

RAVNICA EXTENDED: COMPLETE EDITION

Subclasses and options for the Ravnica campaign setting



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2020 by Stephen Hicks and published under the Community Content Agreement for Dungeon Masters Guild.

Cover Art:

DM's Guild Creator Resource - Locations
LibrisMortis_graves

RESOURCES AND KEY

The options found in this supplement are for a variety of characters and classes. These choices include what are commonly referred to as subclasses, a choice made during a class's early levels that provides special features, as well as racial options, items, and feats.

The rules for the classes themselves can be found in the *Player's Handbook* in the case of the Sorcerer, Warlock, and Wizard, or *Eberron: Rising from the Last War* in the case of the Artificer.

Additionally, some of these options may list spells that it gains access to. Such spells will be marked with a single mark (^) if they can be found in the *Player's Handbook*, or two marks (^) if they can be found in *Xanathar's Guide to Everything*.

If a monster is listed in a section, it will be in **bold** if it's stats can be found in the *Monster Manual*, or *italics* if it's stats can be found in **Volo's Guide to Monsters**.

If a playable race is mentioned, it will have an abbreviated source next to it, such as (PH) for the *Player's Handbook* or (GGtR) for the *Guildmaster's Guide to Ravnica*.

This document was made and formatted through the use of The Homebrewery, found at homebrewery.naturalcrit.com

FOREWORD

This compendium, as well as the supplements for the other guilds of Ravnica, are designed to offer a wider variety of options for campaigns set in the city of guilds. Each section offers options for multiple classes, as well as other options such as items or spells to further distinguish characters of a guild and let them stand apart.

The options in this compendium contain those of all ten guild supplements, as well as additional options in the form of guild feats.

These options are intended for members of the respective guilds, though your DM may allow you to take the options to represent a former member or something else. For more details on the particular guilds and their organization, look to the *Guildmaster's Guide to Ravnica*.

CONTENTS

[Azorius Senate](#) **Pages 3 - 5** (Bard - College of Decrees) (Paladin - Oath of the Hussars) (Wizard - Scribe Tradition) (New Items) (New Familiar)

[Boros Legion](#) **Pages 6 - 10** (New Fighting Style) (Cleric - Justice Domain) (Fighter - Boros Commando Archetype) (Paladin - Oath of Truefire) (Sorcerer - Embermage Origin) (New Items)

[House Dimir](#) **Pages 11 - 16** (Rogue - Whisper Agent) (Sorcerer - Vampiric Origin) (Warlock - The Nightmare Patron) (New Items) (New Spells) (New Familiar)

[Golgari Swarm](#) **Pages 17-20** (New Race - Gorgon) (Barbarian - Path of the Troll-Blooded) (Ranger- Swarmcaller Archetype) (Rogue - Deathrite Archetype) (New Items)

[Gruul Clans](#) **Pages 21 - 26** (Barbarian - New Totem Warrior options) (Barbarian - Path of the Old Ways) (Druid - Circle of the Burning Tree) (Ranger - New Beast Master options) (Warlock - Raze-Board Patron) (New Items) (New Spell)

[Izzet League](#) **Pages 27 - 32** (Artificer - Flux Channeler Specialty) (Sorcerer - Weird Origin) (Warlock - Firemind Patron) (Wizard - Experimenter Tradition) (New Spells)

[Orzhov Syndicate](#) **Pages 33 - 36** (Cleric - Tithe Domain) (Paladin - Oath of Obligation) (Rogue - Enforcer Archetype) (Sorcerer - Vampiric Origin) (New Items)

[Cult of Rakdos](#) ***Pages 37-40** (Barbarian - Path of Carnage) (Bard - College of Discord) (Monk - Way of the Shred-Freak) (Rogue - Blade Artist Archetype) (New Weapons) (New Items) (New Spells)

[Selesnya Conclave](#) **Pages 41 - 43** (Monk - Way of the Transluminant) (Ranger - Concourse Knight Archetype) (Warlock - Lifesong Patron) (New Items) (New Spell)

[Simic Combine](#) **Pages 44 - 47** (New Simic Hybrid options) (Artificer - Biomancer Specialty) (Druid - Circle of Plasm) (Ranger - New Beast Master options) (Sorcerer - Mutant Origin)

[Feats](#) **Pages 48-50**

AZORIUS SENATE

BARD COLLEGE - COLLEGE OF DECREES

Among the organization of the senate are many beauracrats, officials, and orators tasked with carrying out the myriad of laws and statutes set forth. Some with a great talent for words are able to use their skills not to entertain, but to affirm these laws and make announcements of them to the general populace.

BONUS PROFICIENCIES

When you join the College of Decrees at 3rd level, you gain proficiency with shields. You also gain proficiency with calligrapher's supplies. In addition, you may use a holy symbol as a spellcasting focus for your bard spells.

DRONING ORATION

Starting at 3rd level, you can imbue your speech with orderly law magic. If you speak for at least 1 minute, you can attempt to instill obedience into listeners by reciting codes, laws, statutes, or similarly dull information. At the end of the performance, choose a number of humanoids within 60 feet of you who listened to all of it, up to a number equal to half your bard level plus your Charisma modifier (minimum of 1). Each target must succeed on a Wisdom saving throw against your spell save DC or gain a level of exhaustion. If the creature already has a level of exhaustion, this effect cannot give them level 6 exhaustion. While the target has this level of exhaustion, it becomes indifferent about creatures of your choice that it is hostile towards, and it avoids violence or unlawful acts.

This effect ends once the target finishes a short or long rest, if it takes any damage, or if you attack it. If the target succeeds on its saving through, the target it is unaware of the magical effects of your speech, though may still be bored by your words. Once you use this feature, you can't use it again until you finish a short or long rest.

OVERRULING INJUNCTION

Starting 6th level, you are able to call upon higher ranking law magic to protect or detain. As an action, you may cast *magic circle*^ without expending a spell slot. When cast in this way, you may also have the spell ward against all creatures, rather than those of a certain type. If you do, you may also designate creatures up to a number equal to your Charisma modifier (minimum of 1). Those creatures are unaffected by the spell.

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

GRAND FILIBUSTER

At 14th level, your words hold even greater authority and power. As a bonus action, you may begin a lengthy speech, a faint glow surrounding you for 1 minute or until your concentration ends (as if you were concentrating on a spell). During this time, you must use a bonus action on each of your turns to continue speaking without pause. Creatures who can hear you become aware of the magical weight of your speech.

After 1 minute, if your concentration was not broken, each living creature of your choice within 60 feet who could hear you during the duration must succeed on a Wisdom saving throw or become stunned for 1 minute. A creature that succeeds on this saving throw is instead incapacitated for 1 minute. For the next 24 hours, the creatures will seek to follow the law to the best of their ability.

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

PALADIN OATH - OATH OF THE HUSSARS

Hussars are the most militant force among the Azorius, tasked with patrolling the streets and enforcing their myriad of laws on the masses. Those among them hold the law to the highest degree, and rarely hesitate to arrest an offender.

TENETS OF THE HUSSARS

Hussars devote themselves to the ideals of law and order.

Law. The law is paramount. It is the force that holds society together, and it must be respected.

Logic. In places where the law may falter, your own judgement must carry the day. Act based upon reason and facts.

Calm. Crimes of passion are the hardest to stop. Impede those who you see succumbing to wild emotions.

Duty. Be responsible for your actions and their consequences, and obey those who have authority over you.

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Hussars Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE HUSSARS SPELLS

Paladin Level	Spells
3rd	<i>alarm</i> ^, <i>sanctuary</i> ^
5th	<i>silence</i> ^, <i>skywrite</i> ^^
9th	<i>clairvoyance</i> ^, <i>counterspell</i> ^
13th	<i>arcane eye</i> ^, <i>resilient sphere</i> ^
17th	<i>dawn</i> ^^, <i>wall of force</i> ^

WARD CASTING

You may cast any paladin spell you know, including those gained from the Oath of the Hussars Spells table, as a ritual if that spell has the ritual tag.

CHANNEL DIVINITY

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

Detain. As an action, you present your holy symbol to a creature within 30 feet that can see or hear you. It must succeed on a Charisma saving throw or be restrained and incapacitated for 1 round.

Palliation Accord As a bonus action, you present your holy symbol as spectral shields form in the air around you. You gain a number of temporary hit points equal to your Charisma modifier (minimum of 1) times the number of hostile creatures you can see or hear. While you have these temporary hit points, you have advantage on any weapon attack you make as a reaction.

AURA OF ORDER

Starting at 7th level, your runes and wards work to keep you and your allies unharmed by more chaotic energies. You and friendly creatures within 10 feet of you have resistance to acid, fire, necrotic, poison, and thunder damage.

At 18th level, the range of this aura increases to 30 feet.

RIGHTEOUS AUTHORITY

Starting at 15th level, those who attempt to harm you suffer immediate punishment for their defiance. Whenever a creature within 30 feet of you makes an attack against you or a friendly creature you can see, that creature takes radiant damage equal to your Charisma modifier (minimum of 1) if you're not incapacitated.

MARTIAL LAWBRINGER

At 20th level, you can enact a verdict to gain supreme authority, albeit temporarily. As an action, you can magically enhance your powers of law, gaining the following benefits for 1 minute:

- As a bonus action on your turn, you may use your *Detain* Channel Divinity option. This does not count against your normal use of Channel Divinity.
- Whenever a creature within 30 feet of you makes an attack on its turn, you may use your reaction to impose disadvantage on that creature's attack rolls until the end of its turn.
- You may cast *counterspell* without using your reaction. If the target is casting a spell of 3rd level or lower, you do not expend a spell slot when casting it in this way.

