

RAVNICA

HEROES OF THE GUILDS



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To Guildmaster Lazav,

the latest reports will arrive shortly. Pawn and Rook were captured. Need additional supplies at location 89. Recent activities are suspicious. Seer reports a storm is gathering.

Agent 21



ABOUT THE CREATORS

Christian Eichhorn did not start playing ttRPGs until 2016 but grew up with classics like Fallout, Fallout 2, Icewind Dale, Baldur's Gate II, Planescape: Torment, Diablo, and Morrowind. Since no game captured the spirit of these experiences in more than a decade, Christian set out to write his own stories.

Christopher Walz is a best-selling creator and editor for the Dungeon Masters Guild. He began his journey through roleplaying games when he was six years old, looking at the pictures in his brother's Monstrous Manual. When he isn't writing or killing his players, he is trying to turn his son into a dungeon master and looking for trolls in the wilds of Central Kentucky.

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AZORIUS SENATE

Subject: Sighting of Azorius Senate guild operators by Agent 21, Warlock of the Guildpact & Lawmage

To: Guildmaster Lazav, Duskmantle

WARLOCK: THE GUILDPACT

Your patron is the powerful magical ritual known as the Guildpact, which binds all ten guilds of Ravnica to relative peace. High-minded scholars in the Azorius Senate debate the nature of these rare arcanists. Some claim their power comes from Supreme Judge Azor I, the parun of the Azorius Senate and the author of the Guildpact. Others believe Jace Beleren, the Living Guildpact, is the unknowing patron of these warlocks, although the planeswalker claims he does not know from where these powers come. Finally, many warlocks of the Guildpact say they draw their power from Ravnica itself, which was infused with arcane power upon the signing of the Guildpact.

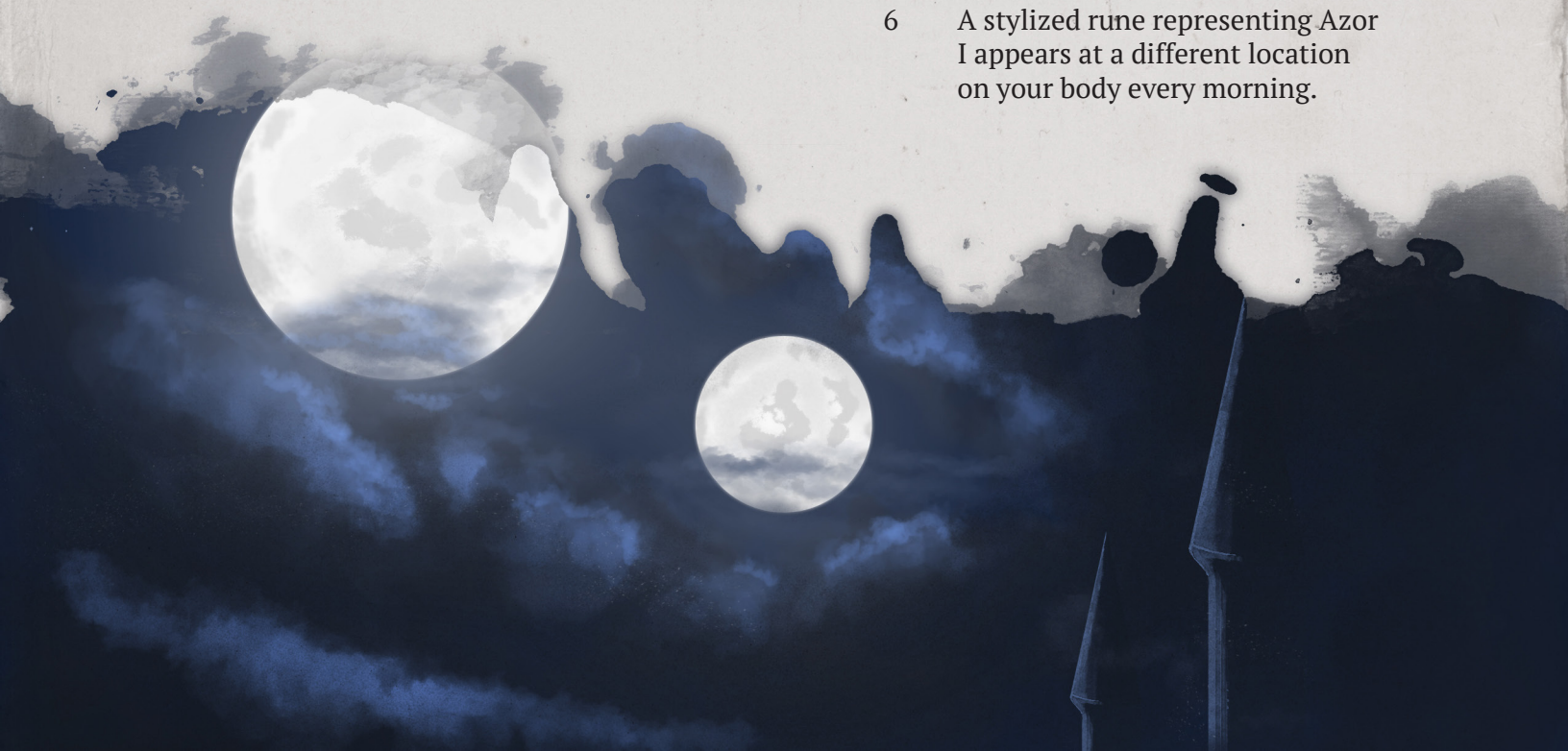
Most warlocks serving the Guildpact are found within the Azorius Senate, although many are also guildless, seeing themselves as truly impartial mediators. Servants of the Guildpact are driven to impose order wherever they go and command lesser beings with the power of their voice alone.

BINDING MARKS

Many warlocks serving the Guildpact are given a special mark by whatever entity issues forth their powers. When creating a Guildpact warlock, you may roll on the table below or choose whichever best fits your character.

BINDING MARKS

d6	Mark
1	When you quote the Guildpact, your voice changes to a commanding, otherworldly tone. Some believe it is the voice of Azor I.
2	Your eyes change colors throughout the day to represent all of the ten guilds.
3	The text of the Guildpact is magically tattooed across your body.
4	Your eyes are pure gold.
5	A calming scent of fresh lavender always surrounds you.
6	A stylized rune representing Azor I appears at a different location on your body every morning.



EXPANDED SPELL LIST

The Guildpact lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

GUILDPACT SPELLS

Spell Level	Spells
1st	<i>alarm, bless</i>
2nd	<i>detect thoughts, zone of truth</i>
3rd	<i>crusader's mantle, glyph of warding</i>
4th	<i>arcane eye, aura of purity</i>
5th	<i>circle of power, geas</i>

ELOCUTER'S CRAFT

At 1st level, you gain proficiency in Persuasion if you do not already have it. Additionally, you can use an action to gain advantage on all Persuasion checks made to keep order, dissuade violence, or to defend or enforce the spirit of the Guildpact for 1 hour.

Once you use this feature, you can't use it again until you finish a long rest.

GUARDIAN OF THE GUILDPACT

At 1st level, you gain the ability to call upon a spirit that died serving the Guildpact and press it into service once more. The Guildpact spirit remains under your control for up to 10 minutes or until it is reduced to 0 hit points. These spirits often take the form of ghostly warriors clad in heavy armor or regal sphinxes.

The spirit is friendly to you and your companions, and it obeys your commands. See the creature's game statistics in the Guildpact Spirit stat block. In combat, the spirit shares your initiative count but always takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block, or to take the Dash, Disengage, or Help action.

Once you use this feature, you can't use it again until you finish a short or long rest.

GUILDPACT SPIRIT

Medium undead, lawful neutral

Armor Class 11

Hit Points equal to four times your level in this class + your Charisma modifier

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	10 (+0)	10 (+0)	14 (+2)	15 (+2)

Skills Perception +4

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages understands the languages you know, telepathy 30 ft.

TRAITS

Incorporeal Movement. The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Might of the Guildpact. The following numbers increase by 1 when your proficiency bonus increases by 1: the spirit's skill bonuses, the DC of its Voice of Order action, and the bonus to hit of its attacks.

ACTIONS (Require Your Bonus Action)

Bolt of Radiance. *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 1d6 + 2 radiant damage.

Voice of Order (Recharges on a Short or Long Rest). The spirit targets up to three creatures you designate within 30 feet of the spirit that can see the spirit. The targets must make a DC 12 Wisdom saving throw or become charmed by either the spirit or you (your choice) for 1 minute. While charmed in this way, if the target makes an attack, deals damage, or forces another creature to make a saving throw, it becomes restrained until the charmed condition is removed. At the end of its turn, the target may repeat the saving throw, ending the effect on themselves on a success.



*"WE MUST SEE THAT AZOR'S WILL SURVIVES,
OR ALL OF RAVNICA WILL CRUMBLE." —
SENATOR MENZIAS*

PILLAR OF ORDER

Starting at 6th level, you become an unfaltering example of order. You have advantage on saving throws against becoming charmed or frightened. Additionally, as an action, you may target one creature within 30 feet that can see and hear you, ending one charmed or frightened condition on the target.

Once you use this feature, you can't use it again until you finish a long rest.

BOUND TO THE PACT

At 10th level, you are able to magically bind a creature to a nonviolence clause of the Guildpact. As an action, you can touch a creature and force it to make a Wisdom saving throw equal to your warlock spell save DC. The target automatically succeeds if it is missing any of its hit points. If the target fails the saving throw, it cannot attack, cast a spell that deals damage, or force another creature to make a saving throw for 10 minutes. The effect ends if the target is attacked, takes damage, or is forced to make a saving throw or witnesses any of those things happening to its allies.

