

RAVNICA COMPANION 2

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These cards are current as of September 15, 2019.

ORZHOV CLERIC

Level 13 ♦ Human • Divine • Orzhov

CR 2

AC 24
FORT 20
REF 22
WILL 24

SPEED 6

HP 70
BLOOD 35

R

ATTACK POWERS

⊕ **Touch of the Obzedat:** +17 vs. AC; 20 psychic damage AND Confused.

☐ ↘ **Enthral:** (range 10) +17 vs. Will; Stunned.

☐ ☐ ↘ **Blight:** (range 6) +17 vs. Fortitude; 20 damage AND Weakened. On miss, 10 damage.

GENERAL POWERS

Immune Confused

Collect Debt: Use when an Undead ally destroys an enemy: Place a new Undead ally of cost 11 VP or less in the space last occupied by that enemy.

CHAMPION POWERS ☐ ☐

❖ Use when this creature is damaged by an attack: Attacker loses 1 use of a limited use power (Opponent chooses).

❖ Use at start of turn: Heal up to 3 creatures in your warband: total HP healed is equal to or less than an ally's current HP. Destroy that ally.

❖ Use with Ravnica Companion Set 2: Human Cleric

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HUMAN SORCERER

Level 11 ♦ Human • Arcane • Rakkos

AC 22
FORT 20
REF 20
WILL 21

SPEED 7

HP 60
BLOOD 30

R

ATTACK POWERS

⊕ **Grand Entrance:** (reach 2) +14 vs. Will; 15 psychic damage AND Dazed.

↖ **Scorch:** (line 3) +15 vs. Reflex; 20 fire damage.

☐ ✨ **Shatter:** (radius 1 within 8) +16 vs. Fortitude; 15 thunder damage AND destroy a non-Cursed item assigned to the target creature.

GENERAL POWERS

☐ **Rakkos Spectacle:** Move + Minor action: Slide 2 Rakkos allies up to 3 squares closer to this creature. Each ally that ends within 3 squares of this creature may make a ⊕ attack as an immediate action. Then, this creature may use a ↖ power.

Arcane Fracture: Use when attacking a Construct or Martial enemy with Shatter: That creature has -4 AC until end of battle.

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GOBLIN BARBARIAN

Level 8 ♦ Goblin • Rage • Gruul

AC 18
FORT 18
REF 16
WILL 16

SPEED 7

HP 60
BLOOD 30

R

ATTACK POWERS

⊕ **War Club:** +13 vs. AC; 15 damage.

GENERAL POWERS

Berserk: Resist 5 All and +2 Speed while Bloodied.

☐ **Riot:** Each Rage ally within 3 squares of this creature makes a ⊕ attack as a free action.

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AZORIUS PALADIN

Level 14 ♦ Human • Divine • Azorius

CR 2

AC 30
FORT 28
REF 26
WILL 28

SPEED 5

HP 85
BLOOD 40

R

ATTACK POWERS

⊕ **Spear of Détente:** +21 vs. AC; 10 + 10 radiant damage AND Slowed (save ends).

GENERAL POWERS

Immune Blinded

Blind Justice: Ignores Invisible; Ignores Conceal.

☐ **Summons of Azorius:** Use when an attack hits a Slowed enemy: Place that enemy adjacent to this creature. That enemy is also Dazed (save ends).

CHAMPION POWERS ☐ ☐

❖ Use at start of round: Civilization creatures in your warband have +10 damage vs. Slowed or Dazed enemies until end of round.

❖ Use at start of round: ↘ and ✨ attacks do half damage until end of round.

❖ Use with Ravnica Companion Set 2: Human Paladin

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VEDALKEN WIZARD

Level 12 ♦ Vedalken • Arcane • Simic

AC 25
FORT 22
REF 22
WILL 25

SPEED 6

HP 65
BLOOD 30

R

ATTACK POWERS

⊕ **Chitinification:** +16 vs. AC; Immobilized AND 10 ongoing damage (save ends both).

↘ **Biomancer Bolt:** (range 6) +17 vs. Reflex; Slide 1 AND Dazed AND target provokes an opportunity attack from each adjacent enemy.

☐ ☐ ✨ **Primordial Sludge:** (radius 2 within 8) +17 vs. Reflex; 20 damage AND Blinded.

GENERAL POWERS

Simic Adaptation: Use after this creature takes (type) damage: This creature gains Resist +10 vs. that damage type until end of battle (cumulative).

Cytoplast Adaptation: (Aura 2) While in aura, each Ooze, Magical Beast, and Aquatic ally may use this creature's ⊕ attack bonus (+16) when making ⊕ attacks.

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GHOST CHANDELIER

Level Any ♦ Orzhov • Divine

GENERAL POWERS

Step into the Light: Enemies and allies within 6 squares of this creature are not Invisible and do not benefit from Conceal (requires line of effect).

+3

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THE VERDICT

Level 5-15 ♦ Azorius • Divine OR Sphinx

GENERAL POWERS

☐ **Time Served:** Use when an attack misses this creature: The attacker is Immobilized until the end of this creature's next turn.

+1

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ADAPTIVE PROGRAM

Level 5-12 ♦ Simic

GENERAL POWERS

☐ **Reflexive Biomancy:** Use when this creature takes lightning, cold, fire or acid damage: This creature gains Resist 10 vs. that damage type.

+3

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HORN OF THE CLANS

Level 2-8 ♦ Gruul

GENERAL POWERS

☐ **Call to Raze:** Use before rolling initiative on turn 1: Place this creature and up to 2 allies of lower level in difficult terrain within 5 squares of your start area.

+1

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RAKKOS BRUTE

Level 6+ ♦ Ogre

GENERAL POWERS

☐ **Demonic Inscription:** Use at setup: This creature has +5 damage and ongoing 5 damage until end of battle.

Cult Cluestone: This creature gains the Rakkos and Rage keywords. It loses each other keyword, except Ogre.

+1

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GOBLIN OF RAVNICA

Level 3+ ♦ Goblin

GENERAL POWERS

☐ **Ravnican:** Use at setup: Choose one pair of keywords: Boros & Martial, Gruul & Rage, Izzet & Arcane, or Rakkos & Demon. This creature gains both keywords until end of battle.

+1

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