WIZARD TRADITION - SCRIBE

There are a variety of mages in the senate's ranks, working in various roles. Most unique are those who specialize in certain forms of scribing magic, working to enact the decrees of judges while also serving as messengers and record keepers.

BONUS PROFICIENCIES

When you select this school at 2nd level, you gain proficiency with calligrapher's supplies. You may also use a book, spellbook, tome, or scroll as a spellcasting focus for your wizard spells.

SCROLL SCRIBE

Additionally at 2nd level, whenever you attempt to scribe a *spell scroll* as described in *Xanathar's Guide to Everything*, the time it takes you to create the scroll is halved.

SKYSCRIBE

Also at 2nd level, you add the *skywrite* spell to your spellbook, ignoring the restriction of level for learning the spell. If you cast the spell using a spell slot, it no longer requires concentration for you.

In addition, you gain a special way to use your *skywrite* spell to enable other effects. You may cast another spell as part of your *skywrite* spell by extending the casting time by the casting time of the chosen spell. The spell you select must involve written word as part of its effect, and the spell cannot be used to deal damage in this way.

For example, you could cast *illusory script* to create a message in the sky with a hidden meaning as you would with a page or letter, or cast *glyph of warding* to store a spell in words in the sky. The range and duration of the spell becomes that of *skywrite* when used in this way.

SKYMARK DECREE

At 6th level, you expand your capacity with *skywrite*. You can instead cause twenty-five words to appear rather than ten when you use the spell.

In addition, when using your Skyscribe feature to cast another spell as part of *skywrite*, the spell you use may now be one that requires a creature to hear you. The words the creature would be required to hear are instead replaced with it seeing the writing for the effect to take place. If the spell requires you to see the creature, you ignore the range of the spell, and you may also target a creature you can't see if you are familiar with that creature, or if you can designate them by name.

For example, if you cast *suggestion* in this way, the course of activity suggested would be written in the sky. The target could be one creature you could see, regardless of distance, or one creature you are familiar with or could designate by name. In either case, the creature would need to be in a position to see the writing, at which point the spell would take effect. As described in the Skyscribe feature, the duration of the spell would be that of *skywrite*, meaning it would not require concentration, but would only last for 1 hour.

A spell capable of targeting multiple creatures cast in this way can target a number of creatures up to a number equal to up to half your wizard level (rounded down). This does not increase the normal number of creatures a spell can target.

WALKING ARCHIVE

At 10th level, your skill with writing and texts allows you to draw upon your vast knowledge at a moment's notice. While holding your spellbook, you may cast a spell from it that you do not have prepared using a spell slot of an appropriate level. You may use this feature a number of times equal to your Intelligence modifier. You regain all uses when you finish a long rest.

In addition, you gain proficiency with shields.

SUPREME JUDGEMENT

At 14th level, your use of *skywrite*^ is unparalleled. You can instead cause fifty words to appear rather than ten when you use the spell.

In addition, when using your skyscribe feature to cast another spell as part of *skywrite*^, the spell you use may now be one that requires only a verbal component, provided that spell has a range of at least 60 feet and does not include you as a target. If the spell requires you to see the creature, you ignore the range restrictions, and you may also target a creature you can't see if you are familiar with that creature, or if you can designate them by name.

NEW ITEMS

Members of the Azorius Senate may requisition the following items for the price listed beside each entry.

Azorius Locket. (100 gp) This is a pendant inscribed with a carefully carved sigil. It can serve as a holy symbol for a Lawful character. In addition, a *locate object*^ spell attempting to locate a specific *azorius locket* or a *locate creature*^ spell attempting to locate the wearer of an *azorius locket* functions regardless of if the locket or creature is within 1,000 feet, so long as that spell was cast by a lawful creature.

Detainment Bands. (150 gp) These are a set of rune-etched manacles used for restricting spellcasters. They function as a normal pair of manacles, except they have resistance to damage from spells. A creature wearing the manacles also cannot cast cantrips or spells of 1st level or lower. In addition, any skill check made involving *counterspell*^ against the wearer has advantage.

Writ of Warding. (200 gp) This is a magical scroll emblazoned with runes of law magic. While held displayed in one hand, it functions as a shield, except it may be stowed or unfurled as a bonus action, rather than an action. Additionally, a lawful character can cast the *resistance*^ cantrip while displaying it. The scroll can also serve as a holy symbol for a lawful character.

NEW FAMILIAR

The following is available as an option to Azorius characters with the *find familiar*^ spell.

JUDGE'S FAMILIAR

Tiny beast, lawful neutral

Armor Class 11
Hit Points 1 (1d4 - 1)
Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)	6 (-2)	13 (+1)	6 (-2)

Skills Arcana +0, Perception +3, Stealth +3
Senses Darkvision 60 ft., passive Perception 13
Languages Understands Common, but cannot speak
Challenge 0 (10 XP)

Magical Sense. The judge's familiar is considered to be under the effects of *detect magic* at all times. It does not need to concentrate to maintain the effect.

Actions

Talon. Melee Weapon Attack: +3 to hit, reach 5ft., one target. *Hit* 1 slashing damage.

BOROS LEGION

NEW FIGHTING STYLE

The fighting style is available to bards, fighters, paladins, and rangers as an additional option for the Fighting Style class feature.

BATTALION

The first time you hit with an attack on your turn, you may select two friendly creatures you can see. The next melee weapon attack each creature hits with before the start of your next turn deals 2 extra radiant damage.

This fighting style is available to fighters, paladins, and rangers.

CLERIC DOMAIN - JUSTICE

The Boros Legion has a variety of priests and clerics, some more stoic and others boisterous. Where they all agree is following the ideals of the Legion, as well as working under Aurelia, the Warleader. The devout of the legion seek to do justice in her name.

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Justice Domain Spells table. See the Divine Domain class feature for how domain spells work.

JUSTICE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>alarm</i> ^, <i>heroism</i> ^
3rd	<i>flame blade</i> ^, <i>cordon of arrows</i> ^
5th	<i>lightning bolt</i> ^, <i>glyph of warding</i> ^
7th	<i>guardian of faith</i> ^, <i>wall of fire</i> ^
9th	<i>hold monster</i> ^, <i>immolation</i> ^^

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with flails, halberds, longswords, pikes, and shortwords. You also gain proficiency with heavy armor.

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *produce flame*^ cantrip if you don't already know it. It counts as a cleric spell for you.

FIGHTING STYLE

You gain the Battalion fighting style.

CHANNEL DIVINITY: AURELIA'S FURY

Starting at 2nd level, you can use your Channel Divinity to unleash a storm of fiery rage, driving back your foes.

As an action, you present your holy symbol. Each hostile creature within 20 feet of you must make a Dexterity saving throw. A creature that fails its saving throw takes fire damage equal to 3d6 + your proficiency bonus and is frightened until the end of your next turn. A creature that succeeds on the saving throw takes half damage and is not frightened.

LIGHTNING HELIX

Beginning at 6th level, your spells that harm your enemies can now bolster your allies. Whenever you cast a spell of 1st level or higher that deals fire, lightning, radiant, or thunder damage, you or one creature you can see regains hit points equal to 2 + the spell's level.

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 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

AVATAR OF SUNHOME

At 17th level, your ability to shape the flow of battle expands further. Whenever you use the Aurelia's Fury Channel Divinity option, you may instead have it affect only a single creature. If you do, the damage increases to 6d6, and the target becomes incapacitated rather than frightened.

In addition, you can take a bonus action on your turn to end the frightened or incapacitated effect on any creatures affected by your Aurelia's Fury ability. If you do, until the start of your next turn all attack rolls against that creature have advantage, and all of that creature's attack rolls have disadvantage. Also until the start of your next turn, if the creature casts a spell, targets of that spell have advantage on their saving throws against it.

FIGHTER ARCHETYPE - BOROS COMMANDO

The Boros Legion employs a wide variety of races, tactics, and fighting styles in its ranks. Some are soldiers, others are guards, though all strike with the might of the legion. To this end, drills and training are a constant among the Boros, and a soldier will pick up many specialties as he rises through the ranks.

LEGION TRAINING

When you choose this archetype at 3rd level, you've started upon your path of specialization within the Legion. To reflect this, you can choose from the following list of tactics at 3rd level, and will get other opportunities to learn more tactics and expand your training as you level.

Bomber Corps Tactics

You gain skill in the creation and application of explosives. You gain proficiency with alchemist's tools. You also gain proficiency with *alchemist's fire* and *holy water*, adding your proficiency bonus to attack rolls with those items (see the *Player's Handbook* for information on these items). In addition, whenever you take the attack action on your turn, you may throw a flask of either in place of one of the attacks, rather than requiring an action to do so.

You are also able to make your own flasks of *alchemist's fire* in the field. Whenever you finish a long rest, you create a number of flasks equal to your proficiency bonus. These are temporary mixtures, and go inert if not used within 24 hours.

Halberdier Tactics

You acquire specialized training in fending off foes with a halberd, but the lessons extend to other polearms as well. Whenever you hit a creature with a weapon attack using glaive, halberd, or pike, you may try to shove that creature. You may not use this shove attempt to knock that creature prone.

In addition, once per turn, you may make an additional opportunity attack. This opportunity attack doesn't use your reaction, and you may decide to use it when a creature attempts to move out of reach of your weapon. You may perform this opportunity attack a number of times equal to your Wisdom modifier (minimum of once). You regain all uses when you finish a short or long rest.

Nav Squad Tactics

You have extensive training when it comes to navigating and mapping the undercity and other dark places. You gain proficiency with cartographer's tools. Whenever you are underground, you know the nearest path to the surface.