Once you use this feature, you can't use it again until you finish a short or long rest.

ETERNAL SERVANT

When you reach 14th level, the Guildpact protects your very soul. If you die of unnatural causes while serving the Guildpact, you are reincarnated in a new body in 1d4 days, if your soul is free and willing. The new body appears in a location familiar to you, such as your home or an Azorius guildhall. The GM rolls a d100 and consults the following table to determine what form you take when restored to life, or the GM chooses a form.

REINCARNATION

d100	Race
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01-04	Centaur
-------	---------

05-21	Goblin
-------	--------

22-25	Devkarin (elf, dark)
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26-34	Elf, high
-------	-----------

35-42	Elf, wood
-------	-----------

43-52	Loxodon
-------	---------

53-56	Half-elf
-------	----------

57-68	Minotaur
-------	----------

69-76	Simic Hybrid
-------	--------------

77-96	Human
-------	-------

97-100	Vedalken
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Day 83: I have determined that a Senator Menzias has gathered to her a small but dedicated cabal. The senator and her followers claim to speak for Azor himself — preposterous!

Day 117: I have become a clerk under Senator Menzias and watch her closely. Perhaps my initial reaction was foolish. Today, a crazed Gruul warrior attempted to strike the senator as she observed construction in the Rubblebelt. She but touched the axeman and bound him in some invisible force, unable to do violence.

Day 196: I dared to sneak into the senator's quarters and — to my alarm — found her conversing with a spirit! I heard them discussing the Guildpact's weakening binds in the absence of Jace Beleren. The spirit sensed me and gave chase. I have assumed a new identity, for now, until it is safe to return to the Guildmaster.



WIZARD: LAWMAGE

Lawmages fight crime wherever it may rear its ugly head. They patrol the streets of Ravnica by day and night, root out criminals, and investigate corruption. The techniques taught to lawmages encompass everything they need to prevail against the unlawful: arcane ways to uncover the truth, how to subdue threats so that they can still be presented to a judge in an appropriate state, and the power of the written word.

Rules are the supreme power for lawmages, and whoever violates a statute must be swiftly punished. Lawmages who break rules in the line of duty do so either in the hopes that nobody witnessed their crime, or knowing that they will receive a proper sentence for their transgressions. In case of the latter, the lawmages accept their sentence, serve out their time or pay a fine, and are usually reinstated. In the eyes of the law, they are rehabilitated and no one speaks against accepting their services.

QUIRKS

The training regime lawmages undergo is extraordinarily harsh, and those who are initiated after years of hardship suffer lasting psychological damage. These quirks are benign in nature, otherwise the lawmages would be treated for their conditions. Lawmages who closely work together know of their respective quirks and tease each other for it, but all in good fun. Choose one of the following quirks to flesh out your character:

QUIRKS

d6	Quirk
1	You meticulously keep track of each and every meal you eat in your Codex.
2	You start every day with 100 push-ups, 100 sit-ups, 100 squats, and 6 miles of running, if you have the time.
3	You get a tattoo for every criminal you apprehend.
4	You wear fawn gloves you never take off under any circumstances.
5	Whenever you notice a minor offense, you leave a note reprimanding the culprit.
6	Whenever there's idle time, you study your Codex and murmur obscure laws.

AGENT OF ORDER

Starting at 2nd level, you bring order to chaos. By using your reaction, you can replace any attack roll, saving throw, or ability check made by you or a creature within 30 feet that you can see with a result of 10. You accrue the difference of the results in the form of Order points. For example, if the roll you replace is a 4, you gain 6 Order points.

Each time you use this feature, you take 1d6 psychic damage and you must make a DC 10 Constitution saving throw. This DC cannot be affected in anyway, nor can your saving throw be affected by the Agent of Order feature from another lawmage. On a failed save, you gain 1 level of exhaustion. You can accumulate up to 100 Order points.

By spending 10 Order points, you gain the following benefits:

- You gain advantage on one Wisdom (Insight) check to determine if someone is lying to you.
- You gain advantage on one Strength (Athletics), Dexterity (Acrobatics), or Wisdom (Perception) check while pursuing a target.
- You gain advantage on one Intelligence (Investigation) check.

THE CODEX

When you are initiated as a lawmage at 2nd level, you receive a special spellbook, called a Codex. It contains a transcript of all valid statutes and is magically updated once there is a change in the law.

Whenever you make an Intelligence (History) check related to the law, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Additionally, the Codex grants you access to certain spells at specific wizard levels according to the Lawmage Spells table. You always have these spells prepared, and they don't count against the number of wizard spells you can prepare each day. Additionally, you can cast these spells without consuming spell slots as a bonus action by expending a number of Order points specified in the Lawmage Spells table.



LAWMAGE SPELLS

Wizard Level	Spell	Order Points
2nd	<i>leash</i>	10
3rd	<i>mind spike</i> *	20
5th	<i>sending</i>	30
7th	<i>Otiluke's resilient sphere</i>	40
9th	<i>geas</i>	50

* Appears in *Xanathar's Guide to Everything*

LEASH

1st-level conjuration

Casting Time: 1 action

Range: 15 feet

Components: V

Duration: Concentration, up to 1 hour

You summon a magic 15-foot-long leash to shackle a Large or smaller creature to your body. The target must succeed on a Dexterity saving throw or become captured. While captured, the target has disadvantage on attack rolls and Dexterity saving throws. If the target attempts to move more than 15 feet away from you, it must succeed on a Strength saving throw. On a success, the target breaks the leash and is freed, but also takes 1d6 psychic damage.

I AM THE LAW

Starting at 6th level, you can use your Codex to transcribe new laws. Using an action, you enter one temporary postulate into your Codex. The new law persists for 1 minute. The postulate becomes known and valid to all creatures within 120 feet of you. A creature takes 1d6 psychic damage at the start of its turn if it has violated the postulate since the beginning of its last turn. The postulate must be valid for all affected creatures, including yourself, and it cannot be worded in a way to exclude certain creatures. Additionally, a postulate may only formulate one rule.

You regain the use of this feature after finishing a long rest.

NO WEAK LINKS

Starting at 10th level, your *leash* spell improves. When you cast the spell using Order points, the target makes the Strength saving throw to break free at disadvantage, and takes 3d6 psychic damage on a success.

ARCANE ARCHIVE

Starting at 14th level, you can use your Codex to access guild knowledge. You can add any desired wizard spell to your Codex by expending Order points equal to 10 times the spell's level. You may cast this spell as a bonus action. The spell disappears from your Codex after finishing a long rest.

I AM THE LAW

Valid postulates include:

- Creatures must not attack.
- Creatures must be prone.
- Creatures must speak the truth.

Invalid postulates include:

- Enemy creatures must not attack — it excludes certain creatures.
- Creatures must truthfully answer questions — the postulate formulates two rules.

~

"I FIND YOU GUILTY OF THE FOLLOWING
CHARGES: CONSPIRACY, MURDER,
EMBEZZLEMENT, PERJURY, AND IDENTITY THEFT.
THE VERDICT IS DEATH. MAY YOUR END BE
SWIFT AND PAINLESS!"
— HIGH JUDGE ORSILIA

FIGHTER: WOJEK COMMANDO

The League of Wojek, commonly referred to as simply “the Jeks,” are the elite soldiers of the Boros Legion, who also serve as military police. Wojek commandos are highly-trained warriors who work flawlessly as a team alongside fellow Boros Legion soldiers. They are often called upon by the guild to handle more delicate or dangerous missions.

SQUADRON HERALDRY

Each squadron of Wojek Commandos is a small, tight-knit family bonded together in battle. They take pride in their squad’s heraldry, which they only gain after a significant victory. When creating a Wojek Commando fighter, roll on the table below or pick the squadron heraldry that best fits your character.

HERALDIC SIGNS

d6	Mark
1	A flaming sword on a black and gold field.
2	A blazing sun, half red and half white.
3	A black broken sword in a red gauntleted fist.
4	A tower set before a red sun.
5	A white roc with wings of fire spread wide.
6	A white legionnaire’s helm on a red field.

MARTIAL MENTOR

When you choose this archetype at 3rd level, you learn to instruct others in the use of weaponry. Over the course of 1 hour, which can be during a short rest, you may grant proficiency in one simple or martial weapon to a number of allies equal to your Charisma modifier (minimum 1).

UNIT TACTICS

Starting at 3rd level, if an ally within 5 feet of you makes a successful weapon attack that deals damage against a creature, you have advantage on your next attack roll against that creature.

LEAD BY EXAMPLE

Starting at 7th level, whenever you make a successful weapon attack against a creature, you can choose one of the following options:

- The next ally who makes a successful weapon attack against the same creature before the beginning of your next turn adds damage equal to half your fighter level to the attack.
- An ally of your choice within 30 feet of you adds 2 to their AC against attacks made by the creature until the beginning of the ally’s next turn.

You can use this feature twice. You regain all expended uses on a short or long rest.

FIGHT AS ONE

Starting at 10th level, you can use your bonus action to choose one ally to act on the same initiative count as you for the rest of the combat. You choose who goes first.

After using this feature, you cannot use it again until you finish a short or long rest.

STAND AS ONE

Starting at 15th level, if you begin your turn with a conscious ally within 5 feet of you, you gain 10 temporary hit points until the beginning of your next turn.

