack rolls against it have advantage until the start of its next turn.

Charge. If the Blaze Commando moves at least 20 ft straight towards a target and hits it with a Greataxe attack, the target takes an extra 13 (2d12) slashing damage.

Flaming Greataxe (Recharge 5-6). The Blaze Commando's axe is charged with magical fire, dealing an extra 6 (1d12) fire damage.

Actions

Multiattack. The Ordrun Commando makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 +3) slashing damage.

The Blaze Commando has a fiery heart and an even fierier axe. The love of fighting propels him through battle and all of his duties. He also does not believe in calling in reinforcements because there would be less fighting for him ... other than to clean up the mess when he's done.

WOJEK LEAGUE- GIANTS

SUNHOME ENFORCER

SUNHOME ENFORCER
Huge giant, lawful good

Armor Class 18 (plate)
Hit Points 162 (13d12 + 78)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Skills Athletics +6
Senses passive perception 12
Languages Common
Challenge 9 (5,000 XP)

Regeneration. If the Sunhome Enforcer does damage to a target creature during a round, the Sunhome Enforcer regains 15 hit points at the start of its next turn.

Charge. If the Sunhome Enforcer moves at least 20 ft straight towards a target and hits it with a greatsword attack, the target takes an extra 9 (2d8) slashing damage.

Actions

Multiattack. The Sunhome Enforcer makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

The Sunhome Enforcer is one of the many esteemed guards of the Sunhome. Highly powerful, it discourages most people from even attempting to get remotely close.

FORTRESS CYCLOPS

FORTRESS CYCLOPS

Huge giant, chaotic neutral

Armor Class 14 (natural armour)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	10 (+0)	8 (-1)	10 (+0)

Senses passive perception 9

Languages Common

Challenge 7 (2,900 XP)

Stance switching. The Fortress Cyclops can either focus on defence and use **Parry**, or focus on offence and use **Reckless**. The Cyclops can choose only one option per turn at the start of its turn. No other actions or reactions can be used if using one of these two options.

Parry. The Fortress Cyclops adds 3 to its AC against one melee attack that would hit it. To do so, the Cyclops must see the attacker and be wielding a melee weapon.

Reckless. At the start of its turn, the Fortress Cyclops can gain advantage on all melee weapon attack rolls, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. *The Fortress Cyclops makes two hammer attacks.*

Hammer. *Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 24 (4d8 + 6) bludgeoning damage.*

Despite great efforts, the Fortress Cyclops will never be fully tamed, even if some think so. They will remain a powerful force of nature until the end of time.

HAMMER DROPPER

HAMMER DROPPER

Huge giant, lawful good

Armor Class 18 (plate)

Hit Points 126 (12d12 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	18 (+4)	14 (+2)	14 (+2)	13 (+1)

Skills Athletics +6

Senses passive perception 12

Languages Common

Challenge 9 (5,000 XP)

Actions

Multiattack. The Hammer Dropper makes two hammer attacks as a melee weapon attack or throws the hammer as a ranged weapon attack.

Hammer. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 31 (7d6 + 7) bludgeoning damage.

Hammer Throw. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 31 (7d6 + 7) bludgeoning damage.

Some of the wiser members of the Boros, Hammer Droppers are mentors, and help train other troops. They have also learnt how to use their leverage to deliver a more devastating blow than many of their less-intelligent counter parts.

HUMANOID RANKS

ELITE

BOROS ELITE

Medium humanoid, lawful good

Armor Class 14 (chain)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	12 (+1)	11 (+0)	10 (+0)

Skills Perception +4

Senses passive perception 12

Languages Common

Challenge 4 (1,100 XP)

Martial Advantage. Once per turn, the Elite can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the Elite that isn't incapacitated.

Actions

Multiattack. The Elite makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (4d6 + 2) slashing damage.

The leaders of the common troops, and the best fighters, the elite stride into battle with courage and determination, and inspire others around them to do the same.

EMBER MAGE

EMBER MAGE

Medium humanoid (any race), lawful good

Armor Class 11 (14 with mage armour)

Hit Points 39 (7d8 +7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12(+1)	12 (+1)	16(+2)	12 (+1)	12 (+1)

Skills Arcana +6

Senses passive perception 11

Languages Common

Challenge 3 (700 XP)

Spellcasting. *The ember mage is a 6th-level spellcaster. Its spellcasting ability is intelligence (spell save DC 14, +4 to hit with spell attacks). The ember mage has the following wizard spells prepared:*

Cantrips (at will): fire bolt, light

1st level (4 slots): burning hands, magic missile, witch bolt, mage armour?

2nd level (3 slots): continual flame, flaming sphere

3rd level (3 slots): chains of fire

Actions

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 +2) piercing damage.