In addition, while you're wielding a weapon in one hand and holding a torch in the other, your attacks with that weapon also deal extra fire damage equal to half your proficiency bonus.

Sergeant Tactics

Your leadership skills have shone through in your early training, giving you a deeper understanding of tactics. You gain two superiority dice, which are d6s. You learn the *commander's strike* and *rally* maneuvers (see page 74 in the *Player's Handbook* for details on these maneuvers). These dice are used to fuel your maneuvers, and a die is expended when you use it. Whenever your superiority die for one of these maneuvers is rolled, you may add your Intelligence modifier to the final result of the die roll. You regain all expended superiority dice when you finish a short or long rest.

Skyjek Tactics

While still in training, you've practiced the skills related to riding a flying mount. You gain proficiency in your choice of the Acrobatics or Animal Handling skills. You may also reduce any falling damage you take by an amount equal to double your fighter level.

This training also extends to your fighting technique. While you are mounted or a creature is 5 feet or further below you, you may use your bonus action to attempt to knock that creature down. The creature must be within your reach, and must make a Strength saving throw against a DC of 8 + your proficiency bonus + your Strength modifier. On a failure, that creature falls prone.

You may use a bonus action in this way a number of times equal to your Charisma modifier (minimum of once). You regain all uses when you finish a short or long rest.

Swiftblade Tactics

Your training has prepared you for the most risky frontline duty. Your walking speed increases by 5 feet. Also, your group may travel at a fast pace without any penalty to passive Wisdom (Perception) checks.

In addition, when you use the Attack action, you can make one weapon attack as a bonus action with a weapon that does not have the heavy property. If the weapon has the light property, you may instead make two extra attacks with it. You may use this feature a number of times equal to your Charisma modifier (minimum of once). You regain all uses when you finish a short or long rest.

Wojek Apothecary Tactics

You gain the ability to apply first aid with skilled precision and timing. You gain proficiency with the Medicine skill. If you already have proficiency, you instead double your proficiency bonus when making checks using it.

In addition, you may also administer *potions of healing* to other creatures as a bonus action, rather than an action. You've also learned to maintain a supply of such potions while in the field. Whenever you finish a long rest, you create a number of *potions of healing* equal to your proficiency bonus. These are temporary mixtures, and go inert if not used within 24 hours.

ABILITY SCORE INCREASE

Starting at 4th level, and for every additional Ability Score Increase gained from a fighter level, a Boros Commando gains the following option for training beyond the standard options for increasing ability scores:

You may increase any ability score by 1, to a maximum of 20, and you also gain one of any of the tactics from the Legion Training feature which you don't already possess.

CRIME-HUNTING KNACK

Starting at 7th level, your experience fighting criminals have given you some insights into finding evidence or clues. You have advantage on Intelligence (Investigation) checks.

EXPERT TRAINING

When you reach 10th level, you've gained more skill within the ranks of the Legion. You may choose to select two of the options that you don't already possess from the Legion Training feature, or choose one option from the following if you meet the prerequisites:

Demolitions Expert

Prerequisite: Bomber Corps Tactics

Your experience in dealing with explosives has expanded your skill with them. You the range to which you can throw flasks such as *alchemist's fire* and *holy water* increases to 40 feet rather than 20 feet.

In addition, when you hit a creature with a flask of *alchemist's fire*, that creature takes 2d6 fire damage immediately in addition to the normal fire damage it takes. The DC of a creature to extinguish the flames of *alchemist's fire* you threw is instead 10 + your proficiency bonus.

Also, as an action on your turn, you may make a special attack using *alchemist's fire*, targeting a point within 40 feet. Any creature within 10 feet of that point must make a Dexterity save against a DC equal to 8 + your proficiency bonus + your Wisdom modifier. On a failure, a creature takes 2d6 fire damage, or half as much on a success.

Furthermore, the damage of your *alchemist's fire* is doubled against constructs and unattended objects.

Firstblade Daring

Prerequisite: Swiftblade Tactics

Your speed in battle is matched only by your bravery. On your turn, you may take the Dash action as a Bonus action.

Whenever you use your bonus action to Dash, use your Second Wind feature, or use two-weapon fighting, you gain temporary hit points equal to 1d6 + your Charisma modifier.

In addition, if a hostile creature is within 10 feet of an unconscious or incapacitated ally, your first melee weapon attack each turn against that creature has advantage.

Frontline Medic

Prerequisite: Wojek Apothecary Tactics

You gain the Protection option from the Fighting Style feature, if you don't already have it. Also, you can use it once each round without using your reaction, in addition to using it normally.

As a bonus action on your turn, you may administer first aid to an ally. Choose one non-hostile creature within 5 feet. That creature regains 2d6 hitpoints. You may use this healing a number of times equal to your Wisdom modifier (minimum of once). You regain all uses when you finish a short or long rest.

Legion Lieutenant

Prerequisite: Sergeant Tactics

Your tactical skill rises to new heights, and your ability to inspire allies grows. You gain four additional superiority dice, which are d6s. Whenever you use the *commander's strike* maneuver, you are no longer required to use your bonus action as part of the maneuver.

When you use your Action Surge feature, each ally who can hear you may use their reaction to make a weapon attack against one creature if able. In addition, you and up to five friendly creatures that can hear you gain 10 temporary hit points when you use your Action Surge feature.

Skyknight Legionnaire

Prerequisite: Skyjek Tactics

Your aerial prowess reaches a new level. The walking speed of any mount you ride increases by 10 feet. If the mount has a flying speed, it increases by 20 feet. When calculating the maximum distance you can jump, you may add your Dexterity score to your Strength score, and you are not limited by your movement.

As a reaction when you are falling, you may whistle for your mount. If your mount can fly, is within 250 feet of you, and has a path to your position, it moves to catch you, preventing any falling damage.

Sunhome Enforcer

Prerequisite: Halberdier Tactics

Your expertise at driving back foes has given you an honorable position. You gain the ability to wield a glaive, halberd, or pike in one hand while wielding a shield in the other. While doing so, your speed is reduced by 5 feet.

In addition, as a bonus action on your turn, you may enter a watchful stance. You have advantage on Wisdom (Perception) and Wisdom (Insight) checks while in this stance. Whenever a creature within 30 feet of you attacks a friendly creature you can see, you may move up to 5 feet and make a melee weapon attack against the attacking creature if it is within reach. If you hit, they have disadvantage on their attack roll against the friendly creature. You may make this attack once on a creature's turn, but it does not use your reaction.

On each of your turns, you must use a bonus action to maintain your watchful stance or it ends at the end of your turn. You may maintain the stance for up to a maximum of 5 minutes. You may enter this stance a number of times equal to your Wisdom modifier (minimum of once). You regain all uses of it when you finish a long rest.

Veteran Skills

Prerequisite: Nav Squad Tactics

Your time in dangerous places has honed your senses to a fine edge. While you are surprised, you add your Wisdom modifier to your AC. While you are blinded, attack rolls against you do not have advantage. Attack rolls made by invisible creatures against you do not have advantage. While you are stunned, you can still move up to half your speed on your turn. While you are frightened, you may move towards the source of your fear, but every foot of movement in such a way costs 1 extra foot.

In addition, you can no longer get lost when underground or in a city.

CAPTAIN TRAINING

When you reach 15th level, you've reached one of the highest ranks of the Legion. You may choose to select two of the options that you don't have from the Legion Training list, one option from the Expert Training list, or choose one option from the following if you meet any prerequisites:

Shift Captain

Prerequisite: Legion Lieutenant

You are an exemplar of tactics, and put those skills to good use in the streets. You gain two additional superiority dice, which are d6s. Whenever you use the *commander's strike* maneuver, it no longer requires a reaction from the friendly creature, but you may not use it on the same creature more than once per round.

In addition, whenever you use the *rally* maneuver, it affects up to three friendly creatures who can see or hear you, rather than one.

Skyknight Captain

Prerequisite: Skyknight Legionnaire

Your skill in the air is unparalleled, and your view of the battlefield lets you direct the flow of battle. Whenever you hit with a weapon attack on your turn, one friendly creature who can see or hear you may move up to half their speed without provoking opportunity attacks. A creature may benefit from this movement only once per round.

In addition, the first melee attack you make each turn against a flying creature or a creature riding a flying mount has advantage.

Legion Loyalist

Whatever your calling, your devotion to the Legion is unrivaled. When calculating the number of uses for abilities reliant on your Charisma or Wisdom modifier for the abilities of the Halberdiers Tactics, Skyjek Tactics, or Swiftblade Tactics features, you instead may use the respective abilities a number of times equal to double your respective modifier (minimum of twice).

In addition, if you have the Bomber Corps Tactics or Wojek Apothecary Tactics features, you create a number of flasks or potions, respectively, equal to double your proficiency bonus instead of the normal amount. If you have the Nav Squad Tactics feature, the bonus fire damage increases to your proficiency bonus instead of half of it.

BLADE OF THE LEGION

At 18th level, your exploits are legendary among the legion, and some say you will never die in battle. At the start of your turn, if you have 0 hit points, you regain 20 hit points. You may use this ability a number of times equal to your Constitution modifier (minimum of once). You regain all uses when you finish a long rest.

PALADIN OATH - OATH OF THE TRUEFIRE

Truefire Paladins often seem much like the rest of the legion to outsiders, but in truth they are set apart from both the priests and soldiers. Through acts of meditation, they center their souls on the core ideals of the legion, allowing their resolve to carry them through battle so long as the fire in their hearts remains true.

TENETS OF THE TRUEFIRE

You've sworn your oaths within the sacred forges of Sunhome, witnessed by your comrades in arms.

Honesty. Deception is for the weak or malicious. Let your heart speak true, and honor your word.