TARGETED ASSAULT

Starting at 18th level, your Wojek training allows you to assist an entire squadron of warriors. You can use your bonus action to grant allies who attack a creature you have damaged with a weapon attack this round a +1 bonus to their attack and damage rolls. If the ally is within 5 feet of you, this bonus increases to +2. If you used your bonus action this round to attack with a second weapon, you can use this feature as part of that additional attack.

After using this feature, you cannot use it again until you finish a short or long rest.

CULT OF RAKDOS

Subject: Sighting of Cult of Rakdos guild operators by Agent 21, Oath of Depravity & College of Debauchery

To: Guildmaster Lazav, Duskmantle

BARD: COLLEGE OF DEBAUCHERY

Pain and pleasure, torture and tenderness: there is no particular distinction between these for the students of the College of Debauchery. Your *raison d'être* is the spread of chaos in the most exaggerated way possible. Performances on the street while the entire district burns down or orgies in temporarily-occupied buildings while the law besieges the premises are what gets your blood pumping. However, never forget why you are out there: seducing the abstinent and liberating the prudes! Fresh blood for Rakdos is what's needed to make Ravnica submit. Don't take it all too seriously though; Rakdos also enjoys smoldering corpses.

KINK

Each self-respecting bard in the College of Debauchery sports some kind of kink. The more the merrier! Choose whatever floats your boat or roll on the following table if you're an indecisive stick-in-the-mud:

RAKDOS KINKS

d6	Kink
1	My entire body, including my face, is covered in leather and spikes. Only the worthy are allowed to unwrap this present!
2	I only wear enough attire to prevent my arrest. My body is a work of art no soul should be deprived of!
3	If there's room for one more piercing or tattoo, I go for it. My lovers call me a breathing chain shirt.
4	I am an artist! Be it buildings or unconscious people, I love to smear my colors all over them.
5	I love to leave my undergarments in unusual places. I hope that one day someone special returns one of them to me.
6	Pain is where it's at. Sometimes I can't hold back and I have to punish myself. Preferably with plenty of onlookers!

*"INTO THE FLAMES I GAZE, MY
INSPIRATION ABLAZE! I PAINT YOUR LIFE'S
CULMINATION IN RED AND BLACK - BLOOD
AND ASH!"*

— ZIRTH, PAIN ARTIST

RAKDOS' BONDAGE

When you join the College of Debauchery at 3rd level, you gain proficiency with whips and nets. Your whip attacks deal d6 slashing damage.

Your nets' AC and the DC to free oneself or another creature from them is equal to your bard spell save DC.

PAIN AND PLEASURE

At 3rd level, you revel in the pain you induce. Each time you deal damage to a creature with a melee weapon attack, you can use your bonus action and expend one of your uses of Bardic Inspiration to roll a Bardic Inspiration die. The target takes additional psychic damage equal to the result and you gain an equal amount of temporary hit points.

Additionally, using your reaction, you can add your Charisma modifier to your AC against an attack from a creature you dealt damage to during your last turn. To do so, you must see the attacker.

STAGE PARTNERS

At 6th level, you form an intimate bond with your partner. When you deal damage to a creature with a melee weapon attack, you can cast a cantrip or a 1st or 2nd-level spell as a bonus action on the target. You don't need to expend a spell slot to cast this spell. If it's a spell attack, you have advantage on the roll. If the target must make a saving throw, it does so with disadvantage. If the spell would affect more than one creature, it only affects your target.

Once you use this feature, you can't use it again until you finish a short or long rest.

STAGE HOG

At 14th level, using your bonus action, you can summon a stage for your performance which remains for 1 minute. A 5-foot-square area of solid ground below you raises 10 feet, lifting you up in the process. While you're on your stage, you have the following benefits:

Fire! More Fire! You can summon pyrotechnics to enhance your performance. Using your reaction, you engulf a target that hit you with a weapon attack in flames. The target takes 1d4 fire damage.

Exhilarating Experience. You bathe in the attention and are motivated by your audience's lustful stares. At the beginning of your turn, you regain hit points equal to your Charisma modifier.

In Chains. Using a bonus action, you can summon chains that entwine a creature and attempt to pull it to the foot of your stage. Choose a creature within 30 feet of you that you can see. The target must succeed on a Strength saving throw against your bard spell save DC or be pulled 15 feet towards you.

Once you use this feature, you can't use it again until you finish a short or long rest.



PALADIN: OATH OF DEPRAVITY

Rakdos' most ardent sycophants swear the Oath of Depravity and dedicate their mind and body to chaos and subversion. These distorted paladins work in various ways to further Rakdos' influence: as twisted judges, advocates, brawlers, or bureaucrats in the Cult's mockery of civilization. They sow sand in the gears of order, seduce, and corrupt. The greatest pleasure to a paladin who swears this oath is to subtly ensnare the innocent and lawful and let their puppets dance in service of Rakdos without them ever realizing. All paladins of Rakdos, especially the sleeper agents, hone their skills and wait for their final call to arms: the Day of the Eternal Festival. The hour when all followers of Rakdos take up arms, shatter what is established, and celebrate forever and ever.

TENETS OF DEPRAVITY

These are the tenets enforced by Rakdos. Paladins who violate these commandments won't recognize themselves after Rakdos is finished with them.

Sow Chaos. Whenever you find a method to disrupt order, employ it. Chaos is the great equalizer; everybody's cards must be reshuffled.

Corrupt Everything. Whenever you see a chance to corrupt the lawful or innocent, take it. Subtlety is king: persuade rather than lie, lie rather than coerce, coerce rather than force.

Dominate Others. Whenever you see a ladder to ascend, tread on others to make the climb easier. Never rest until you stand on top of the pyramid!

Enjoy Pleasure. Whenever you find the time, let loose! Life is short and cruel, you must fill it with excesses to find meaning!

UNHOLY SYMBOL

Paladins who take the Oath of Depravity rarely wear their unholy symbol openly. However, if they do, it is usually something inconspicuous. The paladin either presents an item which is somehow important to them to Rakdos, who imbues it with its powers, or takes the unholy symbol of a fallen brother or sister. Picking randomly, the choice signifies much about the path the paladin is going to take, strangely mimicking the choices of the forebearer.

UNHOLY SYMBOL

d6	Symbol
1	An intricate tattoo, spanning most of your body. It could depict scenes of bloody battle or licentious orgies.
2	An earring or other piercing, filled with the blood of an innocent person you killed.
3	A former holy symbol, wrested from the dead hands of a devoted paladin.
4	A piece of Rakdos himself, like a tooth or nail.
5	An implement with which to consume substances, like a flask or pipe.
6	A small torture implement like a thumbscrew or a spike.

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Depravity Spells table. See the Sacred Oath class feature in the Player's Handbook for how oath spells work.

OATH OF DEPRAVITY SPELLS

Paladin Level	Symbol
3rd	<i>charm person, silent image</i>
5th	<i>detect thoughts, suggestion</i>
9th	<i>clairvoyance, sending</i>
13th	<i>Mordenkainen's faithful hound, phantasmal killer</i>
17th	<i>geas, modify memory</i>

DESTRUCTIVE SMITE

Starting at 2nd level, you can choose for your Divine Smite to deal either fire or necrotic damage any time you use the feature. Your smite cannot deal radiant damage. Your Divine Smite feature is not altered in any other way.



CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Hinder. You can use your Channel Divinity to cloud the minds of your foes and sow chaos. When an attacker within 10 feet of you targets a creature with a ranged attack or spell, you can use your reaction to change the target to a different, randomly chosen creature. If the target succeeds on a Wisdom saving throw (spell save DC), they can choose to target you instead of the random target.

Break. You can use your Channel Divinity to break the minds of the innocent and lawful. When you fail an Intimidation or Persuasion ability check in pursuit of your tenets, you can use your bonus action to repeat the check with advantage. The target also takes 1d6 necrotic damage if this new ability check succeeds.

AURA OF DEPRAVITY

Beginning at 7th level, you emanate a seducing aura of superiority and power. Enemies within 30 feet of you don't hit with full force since they are unsure about their convictions. Any successful weapon attack made against you does not add the attacker's ability modifier to the damage roll. Additionally, enemies in your aura don't have advantage on their Wisdom saving throw when you use the *charm person* spell on them.

At 18th level, the range of this aura increases to 90 feet.

DOMINATOR

Beginning at 15th level, your influence over others grows. Your Channel Divinity and Aura of Depravity features change.

Channel Divinity. If a creature affected by Hinder fails its saving throw, it must target itself instead.

Aura of Depravity. Hostile creatures in your aura take psychic damage equal to their attack's ability modifier each time they attack you.

CHAOS SPAWN

At 20th level, you become one of Rakdos' Chosen. You are imbued with the following powers, each of which you can use separately:

Demon Wings. Using an action, leathery wings sprout from your back and grant you a flying speed of 80 feet. The transformation lasts for 10 minutes. Once you use this feature, you can't use it again until you finish a short or long rest.

Fire Aura. Using a bonus action, you ignite a fiery aura that surrounds you. At the start of each of your turns, each creature within 5 feet of you takes 1d6 fire damage. A creature that touches you or hits you with a melee attack while within 5 feet of you takes 2d6 fire damage. The aura lasts for 1 minute. Once you use this feature, you can't use it again until you finish a long rest.

Dark Harvest. Using an action, you summon a scythe made of necrotic energy. Choose a point within 30 feet of you. Originating from that point, the scythe hits creatures in a 5-foot-wide and 30-foot-long line in a direction you choose. The targets must make a Constitution saving throw. A target takes 6d6 necrotic damage on a failed save, or half as much damage on a successful one. You gain 1d4 hit points for each creature that fails its saving throw. Once you use this feature, you can't use it again until you finish a long rest.

