

# RAVNICA HEIST

## PURPOSE:

The purpose of this document is to help any dungeon master who would like to run Dragon Heist in Ravnica. What you will find here are conversions, suggestions, and thoughts on how to make the game work.

While Ravnica and Waterdeep do share similarities, such as both being cities with magic peppered here and then, they are both quite different. The aesthetic of Ravnica is incredibly different from Faerun as it is magic punk as opposed to simply high fantasy. The factions of Faerun do not translate 1 to 1 with Ravnica's guilds either.

This work will attempt to convert what can be converted and make suggestions where direct 1 to 1 conversions are not possible.

## STORY OVERVIEW:

The conversion as suggested will propose the following:

**Knowledge of the cache.** The supposed embezzler of funds will be Teysa Karlov. Teysa is of the Orzhov Syndicate and would be an ideal stand-in for the ex-Open Lord of Waterdeep Dagult Neverember this adventure. Lore-wise, before the current set, she sits imprisoned by the Azorious Senate on charges from the Orzhov Syndicate. She went to do a power grab and everyone noticed.

**Escalating Tension.** What seems to be Dimir is clashing against what seems to be Golgari forces. Dimir will be made up primarily of humans and vampires while Golgari will feature kruul and gorgons more heavily.

**Guildpact.** The guildpact prevents the guilds from declaring open war on each other, but I believe it only works when Jace Beleren is actually physically present on the plane. Jace is often MIA

doing other interplanar stuff, so it wouldn't be hard to let the more shadowy guilds start causing trouble while the more good-y guilds start becoming zealous.

## 1 TO 1 CONVERSIONS OF PEOPLE, PLACES, AND THINGS:

**The Yawning Portal.** Remains the same, but the mouth to the dungeon is in fact a portal to a demiplane of some kind. As written in my own conversion: *Between Precinct One and Precinct Four dwells an establishment with a most peculiar feature. Formerly owned by Rakdos Cultists, seized by Orzhov, and purchased by a guildless citizen of Ravnica, this establishment is called the Yawning Portal. So named for the gaping portal in the center of the tavern floor where one can enter to find fortune and, perhaps, fame.*

**Familiar Faces.** The following changes have been made:

- ★ Burnan. No change.
- ★ Bonnie renamed Bori. No change otherwise.
- ★ "Threestrings" - Currently deliberating this guy. I didn't offer this chum as I am thinking the Harpers doesn't have a great 1 to 1 at all. I was thinking he's a nice dude who actually works for Golgari, but that is really, really out there. Maybe Izzet?
- ★ Jalester replaced with [Geetra](#). Geetra is a Precognitive Mage, which has a statblock in GGTR! She is very opposed to chaos.
- ★ Meloon replaced with [Enka](#). She is a famous Boros Brigadier. Also a minotaur.
- ★ Obaya replaced with [Totoor](#), a cleric of Selesnya. Also a loxodon.
- ★ Yagra replaced with Yeva, a simic hybrid (merfolk) mercenary. She is actually, in truth, a Dimir agent. She has beefy arms and a crab claw... maybe two.

**Blaze Commandos.** There is no Force Grey in Ravnica like in Faerun, so instead its this elite squad from the Boros Legionnaires named "[Blaze Commandos](#)."

**Stone of Golorr.** No change. But the related creature mentioned should possibly come from another plane entirely. Recommendations include: Innistrad or Shadowmoor.

**Ludmilla, The Tunnel Viper.** Replaces Xanathar and his guild. Rather than have Xanathar's Guild be a 1 to 1 conversion with any particular guild, it is instead replaced by a new organization that is led by Ludmilla. This group has no name, but is made-up largely by people who feel wronged by the current Golgari guildmaster Jarod Vod Savo or who simply believe that gorgon are the rightful leaders for the Golgari. This conflict can definitely play up the conflict between gorgons and devkarin (drow/dark elves) as the change in guildmasters (from gorgon sisters to a dark elf) has certainly caused a sudden power shift among the lower city dwellers.

**Pivlic.** Replaces Volothamp Geddarm. [Pivlic](#) is an imp that works in the Orzhov Syndicate, but also has connections in the other guilds. Pivlic might seem to be a peculiar choice, but he has a connection to Tesya and Boros, which is important because...

**Anksa Kos.** Replaces Renaer Neverember. Anksa Kos is an illegitimate child between Tesya Karlov and [Agrus Kos](#). Supposedly anyway. Dimir has intel that Kos' MIA mother is in fact Tesya and that Anksa might know the location of the Stone of Golorr. This is likely false. Pivlic is like her impish godparent since her dad is, you know, dead.

**Theren.** Replaces Floon Blagmaar. A dark elf/kruul simic hybrid. He's got bug-eyes, some carapace over choice limbs, and whatever else you'd like to envision. Theren is a fledgling Golgari who cares a bit too much and during his investigations has come to believe that Anksa Kos knows knowing. In the "A Friend in Need" portion of the adventure, Theren is found hiding in the hideout, not Anksa. Anksa was taken away by Ludmilla's people and so the Dimir henchmen took to trying to get information out of Theren - as they wrongfully assume Ludmilla's people are with the Golgari Swarm.

**Boros Sergeant and Azorious Lawmage.** Replaces Saeth Cromley and Barnibus Blastwind, respectfully. This conversion assumes that both Boros and Azorious are responsible for upholding law, order, and peace. It would be fine to keep the exact same names if so desired. I am honestly going to base my investigators on Reg Two-Scars and Deru Kyn from [Guildgates & Goblins](#).

**??? (Jarlaxle).** I am not sure what to name them yet, but Jarlaxle will be a vampire in Dimir. He will be of a separate sect than the Dimir currently running a muck. Perhaps Jarlaxle represents the Dimir guildmaster and hopes to keep an eye on things happening in the tenth. It's possible a rogue Dimir is attempting to find this pile of money so that they can use it in their plans to oust Lazav the Faceless.

## REFLAVORING IDEAS:

**Attunement.** Attunement is the same mostly with the caveat that a character must go to a terrain that suits their color and drain some mana from that area as they attune to the item. Ravnica has terrain for ALL colors readily available, but it could lead to some interesting, flavorful moments.

**Mana.** Couple of ways to introduce the concept of Mana. You can use the Spell Point optional rules in the DMG and call the spell points Mana, describe how the characters are drawing the essence out of their surroundings in order to fuel their spells and abilities, and even change the flavor of some items so that when they are activated they require the mana in the environment around them. There are probably a ton of cool ways to evoke how important mana is to Magic: The Gathering.

**Color Affinities.** Rather than alignment use Color Affinities! Someone could be a Boros character, but really be just Red. Or maybe they are even White/Black?? Or whatever it is you are

comfortable with. I would suggest making a list of personality attributes (positive and negative) for each color and have the players choose at least 2 positives and 2 negatives. Then, much like in the FATE system with aspects, players can call upon their positives to help them gain advantage in CERTAIN SITUATIONS (read: not all) and DMs can call upon negatives to invoke disadvantage in certain situations. This might be preferable to the inspiration system since it might be more immediately tangible. At this point, I am just spitballing an idea I haven't used, but am now starting to think would be very sick. (ie, cool)