Ravnica

Boros Guild Bestiary Booster



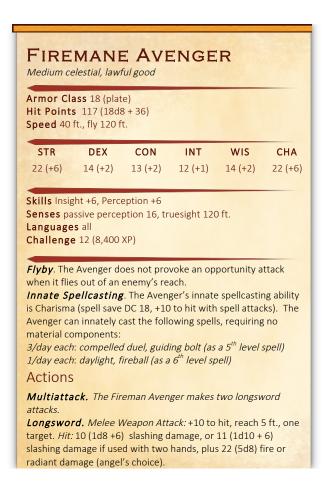
* All creatures adapted from Magic the Gathering: Ravnica cards (Wizards of the Coast)



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BOROS ANGELS

FIREMANE AVENGER



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

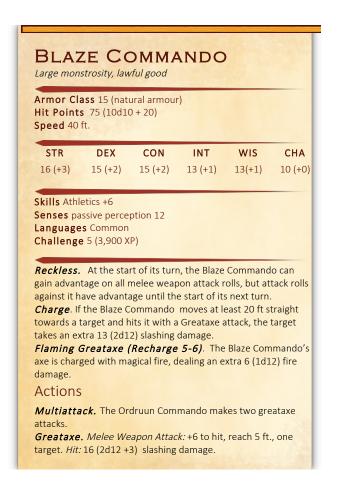


The Ordruun are Minotaurs, and are the backbone of the Boros legion. They are strong and stout, and love a good fight. Opposing them is not the greatest idea if you have a will to live.

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

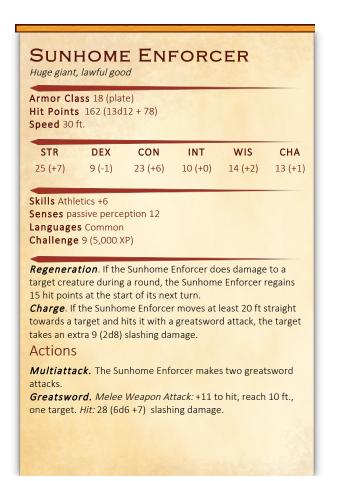
BLAZE COMMANDO



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.

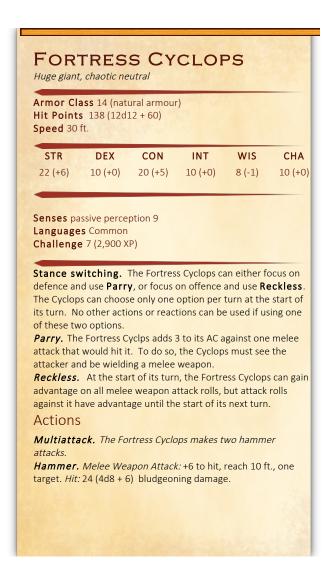
WOJEK LEAGUE- GIANTS

SUNHOME ENFORCER



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



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



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



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



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



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 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.

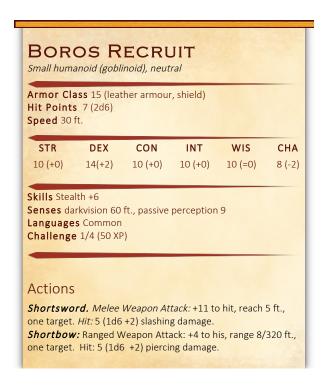
WOJEK APOTHECARY



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



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.