BREAKING YOUR OATH

In a paladin of the Oath of Depravity's life there might come a time when they show leniency, restraint, good will or remorse. Such transgressions happen when relationships like friendship or love form. The paladin may seek absolution by severing these relationships, preferably by killing the involved person. Furthermore, the paladin must render unto Rakdos a great gift, prostrate themselves, and renew their oath. If Rakdos finds their conviction lacking, the paladin is killed and consumed on the spot. A paladin who does not adhere, is hunted down and viciously killed by his brothers and sisters.

GOLGARI SWARM

Subject: Sighting of a Golgari Swarm guild operator by Agent 21, Way of Decay

To: Guildmaster Lazav, Duskmantle

MONK: WAY OF DECAY

Monks that follow the Way of Decay spend their time training and meditating in the sewage filled cesspits below Ravnica. Noxious fumes and corrosive fluids permeate their mind and bodies, rendering them a threat to every healthy organism. Their ultimate goal is to reduce all living things to their smallest building blocks, so that superior beings may form from the primordial goo they leave behind.

Most Way of Decay monks belong to the Devkarin, the so called shadow elves but among their ranks are also humans and kraul. The elite order of warriors is deployed as shock troops that shatter enemy moral and bones and their special abilities make them exceptionally good at their job.

ODDITIES

Your training in the murky pools and gas filled caverns changed your body in radical ways. You stand out amongst surface folk, and most followers of the Way of Decay cover their body in rags or bandages while they travel the streets of Ravnica.

ODDITIES

d6 Oddity

- | | |
|---|--|
| 1 | Green, fluorescent blood runs through your veins. |
| 2 | When you breath, you exhale a green mist. |
| 3 | Your skin is covered in pustules and pock marks. |
| 4 | Your head is bald and covered in scars |
| 5 | Each of your steps leaves acidic burn marks on the ground. |
| 6 | Your skin tone changes between a gangrene green and putrid brown over the course of the day. |

SYSTEM COLLAPSE

Decay Point Cost	Effect
3	The target takes 1d6 poison damage.
3	The target must succeed in a Constitution saving throw against your ki save DC or become poisoned until the end of your next turn.
4	The target takes 2d6 acid damage.
4	The target's AC is permanently decreased by 1, but never lower than 10 plus its Dexterity modifier.
5	The target takes 3d6 psychic damage.
5	The target loses concentration on a spell and can't use spells that require concentration for 1 minute.
6	The target takes 4d6 necrotic damage.
6	The target must succeed on a Constitution saving throw against your ki save DC or have disadvantage on all saving throws for 1 minute. The target can repeat the saving throw at the end of its turn, ending the effect on a success.
7	The target suffers 1 necrotic damage for each foot it moves for 1 minute.
7	The target must succeed on a Constitution saving throw against your ki save DC or become blinded for 1 minute. The target can repeat the saving throw at the end of its turn, ending the effect on a success.

TOXIC ACCUMULATION

Starting when you choose this tradition at 3rd level, you can saturate a creature's body with toxins and acids, eventually causing a system wide collapse. Each hit against a target gives them one Decay point. If you don't hit the target at least once every turn, the target loses all Decay points at the end of your turn. You can prevent a creature within 30 feet of you from losing its Decay points by spending 1 ki point on your turn.

After hitting a target with Decay points, you can use your bonus action to set the target's Decay points to 0. Choose effects with a Decay point cost equal to or less than the total number of Decay points on the target from the Sytem Collapse table. You may choose more than one effect.

AMORPHOUS SATORI

Starting at 6th level, your training in the sewers and close proximity to mutagens permanently changes your body. You can use your action to turn into a **gray ooze** (MM 243) for 1 hour.

Once you use this feature, you cannot use it again until you finish a long rest.

FETID SPUTUM

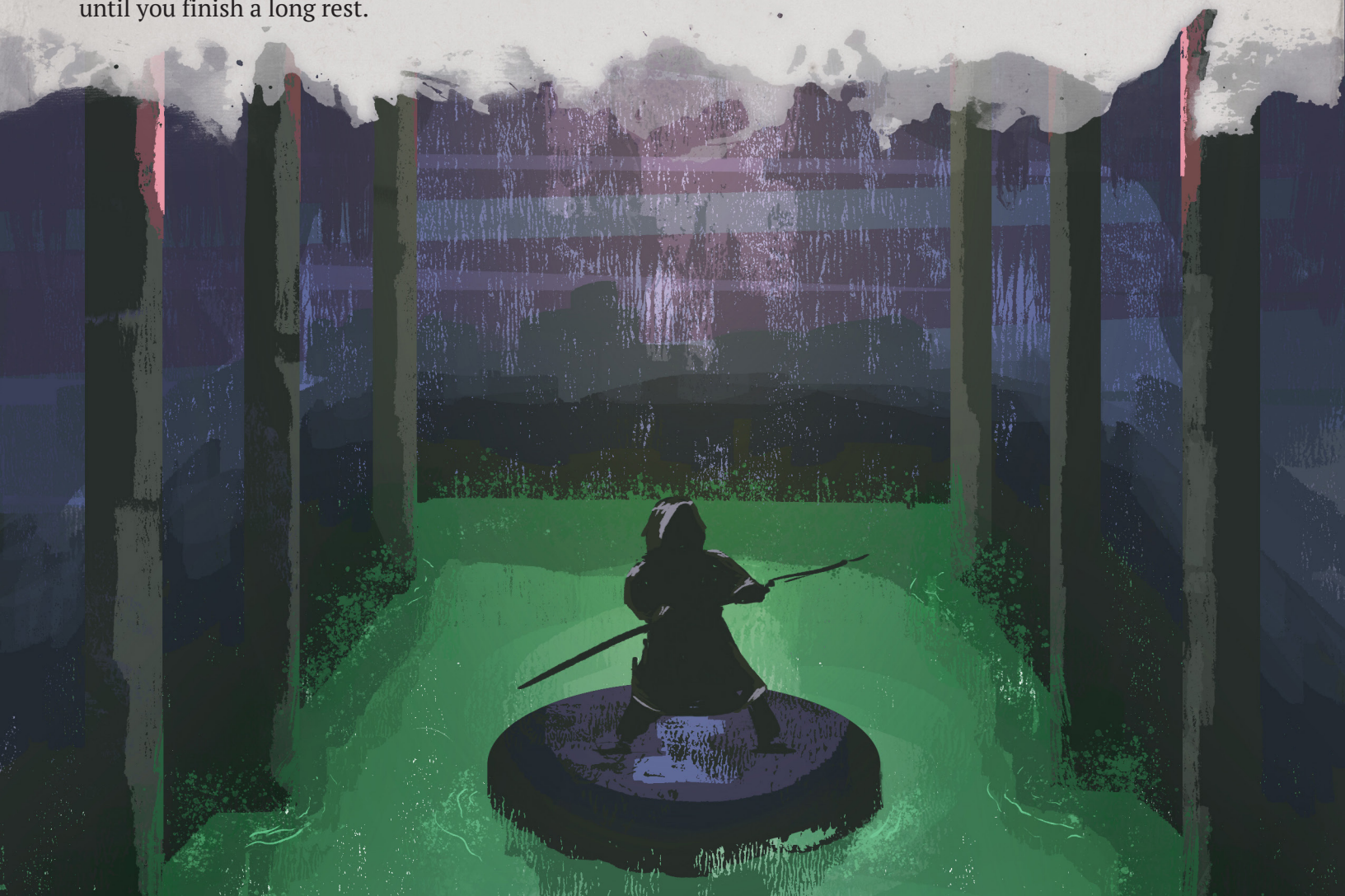
Starting at 11th level, you can produce a surplus of acids and bile in your stomach and launch it from your mouth. Using an action, you cover a 15-foot-long and 5-foot-wide line that extends from your position with hazardous material. Each creature in the line must make a Constitution saving throw against your ki save DC. A creature takes 4d6 poison damage on a failed save, or half as much damage on a successful one.

The line remains on the ground for 1 minute and a creature that starts its turn on the line must make the same saving throw as above. A creature that takes damage from this source gains 2 Decay points.

Once you use this feature, you cannot use it again until you finish a long rest.

CHILD OF THE SEWER

Starting at 17th level, your body completes its transformation. You have vulnerability to radiant damage, but each time you take poison damage, you are healed for this amount instead.



GRUUL CLANS

Subject: Sighting of Gruul Clan guild operators by Agent 21, Destruction Domain & Path of the Untamed

To: Guildmaster Lazav, Duskmantle

CLERIC: DESTRUCTION DOMAIN

The Gruul Clans have been abused and exploited by the other guilds since the signing of the Guildpact. While they were once the primal guardians of Ravnica's wild spaces, they now live destitute, violently clawing their way out from the bottom of Ravnican society. As the Gruul Clans rampage through Ravnica's streets, a new order of clerics have risen up. These wild priests urge the Gruul Clans to tear down symbols of civilization in an attempt to bring about the End-Raze, a glorious conflagration that will return Ravnica to its primal origins, when strength and savagery ruled. Destruction Domain clerics revere Ilharg, the Boar God, and bringer of the End-Raze.

HOLY SITE

The Clans' clerics of Destruction do not preach from high-walled temples adorned with sculptures and decorated altars. When creating a Destruction Domain cleric, you may roll on the table below or choose whichever holy site best fits your character.