Loyalty. Be true to your companions. Brothers in arms must protect and support one another.

Society. The fires of civilization must stand against the darkness. Those who would see it destroyed, decayed, or twisted are the gravest threat.

Justice. You must trust your heart to know what is righteous and just. Laws may be set aside to see that justice is delivered.

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Truefire Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF TRUEFIRE SPELLS

Paladin Level Spells

3rd *absorb elements*^Λ, *burning hands*^Λ

5th *shatter*^Λ, *warding bond*^Λ

9th *flame arrows*^{ΛΛ}, *mass healing word*^Λ

13th *elemental bane*^{ΛΛ}, *fire shield*^Λ

17th *flame strike*^Λ, *mass cure wounds*^Λ

CHANNEL DIVINITY

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

Flash Conscription. As an action, you present your holy symbol to a creature within 30 feet that can see or hear you. It must make a Wisdom saving throw. If it fails, a glowing brand appears on its forehead. It immediately move up to its speed in a direction of your choice and makes a weapon attack against a creature you designate. If the attack misses, the branded creature takes 2d6 radiant damage. If the creature succeeds on the saving throw, it instead takes 1d6 radiant damage as the brand fails to influence it.

Turn the Tide. As a bonus action, you can bolster injured creatures with your Channel Divinity. Each creature of your choice within 30 feet of you that can hear you of you regains hit points equal to half your paladin level (rounded down) plus your Charisma modifier (minimum of 1).

AURA OF MARTIAL GLORY

Starting at 7th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious. Also, whenever a hostile creature within 10 feet of you takes the Disengage action, that creature take 5 radiant damage.

At 18th level, the range of this aura increases to 30 feet.

RIGHTEOUS ZEAL

Starting at 15th level, your movement speed increases by 10 feet. In addition, you have advantage on saving throws to avoid becoming charmed or unconscious.

CHAMPION OF SUNHOME

At 20th level, as an action, you call upon the glory of the legion to support you in battle. You gain the following benefits for 1 hour:

- An armored **griffon** arrives to serve as your mount. It has the same statistics as a normal **griffon**, except it has 16 AC due to its custom barding.
- Two **knights** arrive to aid you in battle to the best of their ability. They follow your orders, though will only follow unreasonable or suicidal orders if the cause is just.
- Whenever you roll initiative, you and each friendly creature you can see gains temporary hit points equal to your Charisma modifier (minimum of 1).

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

SORCERER ORIGIN - EMBERMAGE

The Legion frequently employ spellcasters in their efforts, and Embermages are among them. Some are rumored to be the result of experimental projects, but whatever their source, they train as hard as any to earn their place.

EMBERSOUL MAGIC

At 1st level, you learn the *sacred flame* cantrip. In addition, you also learn the following spells at the levels listed. These spells all count as sorcerer spells for you, but don't count against your spells known.

Sorcerer Level Spells

1st	<i>guiding bolt</i> , <i>shield of faith</i>
3rd	<i>heat metal</i> , <i>lesser restoration</i>
5th	<i>glyph of warding</i> , <i>revivify</i>
7th	<i>death ward</i> , <i>freedom of movement</i>
9th	<i>dawn</i> , <i>holy weapon</i>

MARTIAL PROWESS

You gain proficiency with medium armor, as well as javelins, and short swords. In addition, you gain the Battalion Fighting Style.

TACTICAL CASTING

At 6th level, you improve your ability to weave your magic around your allies. You gain the *Careful Spell* and *Empowered Spell* metamagic options if you don't already know them (see page 102 in the Player's Handbook for details on these metamagic options). If you already know one or both of those Metamagic options, you can learn up to two other options instead.

Whenever you use the *Careful Spell* metamagic, you may gain the benefit of the *Empowered Spell* metamagic for that spell if it applies without spending an additional sorcery point. In addition, if you use *Careful Spell* with a spell that deals damage on a successful save, any creatures you choose with it take no damage instead.

In addition, when you hit an enemy with an attack using a melee weapon, you may regain a sorcery point. You may only regain sorcery points in this way a number of times equal to your proficiency bonus. You must finish a short or long rest before you can regain sorcery points in this way again.

SIEGE CASTING

Starting at 14th level, if you haven't yet moved on your turn, the range of the first spell you cast on that turn is doubled. In addition, if that spell deals damage, it deals double damage against objects and structures, and it deals an extra 1d10 radiant damage to any constructs that take damage from it. Furthermore, a spell cast in this way ignores half cover and three-quarters cover. After you cast a spell in this way, your speed is reduced to 0 until the end of your turn.

GUILDIMAGE EXPERTISE

At 18th level, you've reached the highest ranks of magical talent among the Legion. Select six abjuration, evocation, or conjuration spells from the wizard or cleric spell list. You learn those spells, and they don't count against your spells known.

In addition, whenever you cast a spell that deals damage or restores hitpoints, you may add your Charisma modifier to the damage roll or the amount healed, respectively. You may only apply this to one dice roll of a given spell.

NEW ITEMS

Members of the Boros Legion may requisition the following items for the price listed beside each entry.

Medic's Shield (30gp) This large shield is designed with extra harnesses and straps to provide extra carrying space with easy access. It has space for two healer's kits and six potions. The wielder may draw items from the shield without using an object interaction, allowing them to quickly drop their weapon, apply a potion or bandages, and reclaim their weapon in the heat of battle.

The wearer also has advantage on any Wisdom (Medicine) checks it makes to stabilize a creature.

Riot Gear (20 gp) This heavy gauntlet can be used to both protect the wearer and dish out forceful blows. The gear has 10 charges. A creature wearing the gauntlet may expend a charge to gain the following benefits for 1 minute while wearing it:

- If the *riot gear* is worn on a free hand, the wearer's AC is increased by 1. A creature cannot gain this benefit while wielding a shield.
- If the *riot gear* is worn on a free hand used for an unarmed strike by the wearer, the attack deals an extra 1d4 bludgeoning damage if it hits

The following item is not requisitioned, though can be frequently earned by members of the Legion.

Boros Locket This is a medal with the Legion's insignia. When you score a critical hit or earn a point of inspiration, the DM may decide to award you with a *boros locket* the next time you finish a short or long rest. The locket has 1 charge, which it recovers at dawn. By spending 1 charge, you may cast *heroism*, using Charisma as your spellcasting ability for it.

If you see another member of the Boros Legion score a critical hit or accomplish another noteworthy feat, you may award your *boros locket* to them. If you do, you gain the benefits of the *heroism* spell for 1 hour, and may not receive a *boros locket* again for 1d4 days.

HOUSE DIMIR

ROGUE ARCHETYPE - WHISPER AGENT

While assassins, thieves, spies, and tricksters of all kinds lurk in the ranks of the Dimir, those most unique to the guild are the agents who make extensive use of a more subtle variety of mental power.

HIDDEN STRINGS

When you choose this archetype at 3rd level, you gain the following cantrips: *encode thoughts*, *message*[^], *mind ward*, and *shadow slice*. Intelligence is your spellcasting ability for these spells. The rules for *encode thoughts* can be found in the *Guildmaster's Guide to Ravnica*, while the rules for *mind ward* and *shadow slice* can be found at the end of this section.

You may also use the bonus action granted by your Cunning Action to cast *encode thoughts*, *message*[^], or *mind ward*. Also, starting at 5th level, if you cast *shadow slice* on your turn, you may use the bonus action granted by your Cunning Action to cast *shadow slice* on that turn.

In addition, whenever you cast a spell without using a spell slot, a creature attempting to notice the casting must make a Wisdom (Insight) check contested by your Dexterity (Sleight of Hand) check. If the creature fails, it doesn't notice your spellcasting or anything unusual about your actions. A creature has advantage on the check if you are fighting it, and gets a +10 bonus to the check if it takes damage from the spell.

DIMIR MACHINATIONS

Also at 3rd level, you gain access to certain ritual spells to aid in your missions. You learn three 1st level spells with the ritual tag from the wizard spell list, and may cast them as rituals. Intelligence is your spellcasting ability for these spells.

At 4th, 8th, 12th, and 16th level, you learn another 1st level spell with the ritual tag from the wizard spell list.

NOTION THIEF

At 9th level, you gain the ability to see glimpses of the minds of other creatures at a moment's notice.

When you deal damage with your Sneak Attack to a creature, you may reduce the damage by 2d6 to have that creature make an Intelligence saving throw. If it fails, you detect the creature's surface thoughts, knowing what's on its mind at the moment, as well as getting a sense for what it plans to do in the next few seconds. For example, you may learn who it plans to attack, what spell it plans to cast, or if it plans to hide, surrender, or retreat. In addition, the creature's first attack roll against you before the start of your next turn has disadvantage, and until the start of your next turn, you have advantage on all saving throws against effects caused by the creature.

You may also cast *detect thoughts*[^] once without using a spell slot. Intelligence is your spellcasting ability for it. You regain the ability to cast it in this way after you finish a long rest.

LURKING INFORMANT

Starting at 13th level, you're able to have your eyes and ears in many places at once, even if your spies don't know it. After speaking to a creature who understands your language for at least 1 minute, you may attempt to plant a mental anchor in their mind. The creature must succeed on a Wisdom saving throw or have the anchor planted in their subconscious mind, unaware of it or its effects. On a success, they notice nothing strange, but this feature cannot be used on them again for 24 hours. After attempting to plant an anchor in this way, you must finish a short or long rest before you can try to do so again.

As an action, you may focus your mind on any creature who you have planted an anchor within, so long as you are within 1 mile of them. While focusing on a creature in this way, you are blinded and deafened to anything happening near your body. Instead, you see through the creature's eyes and hear through their ears. In addition, you learn the surface thoughts of the creature while you are focused on them. The creature remains unaware of your presence while you observe through them in this way. You may focus in this way for up to 5 minutes. You must finish a short or long rest before you can focus upon a creature in this way again.