One of the more experienced mages in the guild, Ember Mages use stealth and intelligence to try to find information, but when secrecy and diplomacy fails, they are always ready to fry the brains of their opponents.

CHAINS OF FIRE

3rd-level evocation

Casting Time: 1 action

Range: Self (100 feet)

Components: V, S

Duration: Instantaneous

Chains of fire form out from you in a direction you choose towards up to four targets of your choice. You must roll for each hit. Upon a hit, the target takes 2d6 (7) fire damage. The fire ignites flammable objects in the area that aren't being worn or carried.

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

SWIFTBLADE

SWIFTBLADE
Medium humanoid, lawful good

Armor Class 16 (studded leather)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	12 (+1)	14 (+2)	12 (+1)

Skills Athletics +6
Senses passive perception 12
Languages Common
Challenge 6 (2,300 XP)

Martial Advantage. Once per turn, the Swiftblade can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally that is not incapacitated.

Sentinel. The Swiftblade has advantage on initiative rolls.

Flaming Rapier (Recharge 5-6). The Swiftblade's sword is charged with magical fire, dealing an extra 4 (1d8) fire damage.

Actions

Multiattack. *The Swiftblade makes two rapier attacks.*

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Swiftblades are masters of their craft -- artists even -- and find joy in practicing their art in the field. Their swords paint their pictures throughout the battle.

TRUEFIRE CAPTAIN

TRUEFIRE CAPTAIN

Medium humanoid (any race), lawful good

Armor Class 15 (chain)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+3)	10 (+0)	14 (+2)	13 (+1)

Skills Athletics +4

Senses passive perception 12

Languages Common

Challenge 5 (3,900 XP)

Martial Advantage. Once per turn, the Captain can deal an extra 9 (2d8) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the Elite that isn't incapacitated.

Actions

Multiattack. The Truefire Captain makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (4d8+2) slashing damage.

Truefire Paladins and Captains are true warriors and show it on the battlefield. They inspire those around them, either through their communion with the gods or through their sheer prowess and charisma.

TRUEFIRE PALADIN

TRUEFIRE PALADIN

Medium humanoid (any race), lawful good

Armor Class 14 (chain)

Hit Points 47 (7d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12(+1)	14 (+2)	10 (+0)	12 (+1)	13 (+1)

Skills Religion +4

Senses passive perception 12

Languages Common

Challenge 4 (1,100 XP)

Martial Advantage. Once per turn, the Paladin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the Elite that isn't incapacitated.

Spellcasting. The Truefire Paladin is a 4th level paladin. Its spellcasting ability is intelligence (spell save DC 14, +4 to hit with spell attacks). The Paladin has the following spells prepared:

Lay on Hands: 1/day. The Paladin can restore up to 20 hit points to a target creature OR 4/day cure disease or neutralize poison.

1st level (3 slots): Cure Wounds, Heroism, Searing Smite

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 20 (4d8+2) slashing damage.

WOJEK APOTHECARY

WOJEK APOTHECARY

Medium humanoid (any race), lawful good

Armor Class 11

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13(+1)	10 (+0)	10 (+0)	14 (+2)	15 (+3)

Skills xx +4

Senses passive perception 12

Languages Common

Challenge 1 (200 XP)

Spellcasting. The Apothecary is a 4th-level cleric. Its spellcasting ability is charisma (spell save DC 13, +4 to hit with spell attacks). The Apothecary has the following cleric spells prepared:

Cantrips (at will): Sacred Flame, Spare the Dying, Thaumaturgy, Light

1st level (4 slots): Bless, Cure Wounds, Shield of Faith, Sanctuary

2nd level (3 slots): Prayer of Healing, Lesser Restoration

Actions

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 3 (1d6) bludgeoning damage.

Fighting to keep their allies alive, Apothecaries haunt the backlines of the legion, helping those who need help, and keeping the fighters in the battle to win a glorious victory.

OTHER BOROS RANKS

BOROS RECRUIT

BOROS RECRUIT
Small humanoid (goblinoid), neutral

Armor Class 15 (leather armour, shield)
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14(+2)	10 (+0)	10 (+0)	10 (-0)	8 (-2)

Skills Stealth +6
Senses darkvision 60 ft., passive perception 9
Languages Common
Challenge 1/4 (50 XP)

Actions

Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 +2) slashing damage.

Shortbow: *Ranged Weapon Attack:* +4 to his, range 8/320 ft., one target. *Hit:* 5 (1d6 +2) piercing damage.

New, inexperienced members of the legion, the recruits are still impressive fighters. Most of the recruits are people from the streets that are yet to prove themselves in battle or worthy of climbing higher.