HOLY SITE

d6 Site

- | | |
|---|--|
| 1 | A burned-out Azorius courthouse. |
| 2 | A ruined tenant house overgrown with thick vines and stinging nettles. |
| 3 | A large crater left by a worm in the Rubblebelt. |
| 4 | A mound of broken statuary collected by Ilharg's faithful. |
| 5 | A giant bonfire, fueled by debris from Gruul raids. |
| 6 | A colossal sinkhole used to make offerings to gods beneath the earth. |

DESTRUCTION DOMAIN SPELLS

Cleric Spells

1st	<i>burning hands, searing smite</i>
3rd	<i>enlarge/reduce</i> (enlarge only), <i>shatter</i>
5th	<i>erupting earth</i> *, <i>incite rage</i>
7th	<i>polymorph, wall of fire</i>
9th	<i>destructive wave, wrath of nature</i> *

* Appears in *Xanathar's Guide to Everything*

INCITE RAGE

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You inflame the emotions of one creature within range, driving them into a rage. When the target makes a melee weapon attack using Strength, they have a +3 bonus to the damage roll. Additionally, the target has advantage on Strength checks and Strength saving throws.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, you may select two targets. If you use a spell slot of 7th level or higher, you may select three targets.

BONUS PROFICIENCY

At 1st level, you gain proficiency with martial weapons.

DESTRUCTIVE SHOUT

From 1st level, you can emit a thunderous shout as an action to demolish the works of civilization. Choose one nonmagical object within 60 feet of you that you can see and isn't being worn or carried. The object takes 3d6 thunder damage, bypassing all damage thresholds. This damage increases to 5d6 at 8th level.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: BLOODRUSH

Starting at 2nd level, you can use your Channel Divinity to give a creature savage strength. As a bonus action, choose a creature within 30 feet of you that you can see. For the next minute, whenever the target reduces a hostile creature to 0 hit points, they roll one additional damage die on their next weapon attack.

CHANNEL DIVINITY: CALL TO ACTION

Starting at 6th level, you can use your Channel Divinity to free an ally from imprisonment. As an action, you call out to the primal forces of Ravnica and choose an ally within 30 feet of you that can hear you. The target may choose to immediately end one of the following conditions on itself: grappled, paralyzed, petrified, or restrained.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8. This damage is doubled against objects.

AVATAR OF THE RAZE BOAR

Starting at 17th level, you can beseech Ilharg to destroy even the greatest monuments of Ravnica. As an action, you summon a Huge-sized flaming spectral boar that charges in a 120-foot-long line away from you until it strikes a structure or other object larger than itself. If there are no such objects in the line, the boar charges to the end and fades away.

Each creature in the area must make a Strength saving throw equal to your spellcasting DC. A creature takes 4d8 fire damage and 4d8 force damage and is knocked prone on a failed save, or half damage and is not knocked prone on a successful one.

Nonmagical objects smaller than the boar that are not being worn or carried in the area are reduced to 0 hit points and destroyed. If the boar collides with a structure or other object larger than itself, that object takes 125 fire damage and 125 force damage. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

Once you use this feature, you cannot do so again until you finish a long rest.



BARBARIAN: PATH OF THE UNTAMED

The Gruul Clans have listened to the primal spirits of Ravnica since before neatly-laid cobblestones imprisoned the earth and soaring towers dared to challenge the skies. For many Gruul those voices are raging in captivity; foolish Ravnicans use their tyrannical civility in an attempt to control the uncontrollable. There are still vestiges of these primal forces: the great worms that tear Ravnica asunder, the savage will to survive of those doomed to the Rubblebelt, and the Gruul themselves.

There exists a deep tie between some of the Gruul's fiercest warriors and the primeval struggle for freedom. These barbarians form a bond with one of the few savage beasts that still roam Ravnica's wild places. Even the most steadfast of Boros legionnaires buckle at the sight of a Gruul warrior charging alongside a slaving great boar.

PERSONAL TOTEM

Barbarians along the Path of the Untamed fashion a physical totem to remind them of Ravnica's savage—and free—past. When creating a Path of the Untamed barbarian, roll on the table below or choose one that best fits your character.

PERSONAL TOTEM

d6	Totem
1	A bracer formed from worm scales.
2	Large-gauge earrings carved from boar tusks.
3	A cloak of raven feathers.
4	A bearskin tunic, studded with bone.
5	A statuette carved from shark bone.
6	A necklace of bones, claws, and fangs.

BESTIAL CUNNING

Starting when you choose this path at 3rd level, you gain proficiency in Animal Handling and Survival if you do not already have them. Additionally, when you use the Intimidate skill against beasts, your proficiency bonus is doubled.

BONDED IN RAGE

Starting when you choose this path at 3rd level, you gain a primal companion that accompanies you on your adventures and fights alongside you. The companion is friendly to you and your companions, and it obeys your commands. See the creature's game statistics in the Primal Companion stat block. You choose the companion's appearance. Common primal companions include apes, boars, panthers, and wolves.

In combat, the companion shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block or to take the Dash, Disengage, or Help action.

If you are incapacitated or absent, the companion acts on its own, focusing on protecting you and itself. The companion never requires your command to use its reaction, such as when making an opportunity attack.

If the companion dies, you can obtain a new one by spending 8 hours performing an ancient Gruul rite, after which a new companion appears and is immediately bonded to you.

COMPANION APPEARANCE AND MECHANICS

When a barbarian on the Path of the Untamed uses their Bonded in Rage feature to gain a companion, the player can choose any beast-like creature or even create their own. The primal companion's stat block is meant to represent combat statistics, not the appearance or personality of the companion. At your discretion, you may make small adjustments to the stat block to account for different types of companions, such as changing the attack's damage type.

SHARED ANGER

Starting at 6th level, when you enter a rage and your companion is within 120 feet of you, they gain the following benefits:

They have advantage on Strength checks and Strength saving throws.

When they make a melee weapon attack using Strength, they gain a bonus to the damage roll equal to the bonus in the Rage Damage column of the Barbarian table (see Player's Handbook).

They have resistance to bludgeoning, piercing, and slashing damage.

Additionally, you may select one of the following traits and add it to your companion's stat block. If you acquire a new companion, you may select a different trait.

Evasion. If the companion is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the companion instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Keen Senses. The companion has advantage on Wisdom (Perception) checks.

Skilled. The companion gains proficiency in Acrobatics, Athletics, or Stealth.

Trample. If the companion moves at least 20 feet straight toward a target and then hits it with an attack on the same turn, the target takes an extra 1d6 damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone. The DC of this trait is added to the creature's Might of the Master trait.

CALL THE RAGEBEAST

Starting at 10th level, when you rage your companion embodies the fury of nature itself. In addition to the effects of your other features, your companion becomes Large and is immune to the charmed and frightened conditions.

ETERNAL BOND

Starting at 14th level, your companion cannot die while you are raging. If your companion is reduced to 0 hit points, it continues to fight unhindered for up to 1 minute or until your rage ends before it becomes incapacitated and begins dying.

Additionally, when you enter a rage and your companion is within 120 feet of you, you can expend one additional rage to give your companion 1d10 + 5 temporary hit points. For each additional rage you use in this way your companion gains an additional 5 temporary hit points.

PRIMAL COMPANION

Medium beast, your alignment

Armor Class 13 (natural armor)

Hit Points equal to five times your level in this class + your Constitution modifier

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	5 (-3)	14 (+2)	7 (-2)

Skills Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages –

TRAITS

Hasted Assault. The companion can make an attack as part of the bonus action you use to rage.

Might of the Master. The following numbers increase by 1 when your proficiency bonus increases by 1: the companion's skill bonuses and the bonuses to hit and damage of its Bite.

ACTIONS (Require Your Bonus Action)

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target you can see. *Hit:* 1d8 + 2 piercing damage.

HOUSE DIMIR

Subject: Sighting of a rogue Dimir guild operator by Agent 21, Awakened

To: Guildmaster Lazav, Duskmantle

SORCERER: AWAKENED

House Dimir employs agents who are able to infiltrate both the minds and strongholds of their enemies. Before these agents receive their formal training, most must undergo a transformation, a forceful awakening of their sorcerous talents. This awakening involves secret serums and a small piece of living alien brain tissue that is inserted into the initiate's cranium. Some of the awakened become mind mages, others focus on assassination and spying.

To acquire new agents in a more controlled and safe manner, House Dimir started an extensive breeding program. The progeny of these unions would be born with extraordinary abilities. The breeding program was eventually discontinued, however, since complications with the parents arose. The agents were culled, and subsequent initiates were sterilized for safety reasons.

Guildmaster,

The newest batch of agents shows great promise. Only a handful died during their awakening. As always, we removed the catalyst and disposed of the bodies. The Golgari remain reliable customers in this regard: no questions, payed in unmarked gold ingots.

For the next subjects, I am planning to emerge them in hot water to speed up the tissue merger. This might decrease the mortality rate by up to three percent.



"RUNNING ONE OF THE GUILDS IS NO EASY TASK. I PERSONALLY OVERSEE SEVERAL FUNCTIONS IN DIFFERENT FORMS. IT KEEPS THE AGENTS ON EDGE AND SUPPRESSES DISSSENT. KNOWING THAT YOU CANNOT TRUST ANYONE, MEANS YOU CAN TRUST EVERYBODY.

ANOTHER SECRET FOR CONTINUED SURVIVAL IS TO ALWAYS BE ONE STEP AHEAD OF YOUR ENEMIES. IT CERTAINLY HELPS WHEN YOUR ADVERSARIES GROPE IN THE DARK AND YOU ARE THE ONLY ONE WHO BROUGHT A LIGHT."