A mental anchor lasts for a number of days equal to your rogue level before dissipating. You may have mental anchors implanted up to a maximum number equal to your Wisdom modifier (minimum of one).

SOUL RANSOM

At 17th level, you're able to use your talents to achieve grand acts of infiltration. You can cast *magic jar*[^] once using this feature. Intelligence is your spellcasting ability for it, and you regain the ability to cast it when you finish a long rest.

When you cast the spell using this feature, the distance of the spell's various effects is doubled, from 100 feet to 200 feet. In addition, while you are possessing a creature, you may communicate telepathically with the creature's soul while it is in the container, and it can reply in turn.

When the spell ends after being cast in this way, roll a d6. On a 3 or higher, the container is not destroyed, and may be used as a material component for the spell again.

SORCERER ORIGIN - VAMPIRIC

Of the beings within Ravnica, few are viewed with as much fear as a vampire. Notably however, there are two different varieties, one of which find a place among the shadowy ranks of the Dimir, while the other holds sway in the gleaming cathedrals of the Orzhov.

The Orzhov have rituals and rites which they use to give syndicate members the traits of a vampire, while the Dimir often lure away these initiates by offering them secrets of mind based magic.

VAMPIRIC ATTRIBUTES

Starting at 1st level, you gain certain traits no matter your ancestry. You gain darkvision out to a range of 90 feet. You also have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

In addition, your bite becomes a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Whenever you deal damage to a humanoid with this bite, you gain temporary hitpoints equal to your proficiency bonus, and you gain enough nourishment to be sustained for half a day. Once you gain that benefit from biting a creature, you may not benefit from biting that creature again within the next 24 hours.

VAMPIRIC TRAITS

At 1st level, you gain supernatural abilities dependent upon your heritage and kind. Dimir vampires use the Mind Drinker abilities below, while Orzhov vampires use the Blood Drinker abilities found in their section. You learn spells at 1st and 5th level based upon your choice. Spells you learn this way count as sorcerer spells for you, but do not count against your sorcerer spells known. Your choice will also determine other features.

Mind Drinker Few know the true nature of the vampires found among the Dimir, as they prefer to keep their abilities hidden. You can communicate telepathically with any creature you can see within 30 feet of you that has a language. Whenever you deal psychic damage to a humanoid, you gain enough nourishment to be sustained for one day.

At 1st level, you learn the *encode thoughts* and *mind grind* cantrips. You also learn the *dissonant whispers* spell. At 5th level, you learn the *nondetection* spell. The rules for *encode thoughts* can be found in the *Guildmaster's Guide to Ravnica*, while the rules for *mind grind* can be found at the end of this section. These spells count as sorcerer spells for you, and don't count against your spells known.

LIFESTEALING TALENT

At 6th level, you've grown more adept with your abilities, allowing you to siphon from your victims more effectively. When you reduce a creature to 0 hit points on your turn, you may use a bonus action to feed upon their life force. You regain a hit die and gain a sorcery point. You must finish a short rest before you may use this ability again.

You also gain the following benefit based upon your Vampiric Trait:

Mind Drinker Whenever you cast a spell that deals psychic damage, you may add your Charisma modifier to one damage roll of that spell.

In addition, you learn the *Subtle Spell* metamagic, or another metamagic of your choice if you already know it. Whenever you spend a sorcery point, you gain resistance to psychic damage for 1 hour.

AGENT OF THE NIGHT

At 14th level, your talents reach new heights, arriving as a prime example for your kind. You gain the following benefit based upon your Vampiric Trait:

Mind Drinker While you are within telepathic range of a creature, you may make an attempt to alter its memory as an action. The creature makes an Intelligence saving throw against your spell save DC. If they fail, you may alter one memory within their mind. The memory must have occurred within the past hour, and you are limited to removing your own presence from it, or erasing any distinguishing marks or details about the other people or objects present. The memory must be no more than 5 minutes in length. On a successful save, you still modify the creature's memories, but only to erase distinguishing marks or details concerning yourself within a memory of no more than 1 minute in length.

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

Additionally, you learn the *notion rain* spell if you don't already know it. The rules for the spell can be found at the end of this section.

DARK DENIZEN

At 18th level, your abilities have reached their apex, and you're able to use the life energy you steal to new ends. As an action on your turn, you may spend 3 Sorcery points and spend a hit die to exude an aura of energy to a distance of 30 feet. For 1 minute, any living creature that starts its turn within the aura must make a Constitution saving throw against your spell save DC or take 2d6 damage, or half damage on a successful save.

The type is based on your heritage: necrotic for Blood Drinker, and psychic for Mind Drinker. Blood or psychic energy swirls around you in a vortex. The aura is considered to be lightly obscured for creatures other than you.

Additionally, a Blood Drinker has advantage on their bite attacks against creatures in the aura. Creatures in the aura of a Mind Drinker have disadvantage on saving throws against *mind grind* when cast by you.

The aura remains centered on you while it is active, and ends prematurely if you are incapacitated.

WARLOCK PATRON - THE NIGHTMARE

While the majority of House Dimir consists of spies and infiltrators, the guild has many powerful magical secrets hidden away at Dinrova and Duskmantle. Among them are fearsome magical creatures, their minds full of esoteric knowledge. Your patron is one such creature, either an elusive sphinx or some other terrifying horror.

EXPANDED SPELLS

The Nightmare 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

NIGHTMARE EXPANDED SPELLS

Warlock Level Spells

1st	<i>hunter's mark</i> ^, <i>sleep</i> ^
3rd	<i>detect thoughts</i> ^, <i>silence</i> ^
5th	<i>blink</i> ^, <i>nondetection</i> ^
7th	<i>greater invisibility</i> ^, <i>phantasmal killer</i> ^
9th	<i>mislead</i> ^, <i>modify memory</i> ^

PSYCHIC DRAIN

At 1st level, you've learned the secrets of how to siphon the mental energy of other creatures. You gain the *encode thoughts* cantrip. The rules for *encode thoughts* can be found in the *Guildmaster's Guide to Ravnica*.

In addition, whenever you deal damage with a weapon attack while you have advantage, you deal extra psychic damage equal to your Charisma modifier plus half your warlock level (rounded down). If a creature you damage in this way is charmed, frightened, or incapacitated, you gain temporary hit points equal to the psychic damage dealt.

SHADOW OF DOUBT

Starting at 6th level, you can cloak yourself in a mental shroud to evade your foes. As a reaction to being attacked or being the target of a spell, you may use this feature to gain the benefit of half cover until the end of your next turn. While this benefit is active, you have advantage on Dexterity (Stealth) checks made to become hidden.

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

PERPLEX

Starting at 10th level, your mind and movements are confounding to others. You have advantage on Charisma (Deception) checks, as well as resistance to psychic damage. If a creature reads your thoughts or memories, you become aware of it, and you may attempt to deceive them with a Charisma (Deception) check contested by their Wisdom (Insight) check. If you succeed, you may feed them false thoughts or memories instead.

In addition, you may use a bonus action on your turn to perform a psychically enhanced feint. Designate one creature within 10 feet of you, then choose to either give that creature disadvantage on its next attack roll against you, or to gain advantage on your next weapon attack roll against it. You may use this ability of this feature a number of times equal to your Charisma modifier (minimum of once). You regain all uses when you finish a long rest.

NIGHTSNARE

At 14th level, you've gained a new mastery over the secrets of nightmare magic. You learn the *sleep*^ spell if you don't already know it, or one other warlock spell of your choice if you do. You also learn the *dream*^ spell if you don't already know it, or one other warlock spell of your choice if you do. These spells don't count against your spells known, and count as warlock spells for you.

When you cast the *sleep*^ spell, you may add your warlock level to the roll to determine how many hit points of creatures the spell affects.

When a creature takes damage from your *dream*^ spell, it takes extra damage equal to your Charisma modifier plus your proficiency bonus. In addition, the messenger in the dream may cast other spells such as *detect thoughts*^ or *modify memory*^ on the target, using the range of the *dream*^ spell in place of the spell's normal range. They may also use *encode thoughts* alongside those spells to create thought strands of the target's dream, thoughts, or memories. The rules for *encode thoughts* can be found in the *Guildmaster's Guide to Ravnica*.

NEW INVOCATIONS

PSYCHIC STRIKE

Prerequisite: 5th level, Pact of the Tome, a cantrip that deals psychic damage

When you use your action to cast a cantrip that deals psychic damage on your turn, you may use your bonus action on that turn to cast a cantrip that deals psychic damage.

ENHANCED SURVEILLANCE

Prerequisite: Pact of the Chain feature

When you cast the *find familiar*^ spell or cause your familiar to reappear, you may instead have two Dimir Spybugs appear. They each function as your familiar, and benefit from the spell and your features as normal. See the end of this section for the creature's statistics.

VOIDWALK

Prerequisite: Pact of the Blade feature

You may cast *misty step*^ once without expending a spell slot. You regain the ability to do so when you finish a long rest.

In addition, whenever you teleport using a spell, you may make a melee weapon attack against one creature within your reach immediately before or after you teleport. You must use your pact weapon for this attack.

NEW ITEMS

Members of House Dimir may requisition the following items for the price listed beside each entry.

Cipher Vial (150 gp) This foggy crystal vial comes with a glass stopper, and appears normal at a glance. It may be used as a normal vial, though tiny etchings on the interior surface give it an extra purpose. When a thought strand from the *encode thoughts* spell (see *Guildmaster's Guide to Ravnica*) is placed into the vial and enclosed, the duration of the spell is halted. A spell cannot be used to read the thought strand while it is inside the vial.