— GUILDMASTER LAZAV

BODILY CHANGES

The radical transformation the initiates undergo sometimes changes their body in unforeseen ways. Some of the awakened embrace these changes, others try to hide them.

CHANGES

- | d6 | Changes |
|----|---|
| 1 | You lost all the hair on your body. |
| 2 | Your hair turned white, and your eyes look like those of a snake. |
| 3 | Your body is covered in colorful scales like that of fish. |
| 4 | You grew several new pair of eyes and now look spiderlike. |
| 5 | Your head grew to an unusual size and is covered in pulsating veins. |
| 6 | You grew a tail, or an additional one if you already had one or more. |

HOUSE DIMIR GRADUATE

At 1st level, you conclude your formal training in the arts of lobotomy, subterfuge, and infiltration. You gain proficiency with the Medicine skill and with tinker's tools, assuming you don't already have them. You also gain tinker's tools for free.

Using your tinker's tools, you can extract information directly from an unconscious or paralyzed creature's brain during a 10 minute surgery. A creature withstands your attempt to infiltrate its mind by succeeding on an Intelligence saving throw whereas the DC is set by a Dexterity check using tinker's tools. On a failed save, you learn the answer to a yes or no question or determine that the creature misses the information you seek.

INFILTRATOR

Starting at 1st level, you gain access to the *chameleon* cantrip which doesn't count against the number of cantrips you can learn.

Additionally, you can replicate the effects of certain spells according to the Awakened Spells table. You can cast these spells by spending sorcery points equal to their spell level instead of expending spell slots. You don't need to learn these spells to make use of this ability.

AWAKENED SPELLS

Sorcerer Spells Level

2nd	<i>alter self, spider climb</i>
4th	<i>major image, nondetection</i>
6th	<i>modify memory</i>

CHAMELEON

Transmutation Cantrip

Casting Time: 1 action

Range: Self

Components: M (Chameleon skin)

Duration: Concentration, up to 1 hour

You gain advantage on Dexterity (Stealth) checks.

MIND OVER MATTER

Starting at 6th level, you develop mysterious psionic powers. By using an action and spending 1 sorcery point, you are able to establish a mental connection with a creature within 60 feet of you that you can see. You must maintain concentration during that time, as if you were casting a spell.

At the end of your turns and at the end of the target's turns, you roll opposing Charisma checks. If you succeed, the target takes 2d6 psychic damage. If the target succeeds, you take 1d6 psychic damage.

You can sever the connection by using a bonus action. The connection is also severed when you and the target are farther than 120 feet away from each other. The target becomes aware of this fact.

HIVEMIND

Starting at 14th level, you become aware of your fellow awakened consciousness, as long as you are on the same plane. By using an action and spending 1 sorcery point, you gain the insights of hundreds of minds which grant you the following benefits for 10 minutes:

- You have advantage on all Intelligence, Wisdom, and Charisma checks.
- You become aware of the presence of creatures within 300 feet of you that have an Intelligence score of 4 or higher.
- If you would fail a saving throw, you can choose to succeed instead. You can use this benefit only once each time you use this feature.

Once you use this feature, you cannot use it again until you finish a long rest.

TRUE AWAKENING

Starting at 18th level, you become more and realize the source of your powers. You can let up to 6 creatures telepathically communicate with each other as long as they are within a mile of each other.

IZZET LEAGUE

Subject: Sighting of a Izzet League guild operator by Agent 21, Path of the Kybernet

To: Guildmaster Lazav, Duskmantle

BARBARIAN: PATH OF THE KYBERNET

The prototype kybernet was assembled in the Izzet League's Laboratory of Metallurgy after a near-fatal accident. In actuality, it assembled itself since the researcher, wounded in the explosion, replaced their own legs with mizzium facsimiles. Gradually, they swapped out more and more body parts after uncovering the many advantages these artificial limbs and organs brought with them.

The Izzet League soon started enhancing all their henchmen and guards, quickly gathering a reputation among the other guilds. These souls flock to the mad scientists and undergo countless surgeries, striving for the perfect body.

While the Izzet have long experimented with mizzium prostheses and short-term implants, this new line of kybernet enhancements requires the sturdiest bodies to take hold. Additionally, these implants are built for battle and don't need inconvenient recharging since they draw power from a source only few people possess: unbridled rage. Izzet researchers have recently begun to speculate if infusing the body with such high levels of mizzium can cause lasting psychological damage, but why stop now?



TECHNICIANS

Barbarians who follow the Path of the Kybernet have a close connection to their technician. More often than not, their technician knows more about them than their closest kin or lover. Quite literally speaking, they know them inside out. You might choose the name, background, or personality for your barbarian's technician if you desire, or roll on the Personal Technician table for inspiration.

PERSONAL TECHNICIAN

d6	Technician
1	A mad goblin named Jux who embellishes each implant with drawings of small skulls and bones.
2	A mad kobold named Grif who built a pair of wings for themselves and listens to loud kobold operas during operations.
3	A mad vedalken named Fuu who speaks in a soft voice and gets goosebumps when they touch mizzium.
4	A mad elf named Illy who encases their implants with burlwood since it looks stylish and hides oodles of cookies in their lab coat.
5	A mad tiefling named Setback who is in league with some sort of fiend and inscribes their implants with strange runes.
6	A mad gnome named Klunk who constantly forgets their rings and other jewellery inside their patients.

KYBERNETIC ASCENSION

Implants. Starting when you choose this path at 3rd level, you gradually replace parts of your body with implants. At 3rd level, and again at 8th, 12th, and 16th level, you can choose one modification detailed in "Implants" below. Adding implants is something your technician does without the need for special materials, gold, or other resources from you. Your technician can add implants over the course of a long rest, as long as they are nearby.

Energy Points. You have Energy Points equal to your barbarian level. You recover all of your Energy Points after finishing a long rest. While raging you can use an action and expend 1 Energy Point to use one of your implants.

Saving Throws. Some of your implant features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Implant save DC = 8 + your proficiency bonus + your Constitution modifier

CONSERVATION OF ENERGY

Beginning at 6th level, you learn how to better balance your energy supply. You recover 1d4 Energy Points after finishing a short rest. Once you use this feature, you cannot use it again until you finish a long rest.

RAGE AGAINST THE MACHINE

Beginning at 10th level, you learn to conjure rage-energy in a controlled manner. You can use an action and expend 2 Energy Points to use one of your implants. You do not have to be raging to use this feature.

PERFECTION

Starting at 14th level, you become more machine than living creature. You are immune to the frightened condition. Additionally, you no longer need food or drink, and you don't need to sleep. You can place your implants in a low power consumption state for 4 hours to gain the benefits of a long rest. During this time you fully perceive the world around you and can perform simple tasks, such as maintaining gear or reading. However, you still have the ability to sleep if you wish.

"I HAVE NEVER SEEN RAW POTENTIAL OF THIS MAGNITUDE. GUILDMASTER NIV-MIZZET IS ALREADY INFORMED AND APPROVED EXTENSIVE EXPERIMENTS. SHOULD WE SUCCEED IN HARNESSING THE RAGE, THE SKY IS THE LIMIT!" — HEAD OF KYBERNETIK RESEARCH, AARDAN NIM

IMPLANTS

Select one of the implants below at 3rd, 8th, 12th, and 16th level.

Boosters. This implant replaces both of your legs with improved kybernetic versions. By concentrating rage-energy into your feet, you can propel yourself to superior speeds. You can either move horizontally for 60 feet or vertically for 30 feet. If you move at least 30 feet, you can make a melee attack as part of this action. The attack deals an extra 1d6 force damage on a hit.

Breeder Reactor. This implant replaces most of your inner organs. Using your rage-energy, you can restore your biological body and implants. You regain 1d6 + your Constitution modifier hit points. If you have 0 hit points and at least 1 Energy Point remaining, the implant activates automatically at the start of your turn. You do not need to rage for the implant to activate automatically. Each time this feature activates automatically, you suffer one level of exhaustion.

Force Canon. This implant replaces one of your arms with an improved kybernetic version. One creature within 120 feet of you that you can see is hit by a bundled stream of rage-energy and must make a Dexterity saving throw. A target takes 2d6 force damage on a failed save, or half as much damage on a successful one. This damage increases to 4d6 at 12th level.

Mizzium Ocular. This implant replaces one of your eyes with an improved kybernetic version. Choose a creature within 120 feet of you that you can see. For 1 minute, you can add 1d4 to attack or damage rolls made against the target. You must choose either attack or damage rolls each time before making the attack roll. Additionally, the Mizzium Ocular allows you to use an action and expend 1 Energy Point to cast detect magic without components.

Subdermal Shielding. This implant is installed between your skin and muscle. Your AC is permanently increased by 2, and your Charisma is permanently decreased by 2. Additionally, you gain resistance to one of the following damage types: fire, cold, acid, lightning, or thunder. This implant does not count as armor for your Unarmored Defense feature.

Cranial Amp. This implant enhances your brain and replaces parts of your skull. Choose a creature within 30 feet of you that you can see. You can either use the message cantrip or deal 2d4 psychic damage to the target.

Pneumatic Hammer. This implant replaces one of your arms with an improved kybernetic version. Make an attack roll against a creature within 5 feet of you. On a hit, the creature takes 2d6 + your Strength modifier bludgeoning damage. A Large or smaller creature must succeed on a Strength saving throw or is pushed back 10 feet. This attack deals double damage to constructs, objects, and structures. If you are using a one-handed weapon in your other hand and have the arm with this implant free, you can make this attack as a bonus action when you take the Attack action.

Nova Blaster. This implant replaces parts of your back and spine with kybernetic accumulators and antennas. You can release your rage-energy as deadly lightning arcs. Creatures within 5 feet of you must make a Dexterity saving throw. A target takes 2d6 lightning damage on a failed saving throw and has its speed reduced to 0 until the end of its next turn, or half as much damage on a successful one and its speed is not reduced. Additionally, as long as the implant is installed, you gain resistance to lightning damage.

EXCHANGING IMPLANTS

Exchanging already installed implants isn't possible under the usual rules. Using these alternative rules, a character can access different implants:

- Previously installed implants are disassembled if necessary or rendered inactive.
- Exchanging installed implants requires one week of downtime, which must be spent in an Izzet League laboratory.
- When exchanging an implant, roll a d20. On a 10 or lower, the implant needs an additional week to become operational.

ORZHOV SYNDICATE

Subject: Sighting of an Orzhov Syndicate guild operator by Agent 21, Extortionist

To: Guildmaster Lazav, Duskmantle

ROGUE: EXTORTIONIST

At some point everyone in Ravnica owes the Orzhov Syndicate something. The complex web these debtor-creditor relationships create gives Orzhov agents unprecedented leverage over the city, from the lowliest goblin fighting to survive to Azorius senators passing down judgement from their high seats. Some Orzhov members are allowed to utilize these debts in their work for the Syndicate; what they are called within the guild, if anything, is unknown, but most Ravnicans simply call them extortionists.

INDEBTED

Everyone owes someone something, even Orzhov extortionists. When creating an Orzhov extortionist, you may roll on the table below or choose whichever best fits your character.

INDEBTED

d6 **I owe...**

- | | |
|---|---|
| 1 | Another Orzhov for funding my legal defense. |
| 2 | A krull death priest for calling off the Golgari when I was found in their territory. |
| 3 | A Selesnya healer for curing a childhood disease. |
| 4 | An Izzet goblin researcher for not blowing me up. |
| 5 | A Boros legionnaire for overlooking a minor offense. |
| 6 | A Rakdos for not selecting me to participate on stage. |

“SOLDIERS DO NOT WIN WARS. THE SWORD IS NOT THE MOST DEADLY WEAPON. NO, IT IS COLD, HARD COIN THAT HAS SENT COUNTLESS TO THEIR DEATHS — AND RISEN TO GREAT HEIGHTS — MORE THAN ANY OTHER WEAPON. GRIP SOMEONE’S COIN PURSE AND YOU MAY AS WELL GRIP THEIR SOUL.” — ALEKSI BODKOV, ORZHOV MINISTRANT

GOLDEN WORDS

Starting at 3rd level, whenever you credibly leverage imposing, increasing, or collecting debts as part of a Charisma ability check, you have advantage on the ability check.

A NOTE ON GOLDEN WORDS

This class feature is meant to represent the fear an Orzhov’s words can instill. The DM should decide what constitutes credibly leveraging Orzhov debts. For example, threatening to send debt collectors after a tavern owner is a reasonable thing the Syndicate would do, and something any sensible tavernkeep would fear. Boasting that you will bankrupt the Gruul giant who doesn’t have two zibs to rub together doesn’t pack the same punch, however.

EXTORT

Starting at 3rd level, you can use the vast network of debts owed to the Orzhov Syndicate to get what you need. By spending 3 uninterrupted hours on the streets of Ravnica, you find a debtor who gives you one of the following (your choice):

- Any one nonmagical item worth 15 gp or less. You can keep this item without consequences.
- Any one item worth 100 gp or less. You must return this item to its owner within 24 hours or risk losing renown with the Orzhov Syndicate. Your DM decides if and when you lose renown for this offense.
- The services of a trained academic, artisan, or other professional. The target makes one ability check using a skill of your choice with a +5 bonus to the roll.
- Safe harbor for a number of hours equal to your Charisma modifier.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

TIGHTEN THE GRIP

Starting at 9th level, your ability to leverage Orzhov debts has greatly increased. Whenever you use your Extort class feature, choose from the following:

- Any one nonmagical item worth 75 gp or less. You can keep this item without consequences.
- Any one item worth 500 gp or less. You must return this item to its owner within 24 hours or risk losing renown with the Orzhov Syndicate. Your DM decides if and when you lose renown for this offense.
- The services of an expert academic, artisan, or other professional. The target makes one ability check using a skill of your choice with a +8 bonus to the roll.
- Safe harbor for a number of days equal to your Charisma modifier.
- One piece of uncommon knowledge about a person, place, or item of significance.

BUT THEY CAN MAKE INFINITE GOLD!

Taken purely at face value, it is possible that a player uses the Extort class feature to continually gain items they are not obligated to return and resell them for some amount of currency. If this becomes an issue in your game, we recommend to remind the extortionist that these are the Orzhov Syndicate's debts, not personal debts owed to the player character. Repeated abuse may result in loss of renown or more drastic—and violent—punishments.

AN OFFER THEY CAN'T REFUSE

By 13th level you are able to leverage debts from highly renowned members of other guilds. If you spend 3 uninterrupted hours in an area, you can choose a guild with a significant presence in that area. You force a member of that guild with a renown score of 25 or lower to provide you with one benefit of their rank for 24 hours. For example, an Azorius judge can provide you the services of soldiers and lawmages, or an Izzet supervisor could give you an Izzet charm.

Once you have used this feature, you must finish a long rest before using it again. You cannot choose the same guild more than once in seven days.

DEEP POCKETS

When you reach 17th level, you are able to influence the most powerful individuals in Ravnica. Whenever you use your A Deal They Can't Refuse class feature, the target can have a renown score of up to 50. While these people will honor the deal, the consequences of pressuring such a powerful individual may be dire.

~
“COIN FLOWS LIKE BLOOD IN RAVNICA'S STREETS.” — PONTIFF ISKA

SELESNYA CONCLAVE

Subject: Sighting of a Selesnya Conclave guild operator by Agent 21, Circle of the Worldsoul

To: Guildmaster Lazav, Duskmantle

DRUID: CIRCLE OF THE WORLDSOUL

Mat'Selesnya—the Worldsoul to the common Ravnican—is more than just an embodiment of nature and life to the Selesnya Conclave. The primal force represents the ties that exist between all living things; from the simplest worm to an Azorius judge, from a hawk soaring high above Ravnica to a guildless goblin huddled in the Rubblebelt, the Worldsoul binds everything together.

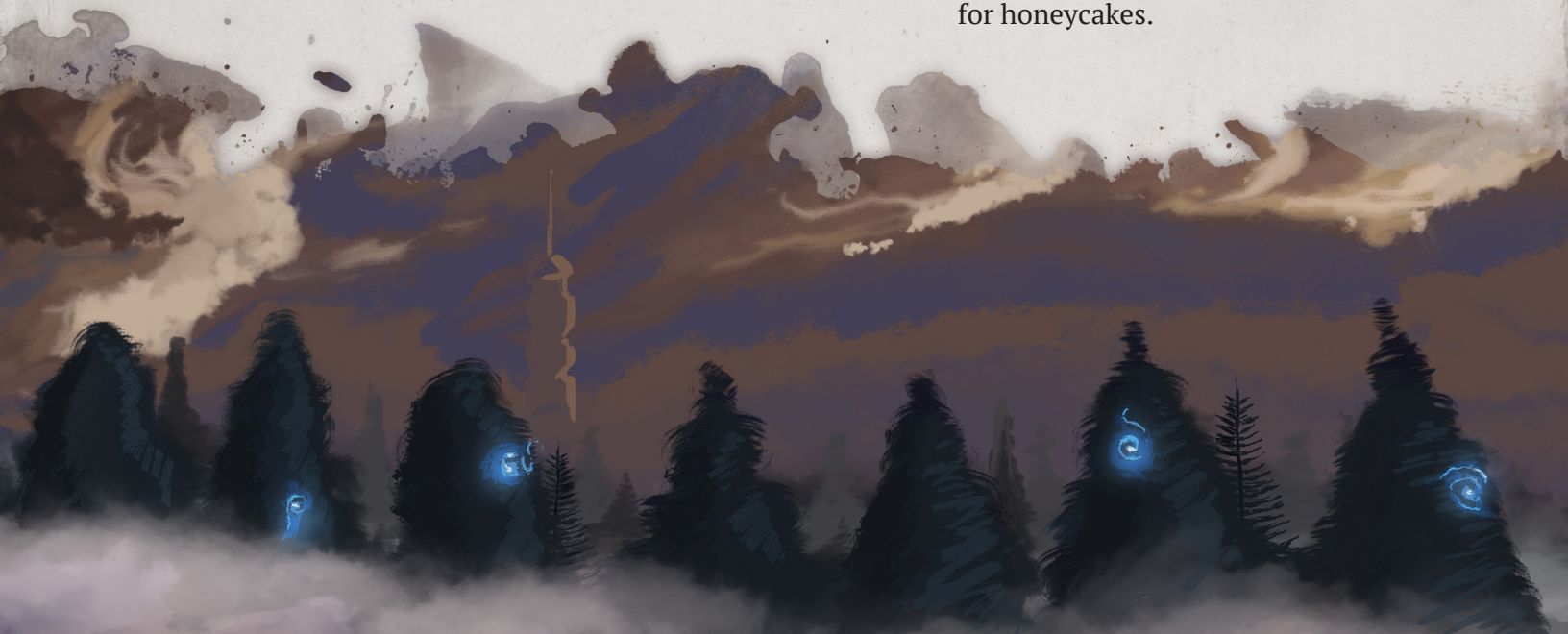
Many of the Selesnya Conclave's druids tend to various aspects of Mat'Selesnya in the physical world. There are some—the Circle of the Worldsoul—who instead revere the connections from one living thing to another. These druids seek to tend to whole communities, or vernadi, as they are known to the Conclave. Rather than focus on material matters of growing crops or tending to beasts that have overstepped their bounds, the Circle of the Worldsoul repairs much deeper problems that threaten to rip Ravnica apart.