Dimir Locket. (100 gp) This intricately carved double-faced pendant reveals the guild's symbol when examined under dim light. The pendant houses a secret inner section that can store a tiny object or a vial's worth of liquid. The section can store three rings, half a dozen coins, a folded up sling, or similarly diminutive items. A DC 25 Intelligence (Investigation) check can reveal the section when handled.

A character in an area of dim light or darkness may cast the *message*^ cantrip once while wearing it. The locket can't be used to cast it again until the next dawn.

Ring of Briefing. (100gp) This small silver ring has a thin hidden slot. As an action, a creature may thread a thought strand from the *encode thoughts* spell (see *Guildmaster's Guide to Ravnica*) through the slot, allowing the wearer to project the thought or memory for others to witness. This functions as the spell *minor illusion*^, creating sound in the case of a thought, or the wearer's choice of sound or images in the case of a memory. If the wearer knows the *minor illusion*^ spell, they may cast it to have both sound and images accompany a memory. The thought or memory must be no longer than 1 minute. Roll a d10 after the illusion ends. On a result of 3 or less, the thought strand is destroyed.

NEW SPELLS

The Dimir keep their secrets close, and among them are several spells which they use to gather or hide information. The following spells are on the Bard, Sorcerer, Warlock, and Wizard spell lists.

CANTRIPS

DAZZLING LIGHTS

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 1 round

A glowing ring forms around the head of one creature you can see in range. The target must make a Wisdom saving throw. On a failed save, the target takes 1d4 psychic damage, and it can't take reactions until the start of its next turn.

For 1 round, the glowing ring remains in the space the creature was occupying when the spell was cast, shedding dim light in a 5 foot radius.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

MIND GRIND

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: S, M (A chip of stone or bone)

Duration: Instantaneous

You unleash a peel of psychic energy towards one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 1d6 psychic damage, and has disadvantage on all skill checks it makes until the end of its next turn.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

MIND WARD

Abjuration cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 round

You trace a sigil around your head, warding off unwanted mental influences. Until the end of your next turn, you have resistance against psychic damage. In addition, you have advantage on saving throws made to avoid becoming charmed, frightened, or put to sleep.

SHADOW SLICE

Necromancy cantrip

Casting Time: 1 action

Range: 20 feet

Components: S, M (A knife or dagger)

Duration: Instantaneous

Make a ranged weapon attack against a creature using a dagger you are wielding. On a hit, the target suffers the attack's normal effects, but you do not add your ability modifier to the damage. Instead, the target takes 2d4 necrotic damage from a pair of shadowy daggers that appear mid-flight to strike it.

This spell's damage increases as you reach higher levels. At 11th level, the attack deals an additional 1d6 psychic damage, increasing by 1d6 at 17th level (2d6).

1ST LEVEL

THOUGHT ERASURE

1st-level enchantment (ritual)

Casting Time: 1 action

Range: 30 feet

Components: S, M (A silver cord worth 10 gp, which the spell consumes)

Duration: Concentration, up to 1 round

You attempt to remove a creature's most recent memories. A creature you can see within 30 feet of you must make a Wisdom saving throw. It has advantage on the saving throw if it is not incapacitated. If it fails the saving throw, designate one memory the target experienced within the past 15 minutes that lasted no more than 1 minute. If you maintain concentration on the spell for its full duration, the target permanently loses all memory of that event. A *remove curse*^ or *greater restoration*^ spell cast on the target restores the creature's memory.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the time limit the memory must have taken place within increases by 8 hours for each slot level above 1st. If you cast this spell using a slot of 6th level or higher, only a *greater restoration* spell can restore the creature's memory.

2ND LEVEL

AURA OF NIGHTVEIL

2nd-level illusion

Casting Time: 1 bonus action

Range: 60 feet

Components: S, M (A piece of dark fabric)

Duration: Concentration, 1 minute

Choose up to three friendly creatures you can see within 60 feet of you when you cast this spell. Any creatures other than you and the creatures you chose are affected by the spell. The spell forms a sphere with a radius of 60 feet that remains centered on you for the duration. While the spell remains active, creatures within the area perceive areas of bright light as dim light, areas of dim light as darkness, and areas of darkness as magical darkness. Magical darkness cannot be seen through by a creature with darkvision.

MENTAL VAPORS

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: S, M (A vial of smoke or vapor)

Duration: Instantaneous

You attempt to disorient one creature you can see within range. That creature must succeed on a Wisdom saving throw or be stunned until the end of your next turn. On a success, that creature instead has disadvantage on its next attack roll against you.

NOTION RAIN

2nd-level divination

Casting Time: 1 action

Range: 30 feet

Components: S, M (A drop of water)

Duration: Concentration, 1 round.

Upon casting this spell, you detect the presence of any creatures within 30 feet of you that have an Intelligence of 4 or higher and that speak a language. You then learn the surface thoughts of each of those creatures, letting you learn what is most on its mind in that moment. If there are 6 or more creatures within 30 feet of you when you cast this spell, you take 2d6 psychic damage from the volume of information when the spell ends, but the spell otherwise functions as normal.

If used with *encode thoughts* (see the *Guildmaster's Guide to Ravnica*), you may select only one target of this spell to transform the thoughts of.

6TH LEVEL

REAP INTELLECT

6th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: S, M (A small blade)

Duration: 1 hour

You attempt to erase a creature's memory of their own skills. Once creature you can see within 30 feet must make an Intelligence saving throw. On a failure, you learn all of that creature's available spells and proficiencies. You may then designate one spell the creature has prepared, one spell it knows or may cast innately, one martial weapon proficiency it possesses, or one skill proficiency it has. The creature may not cast a spell designated in this way for 1 hour. The creature loses its proficiency bonus for a weapon or skill designated in this way for 1 hour.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can designate one additional spell or proficiency for each level above 6th.

SURVEIL

6th-level divination

Casting Time: 10 minutes

Range: 3 miles

Components: V, S

Duration: Instantaneous

You sit and meditate, attempting to reach out your thoughts to uncover secrets hiding in the minds of others. Focus your thoughts on a specific person, place, or object. When you finish casting the spell you learn details about the subject you focused on if there was at least creature within 3 miles who had knowledge of it. The details you gain are the most valuable of those known among the creatures in the area. The details might consist of current rumors, forgotten stories, or secret lore. If a creature within the radius used to have the most valuable knowledge, but has since lost the memory through magical means, you become aware of that fact in addition to whatever other information you gain.

The information you learn is influenced by the thoughts of the creature you got it from, and may be worded in a vague manner as it was pulled out subconsciously. The creature might also have certain misconceptions about the details, but the spell filters out pure falsehoods.

NEW FAMILIAR

The following is available as an option to characters with the *find familiar* spell.

DIMIR SPYBUG

Tiny beast, neutral

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 5 ft., climb 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-5)	14 (+2)	8 (-1)	3 (-4)	14 (+2)	2 (-5)

Skills Perception +4, Stealth +4

Senses Darkvision 90 ft., passive Perception 14

Languages ---

Challenge 0 (10 XP)

Innate Spellcasting. The spybug's spellcasting ability is Wisdom. The dimir spybug can innately cast the following spells, requiring no components:

1/day: *hunter's mark*

Sunlight Sensitivity. While in sunlight, the spybug has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the spybug can take the Disengage action or the Hide action as a bonus action.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

GOLGARI SWARM

GORGON VARIANT TRAITS

Gorgons are a race of humanoids with snake-like hair, feared for their ability to turn creatures into stone.

Ability Score Increase. Your Constitution score increases by 1, and your Wisdom score increases by 2.

Age. Gorgons reach adulthood at a similar age to humans, but can often live to reach two or three centuries.

Alignment. Gorgons from the undercity tend to resent the laws surface dwellers try to impose on them. Life in the undercity can be harsh, and many turn to theft or other chaotic means. The more evil among them use their natural talents to become assassins.

Size. Gorgons are slightly taller than the average human woman, ranging around 5 to 6 feet. Your size is medium.

Speed. Your base walking speed is 30 feet.

Superior Darkvision. Your eyes are naturally adjusted to the tunnels of the undercity. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Deathly Gaze. As an action, you may glare at a creature within 30 feet of you. That creature must succeed on a Constitution saving throw against a DC equal to 8 + your Wisdom modifier + your proficiency bonus or take 1d6 necrotic damage. If the damage reduces the creature to 0 hit points, it becomes petrified.

The damage increases by 1d6 at 5th level (2d6), 11th level 3d6, and 17th level (4d6)

Natural Armor. You have cold, unyielding skin. When you aren't wearing armor, your AC is 12 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

Stone Glare. At 3rd level, you can cast *flesh to stone*^ without using a spell slot or material components, but only targetting small beasts. When you reach 5th level, you may also target humanoids and medium beasts. When you reach 7th level, you may also target large beasts. When you reach 11th level, you may target creatures with the spell normally.

Once you cast the spell in this way, you must finish a long rest before you can cast it again.

Languages. You can speak, read, and write Common, Elvish, and Kraul.

BARBARIAN PATH - PATH OF THE TROLLBLOODED

There are many dark and savage things in the undercity, and trolls are among the most dangerous. The spells of the Gorgari allow access to many unnatural powers, some of which can provide their warriors with a mystical durability rivaling even a troll.

DARK RITUAL

At 3rd level, your initiation has given you access to newfound magic. You may cast the *feign death*^ spell, but only as a ritual.

FRENZIED REGENERATION

Also at 3rd level, your rage brings forth your troll-like abilities. At the start of your turn while raging, you regain a number of hit points equal to your half your Barbarian level (rounded up). If you are reduced to 0 hit points while raging, you become stable. Furthermore, you have resistance to poison damage while raging.

In addition, while raging, your features become more twisted and bestial. You have advantage on all Charisma (Intimidation) checks while raging. You also gain darkvision out to a range of 30 feet. If you already have darkvision, its range increases by 30 feet.

GRISLY SALVAGE

Starting at 6th level, you are more than accustomed to digging through the muck of the undercity. You have advantage on saving throws against disease and poison.

You also have advantage on Intelligence (Investigation) and Wisdom (Perception) checks involving corpses and dead creatures, such as figuring out what caused a wound, or determining if a living or seemingly dead creature is undead.

BLOODBONDING

Starting at 10th level, the magic in your blood begins to affect you even while you're not raging. If you don't already have darkvision, you now have darkvision out to a range of 30 feet. If you have darkvision from another source, its range increases by 30 feet. Any darkvision range gained from this feature is still improved while raging.

In addition, whenever you finish a short rest, you regain hit points equal to 2d6 + your Constitution modifier (minimum of 3), in addition to any you regained from the rest itself.

FERAL SCAVENGING

Starting at 14th level, your savagery reaches new heights. While raging, you gain a natural weapon in the form of a bite, which you can use to make unarmed strikes. If you hit with it, it deals piercing damage equal to 1d6 + your Strength modifier.

In addition, you may use this bite as a bonus action a number of times equal to your Constitution modifier (minimum of once). If the bite hits while using it this way, you gain temporary hit points equal to your Constitution score. You regain all uses when you finish a long rest.

RANGER ARCHETYPE – SWARMCALLER

Those among the Gulgari know there is safety in numbers, and a Swarmlcaller takes this idea to the furthest extent. They specialize in coordinating large swarms of insects to harry their foes, using nature magic to supplement their work.

COMPANION SWARM

Starting at 3rd level, you can use your magic to create a bond with a swarm of insects.

With 8 hours of work and the expenditure of 25 gp worth of rare mushrooms and reagents, you call forth a swarm of insects to follow you into battle. Your swarm has the stats listed below.

At the end of the 8 hours, your swarm gains all the benefits of the Swarm Bond ability. You are limited in how many Swarms you can call, described further under the Swarm Bond ability.

SWARM OF INSECTS

Small swarm of tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 14(3d8)

Speed 20ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances Bludgeoning, piercing, slashing
Condition Immunities Charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Skills Stealth + 3

Challenge 1/4 (50 XP)

Swarm The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points, except when specified.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 0ft., one creature in the swarm's space. *Hit* 5 (2d4) piercing damage.

SWARM BOND

Your swarm gains a variety of benefits while it is linked to you.

While it is bonded to you, your healing spells can cause the swarm to regain hit points, and whenever you finish a short rest, you may spend your hit dice to heal the swarm, calling new insects to reform it. Neither of these may methods may increase a swarm past its maximum size. At the end of a long rest, your insect swarm is restored to full hit points as you call more insects to replenish it.

The swarm obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command your swarm where to move (no action required by you). When you take the attack action on your turn, you may substitute one of your attacks to direct your swarm to attack instead. When you take the Dash, Disengage, or Dodge action on your turn, your swarm may take one of those actions as well.

While you are using your Natural Explorer feature, you and your swarm can both move stealthily at a normal pace.

Your swarm has abilities and game statistics determined in part by your level. Your swarm uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, your swarm also adds its proficiency bonus to its AC and to its damage rolls. Your swarm also becomes proficient in all saving throws.

For each level after 3rd, your swarm gains an additional hit die and increases its hit points accordingly. At certain hitpoint values, this also increases the size of the swarm. While your swarm is at 28 or more hit points, it becomes medium, and its attacks deal 4d4 damage. While it has 56 or more hit points, it becomes huge, and its attacks deal 6d4 damage. While it has 84 or more hit points, it becomes gargantuan, and its attacks deal 8d4 damage.

In addition, starting at 6th level, when your swarm has reached sufficient size, you may choose to divide it, or unite the divided pieces. At the end of a long rest, you may direct your swarm to form into multiple distinct swarms, or unite distinct swarms into a single larger one. Divide the swarm's total hit dice into pools as you select, with no pool having fewer than 3 hit dice. The size, health, and damage of each swarm is then determined as listed above. For example, you might have one medium swarm, or two small swarms. Commanding multiple swarms functions as above. Verballing commanding them where to move requires no action, and all of your swarms take the Dash, Disengage, or Dodge actions when you do. Directing a swarm to attack applies to only one swarm at a time.

At the end of a short rest, you may only choose to unite swarms together, rather than separating them. Choose one swarm to have join another. The hit points of the swarm you choose are added onto those of the one you have them join, possibly changing its size, and by extension its damage.

Additionally, when a swarm is within 5 feet of a type of creature you have chosen as your favored enemy, you and your swarm gain a +2 to your damage rolls with weapon attacks against that enemy. This bonus increases to +4 when you reach 6th level.

RANGER SWARM CASTING

In addition, as a Gulgari ranger, you also learn *cause fear*^ when you take this archetype at 3rd level. At 5th level, you learn *web*^. At 9th level, you learn *feign death*^. These spells count as ranger spells for you, but don't count against your spells known.

SWARMING COORDINATION

At 7th level, your ability to direct insects grows further. While your swarm can see or hear you, it has advantage on all saving throws.

In addition, when you take the Attack action on your turn, if there is a small swarm that can see or hear you, it can use its reaction to make a melee attack.

SWARM SPECIALIZATION

Starting at 7th level, you may also have your swarm take on more specific attributes. When you finish a long rest, after you have chosen how to divide your swarm, you may select one of the following options to apply to each swarm you have. If they unite later in the day after a short rest, the swarm with the greater hitpoints among them is the only option that is retained.

Swarm of Beetles A swarm of beetles gains a burrowing speed of 5 feet, which it can use to burrow through soft earth.

Swarm of Centipedes A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Swarm of Glow Worms A swarm of glow worms gives off an eerie green glow, emitting bright light for 20 feet and dim light for another 20 feet. The glow worms may stop emitting light as a reaction, and may be commanded to emit it again as a bonus action on your turn.

Swarm of Maggots A swarm of maggots has a walking speed of 15 feet and a climbing speed of 10 feet. A creature other than you that ends its turn in a space occupied by the swarm takes necrotic damage equal to half your proficiency modifier.

Swarm of Spiders A swarm of spiders has the following additional traits:

- **Spider Climb:** The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- **Websense:** While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.
- **Web Walker:** The swarm ignores movement restrictions caused by webbing.

Swarm of Wasps A swarm of wasps has a walking speed of 5 feet, a flying speed of 30 feet, and no climbing speed.

SWARM SURGE

At 11th level, your swarm gains an increased frenzy. Once on your turn, when one of your swarms you can see would make an attack, you may instead have that swarm surge out from its space to strike nearby enemies. Your swarm makes an attack against each hostile creature in its space and within 5 feet of it, but any damage of those attacks is halved.

SWARMING SPELLS

Beginning at 15th level, when you cast a spell that targets only yourself, you may have that spell also affect a number of your swarms up to a maximum number equal to your Wisdom modifier (minimum of one). The swarms must be within 30 feet of you to benefit in this way.

ROGUE ARCHETYPE - DEATHRITE

Those who have no place else to go often find themselves in the undercity one way or another. It should be no surprise then that many land in the arms of the Gulgari. Those who thrive typically learn from the guild's dark and ancient magic, putting it towards furthering the swarm's ends.

BONUS PROFICIENCIES

You gain proficiency with herbalist's kits and poisoner's kits.

SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells.

Cantrips You learn three cantrips: *chill touch*[^] and two other cantrips from the druid spell list. You learn an additional cantrip from the druid spell list at 10th level. *Chill touch*[^] counts as a druid spell for you.

Spell Slots. The Deathrite Spellcasting table below shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st level or higher.

You know three 1st level druid spells of your choice. The Spells Known column of the Deathrite Spellcasting table shows when you learn more druid spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the druid spells you know with another spell of your choice from the druid spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability Wisdom is your spellcasting ability for your druid spells, drawing upon your connection with death, nature, and other primal forces.

You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

DARKBLAST EXPERTISE

Starting at 9th level, you become more skilled at with your dark magic. When you hit a creature with a melee or ranged spell attack while you are hidden from it, you may add extra necrotic damage equal to your sneak attack damage to the damage roll. You may not use your Sneak Attack on a turn you use this feature.

You may use this feature a number of times equal to your Wisdom modifier (minimum of once). You must finish a short or long rest before you can use it again.

CRYPT INFILTRATOR

At 13th level, you've spent more than enough time around death and tombs. By spending 1 minute with a corpse that has been slain in the past hour, you may disguise the cause of death. Any who sees the corpse will believe it was slain by a weapon, element, or cause you specify, unless given obvious reason to disbelieve it.

Furthermore, you have advantage on Intelligence (Investigation) checks to find secret doors and passages. Additionally, undead have disadvantage on their Wisdom (Perception) checks made to notice you.

DEATHRITE SPELLCASTING

Rogue Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	3	—
17th	4	11	4	3	3	—
18th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

rites of reaping

Starting at 17th level, you've learned dark rites to draw power from the death of your foes. When you cast a spell of 1st level or higher on your turn, you may use your bonus action to give one target of that spell disadvantage on their saving throw. After you use this ability, you may not use it again until you either reduce a hostile creature to 0 hit points with a melee weapon attack, or finish a short or long rest.

Additionally, whenever you reduce a hostile creature to 0 hit points, you gain 10 temporary hit points.