KEEPSAKE

The home is a sacred place to druids of this circle. When one decides to leave behind their vernadi and enter a wider community, they often take with them a keepsake from home. When creating a Circle of the Worldsoul druid, you may roll on the table below or choose whichever keepsake best fits your character.

KEEPSAKE

d6	Keepsake
1	A statuette carved in the likeness of a parent or guardian.
2	A child's toy that you have cherished for as long as you can remember.
3	A preserved nut or fruit gifted to you by your voda.
4	A set of panpipes a friend played as you left.
5	The threadbare cloak you can never let go.
6	Your grandmother's recipe for honeycakes.



BONDS OF COMMUNITY

Starting at 2nd level, you can use an action to touch a creature affected by one or more of the following conditions: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, or is suffering from one or more levels of exhaustion. You transfer one condition or one level of exhaustion from the target to yourself for a number of rounds equal to your druid level. For the duration of the effect, the target is immune to the same condition. When the effect ends, the transferred condition returns, provided that its duration has not expired in the meantime and that it has not been cured on the target through other means.

You do not make a saving throw against this condition nor can you reduce the duration of the effect in anyway. If you would otherwise be immune to the condition, you still suffer it for purposes of this effect.

Starting at 10th level, you can affect any creature within 30 feet of you that you can see.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

CIRCLE SPELLS

Your mystical connection to the Worldsoul infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells granted to you by Mat'Selesnya. These spells emphasize the harmonious community the Conclave seeks to bring to Ravnica.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid or Selesnya Conclave spell lists, the spell is nonetheless a druid spell for you.

~

*"EVERYDAY, OUR FORCES GROW IN NUMBER
AND SIZE. NO WONDER, THE EARTH WAS
FERTILIZED BY OUR FALLEN SOLDIERS' BLOOD."
— COMMANDER IRLING*

CIRCLE OF THE WORLDSOUL SPELLS

Druid Level Spells

3rd	<i>bless, ceremony*</i>
5th	<i>calm emotions, warding bond</i>
7th	<i>create food and water, glyph of warding</i>
9th	<i>guardian of faith, Mordenkainen's private sanctum</i>

* Appears in *Xanathar's Guide to Everything*

EMBRACE OF MAT'SELESNYA

Starting at 6th level, you can use your reaction when you and at least one ally within 60 feet of you that you can see are forced to make a saving throw against the same spell or effect. Any allied creature that was also forced to make the saving throw may choose to use the saving throw bonus of any other allied creature affected by the same spell or effect.

Once you use this feature, you can't use it again until you finish a short rest.

CONVOCAION

Starting at 10th level, the Worldsoul empowers you to call forth more allies. Whenever you conjure more than a single beast, elemental, or fey, you summon two additional creatures of challenge rating 1/2 or lower, or three additional creatures of challenge rating 1/4 or lower.

TIES THAT BIND

Starting at 14th level, if an allied creature you can see within 60 feet of you is reduced to 0 hit points, you can use your reaction to save them at your own peril. You are reduced to 0 hit points and immediately begin dying. Instead of being reduced to 0 hit points, the target has a number of hit points equal to your hit point total when you use this feature.

Once you use this feature, you can't use it again until you finish a long rest.

SIMIC COMBINE

Subject: Sighting of a Simic Combine guild operator by Agent 21, Simic Retriever

To: Guildmaster Lazav, Duskmantle

RANGER: SIMIC RETRIEVER

The Simic Combine's biomancers require a great many specimens for their research, many of which would easily kill the scientists given the chance. Early in the Combine's history these brave researchers would forge out on their own to collect what they needed, and many died as a result. Their time was dedicated to rigorous study of both the natural and arcane, not how to track and subdue deadly beasts. The Combine began working with soldiers from the Boros Legion and skilled Selesnya trackers to bring in rare creatures for study. Shortly after, however, the Combine formed their own small group of talented operatives they called Retrievers.

Simic Retrievers work with all of the clades to ensure the guild's laboratories are stocked with test subjects. Retrievers often live alone, secluding themselves from zonet politics. When they are called on to lead expeditionary parties, they are expected to deliver efficiently, and are paid handsomely. While a Retriever can come from any walk of life, most have military experience and few care for the complex sciences studied by their biomancer employers.

HAZARDOUS DUTY

A Retriever's line of work pits them against tentacles horrors and acid-spewing abominations. Many Retrievers carry scars from their hunts, and wear them proudly as a badge of honor. When making a Retriever ranger, you may roll on the table below or choose a scar that best fits your character.

HAZARDOUS DUTY

d6 Scar

- | | |
|---|--|
| 1 | Your hair doesn't grow where a flying horror raked you with its claws. |
| 2 | A gelatinous cube dissolved most of one of your fingers. |
| 3 | All of the color is gone from your skin where a ghost touched you. |
| 4 | You lost an eye to an otyugh. |
| 5 | A manticores tail spike is still embedded in your skin. |
| 6 | You lost most of an ear to a demon. |

NOVICE BIOMANCY

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Retriever Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

SIMIC RETRIEVER SPELLS

Ranger Spell Level

- | | |
|------|---------------------|
| 3rd | <i>false life</i> |
| 5th | <i>alter self</i> |
| 9th | <i>gaseous form</i> |
| 13th | <i>giant insect</i> |
| 17th | <i>reincarnate</i> |

WELL-INFORMED HUNTER AND GAME PACE

The Well-Informed feature can be adjusted based on how quick your campaign plays out. If your party is given regular downtime, consider using one day, as stated above. However, if your campaign is always on the move, consider lowering this to a long rest and removing the requirement of having access to a Simic laboratory.

WELL-INFORMED HUNTER

Starting at 3rd level, you are able to draw upon the Simic Combine's vast knowledge of Ravnica's strange monsters. If you spend one day of downtime with access to a Simic laboratory (see sidebar for more information), you can choose one additional favored enemy. This favored enemy cannot be two races of humanoids.

BRING THEM IN DEAD...

At 3rd level, you are able to make quick, deadly attacks against your chosen quarry. The first time you take the Attack action against a favored enemy in a combat, you can make one additional weapon attack as part of that action. You ignore all damage immunities and resistances the target has for these attacks. When you reach 11th level in this class, these attacks deal an additional 1d8 damage.

...OR ALIVE

Starting at 7th level, you can use an action to convince your prey to follow you. Choose one creature that is your favored enemy within 30 feet of you that you can see. It must make a Wisdom saving throw (save DC equal to your ranger spell save DC), and it does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you for 1 hour or until you or your companions do anything harmful to it. The charmed creature is friendly to you and will follow simple commands if you can communicate with it. It will not do anything harmful to itself, but will defend itself if attacked.

You can use this feature twice. You regain all expended uses on a long rest.

STUDIED DEFENSE

Starting at 11th level, you can use your knowledge of Ravnica's monsters to steel yourself against their attacks. Choose one favored enemy, for the next hour you have advantage on saving throws they force you to make against being blinded, charmed, deafened, frightened, incapacitated, paralyzed, petrified, poisoned, restrained (if not part of a grapple), and stunned. Additionally, you cannot be surprised by this favored enemy for the duration.

After using this feature, you cannot use it again until you finish a long rest.

EVOLVE

Starting at 17th level, you can use Simic magic to adapt your own body to better fight your foes. Choose a favored enemy within 30 feet of you that you can see. By spending an action, you can choose three of the options below. These effects last for 1 minute or until the target is reduced to 0 hit points.

- If the target is larger than you, your size increases to Large.
- If the target has a higher AC than you, gain +2 AC. If your AC becomes equal to or greater than the target's during the duration of this effect, such as being targeted by a *haste* spell, you immediately lose this bonus.
- If the target has a higher walking speed than you, your speed increases by 15 feet.
- If the target has a burrowing, flying, or swimming speed and you do not, gain one of your choice. You move at a rate equal to half your walking speed.
- Gain one of the target's saving throw proficiencies that you do not have.
- Gain one of the target's damage resistances.

Your DM may also allow you to take on certain monster features as part of these options. Examples include a black pudding's amorphous trait or a troll's regeneration. These features should relate to your physical body. A vampire's charm trait, for example, would not be suitable for this feature.

After using this feature, you cannot use it again until you finish a long rest.



New Alliances Within the Biomancers?

While acting as a courier for a prominent Simic biomancer, I was able to employ certain divinations to ascertain that the letter I was carrying was, in fact, a contract. A grizzled veteran — former Boros, I believe — calling themselves a “retriever” had agreed to work for the biomancer, and for no small sum.

Intrigued, I followed the woman, looking every bit the part of a hardened warrior, and was able to influence her with enchantment magic. She readily dispensed with story after story of how the biomancer pays her to hunt and retrieve rare monsters across Ravnica. No doubt the biomancer and their colleagues use these specimens in their research.

Could there be others like this so-called retriever?