NEW ITEMS

Members of the Golgari Swarm may acquire the following items for the price listed beside each entry.

Golgari Locket. (100 gp) This roughly carved locket contains a softly glowing sigil. When a creature wearing this locket rolls a 1 on the d20 roll of a death saving throw, they may reroll it. When a creature wearing this locket dies, it may cast *animal messenger*^ without using a spell slot or a reaction, so long as there is a tiny creature in range. They may mentally communicate the description and message. Once a locket is used to cast this spell, it may not be used to cast it again for one week.

Ochran Poison. (200 gp) This is a single vial of a potent poison. You can use it to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. The poison may also be applied to a drink as an action. Once applied, the poison retains potency for 1 minute, or for 1 hour if applied to a drink.

A creature that drinks the poison or hit by the poisoned weapon or ammunition must make a DC 15 Constitution saving throw or take 2d6 poison damage, or half as much damage on a successful save. A creature that fails by 5 or more is also poisoned for 1 hour. A creature that drinks the poison has disadvantage on the saving throw.

GRUUL CLANS

NEW OPTIONS - PATH OF THE TOTEM WARRIOR

If you are a Barbarian with the Path of the Totem Warrior from the *Player's Handbook*, you have access to the options presented here.

TOTEM SPIRIT

These options are available to you when you choose a totem animal at 3rd level.

Hydra While raging, whenever you engage in two-weapon fighting, you may make two weapon attacks as part of your bonus action, rather than one.

Rhino While raging, if you move at least 20 feet straight towards a creature on your turn, your first melee weapon attack that hits it on that turn deals 1d6 extra bludgeoning damage.

Wurm While raging, your reach for melee attacks made using weapons with the heavy property increases by 5 feet. In addition, your melee weapon attacks ignore half cover and three-quarters cover.

ASPECT OF THE BEAST

These options are available to you when you choose a totem animal at 6th level.

Hydra While raging, you are immune to spells and effects that would put you to sleep. In addition, to gain the benefits of a long rest, you may spend six hours doing light activity, rather than two. You have advantage on Wisdom (Perception) checks made during any rest.

Rhino You don't suffer the effects of extreme heat or extreme cold. You also don't suffer from exhaustion due to a forced march. Difficult terrain does not slow your movement.

Wurm You have tremorsense out to a range of 10 feet, allowing you to detect vibrations through the earth within that radius.

TOTEMIC ATTUNEMENT

These options are available to you when you choose a totem animal at 14th level.

Hydra While raging, when you take the Attack action on your turn, you may instead make one melee weapon attack against each hostile creature within 5 feet of you.

In addition, while raging, if your head would be cut off instantly by any means, you instead take 6d6 slashing damage.

Rhino While raging, you have advantage on saving throws against any spell that targets only you, and spell attack rolls against you have disadvantage.

Wurm While raging, you gain a burrowing speed of 25 ft, and you can tunnel through solid rock at a rate of 2 ft per round. When your rage ends, you retain a burrowing speed of 5 feet for 1 minute afterwards.

BARBARIAN PATH - PATH OF THE OLD WAYS

Much has been lost in the Gruul's past, nature having slowly been swallowed up by city, but still they fight. The teachings of the primal truths of the world fuel their rage and drive their desire to see it restored.

BLOODTHIRST

Starting at 3rd level, you gain a killer instinct while in the heat of battle. Whenever you reduce a hostile creature to 0 hit points while raging, you may immediately move up to half your speed without provoking any opportunity attacks, then use a bonus action to make an unarmed strike attack with advantage on the attack roll.

GRUUL SCRAPPER

Starting at 6th level, you become an expert at breaking things and using those things to break other things. You add your proficiency bonus to attack rolls with improvised weapons. Any improvised weapon you use deals 2d6 damage instead of its normal damage, unless the normal damage is higher.

In addition, you have advantage on ability checks made to break objects, and your weapon attacks against objects deal double the normal damage. Furthermore, your weapon attacks against constructs deal 1d6 extra thunder damage on a hit.

STOMPING GROUND

Starting at 10th level, primal magic surges through you during battle. While raging, you may cast the *earth tremor* spell as a bonus action without using a spell slot or components, ignoring the normal restrictions on casting spells during a rage. Strength is your spellcasting ability for it. You may cast it in this way once, and must finish a short or long before you can cast it again.

GROUND ASSAULT

Starting at 14th level, the strength of the very earth emboldens you. While raging, you don't suffer disadvantage for attacking a target at long range using thrown weapons. Furthermore, if a creature is airborne, your weapon attacks rolls against it have advantage.

In addition, whenever you hit an airborne creature with a weapon attack, it takes 2d6 extra thunder damage. You may also have that creature make a Strength saving throw. The DC is 8 + your proficiency bonus + your Strength modifier. If it fails, it falls prone and its flying speed (if any) is reduced to 0 feet for 1 minute. On a success, it falls prone. You may use this ability a number of times equal to your Strength modifier (minimum of once). You regain all uses when you finish a short or long rest.

DRUID CIRCLE - CIRCLE OF THE BURNING TREE

The shamans of the Burning Tree clan are known for having a wide range of mysterious primal powers. They pass down the histories of hatred, turning their magic to destructive ends against civilized society.

BONUS CANTRIP

When you choose this circle at 2nd level, you gain one cantrip of your choice that deals fire damage from any spell list. It counts as a druid spell for you.

SCORCHWALKER

Starting at 2nd level, while you maintain concentration on a spell of 1st level or higher, the area near you becomes wreathed in flames. Any creature that enters a space within 5 feet of you or starts its turn there takes fire damage equal to your proficiency bonus.

In addition, the first time you hit a creature with a melee attack using a weapon on your turn, you may deal extra fire damage to that creature equal to your Wisdom modifier plus half your druid level (rounded down).

WILD EMISSARY

At 6th level, your connection with nature deepens. Whenever you take a short or long rest in an area of wilderness, creatures have disadvantage on Wisdom (Perception) checks made to notice you or your companions while you rest. At the end of your rest, you and any creatures who were also resting regain 1d6 extra hit points if they spent any hit dice during the rest.

In addition, whenever you take a short or long rest in an urban area, you may have the forces of nature follow you. When you begin your rest, you may choose to use this ability. If you do, the area within 60 feet of you becomes difficult terrain for creatures other than you, ivy and vines cracking through surfaces and rubble being strewn across paths. The difficult terrain lasts for the duration of your rest, as well as 1d4 hours afterwards.

Also, while you are resting within 10 feet of a bonfire, the spirits of flame within keep watch for you. If a creature hostile towards you or a friendly creature resting with you ends its turn within 30 feet of the bonfire, it must make a Reflex saving throw or take 2d6 fire damage. If your rest ends or is interrupted, the spirit remains and keeps watch for 1 minute before departing.

FRENZIED TILLING

Starting at 10th level, your magic grows more destructive. Whenever you cast a spell that deals fire damage, you may add your Wisdom modifier to one damage roll of that spell. If that spell is of 1st level or higher, you may have the ground in the area of the spell become difficult terrain.

In addition, your spells that create difficult terrain also become more dangerous. For 1 minute after you cast a spell that creates difficult terrain, any creature that ends its turn in the difficult terrain created by a spell takes 1d4 piercing damage.

PRIMAL VISITATION

At 14th level, a powerful and savage soul dwells inside of you. At the start of your turn, you may undergo a primal transformation, different from a normal wild shape. Select any beast with a Challenge Rating as high as your druid level divided by 2 (rounded down). Until the start of your next turn, your statistics become those of that creature, functioning in the same manner as Wild Shape, except you also retain your size, equipment, and appearance, and you do not gain any of the creature's movements speeds other than walking or climbing. You may use any actions and features of the creature, the magic allowing you to imitate its primal might with your own body. At the end of your turn, you gain temporary hit points equal to the Constitution score of the beast you chose.

You may use this ability a number of times equal to your Wisdom modifier (minimum of once). You regain these uses when you finish a long rest.

NEW OPTIONS - BEAST MASTER ARCHETYPE

There are many strange beasts within Ravnica, and none are more ferocious than those found in the Rubblebelt and other Gruul territories. The following options are available as a variant to the standard animal companions listed for a Ranger with the Beast Master archetype. The stats are either provided, or designate another creature to use the stats of with minor alterations. The beasts here have been tailored in order to better serve as animal companions. A Ranger from the Gruul clans may select from these if they have proficiency in the Animal Handling skill and a Strength score of 13 or greater.

GREATER BEASTS

These beasts are considerably stronger than those a typical ranger tames, and with this strength comes a difficulty in training. In place of the Exceptional Training feature normally gained by Beast Master Rangers at 7th level, you gain the Bloodrush feature instead, listed later in this section.

Ember Beast. An ember beast is a quadrupedal lizard with an internal flame. It is often forced into work in city forges.

Maaka. Often found in the rubblebelt, the maaka is a savage predatory cat with 6 eyes.

Gruul Ragebeast. A ragebeast is a beast with a durable horn and sharp claws. It is capable of battering through structures.

Rust Scarab. A rust scarab is a giant beetle that emits clouds of rusting agent from its body when struck.

Ripscale Predator. A ripscale is a scaly beast with scything talons that is very territorial.

EMBER BEAST

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 26 (4d10+4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances fire
Senses darkvision 60 ft., passive Perception 10
Languages --
Challenge 1/2 (100 XP)

Fiery Body. A creature that hits the ember beast with a melee attack while within 5 feet of it takes 3 (1d6) fire damage. A creature that otherwise touches the beast takes 1 fire damage.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 7 (2d4 + 2) piercing damage plus 3 (1d6) fire damage.

GRUUL RAGEBEAST

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	5 (-4)	11 (+0)	8 (-1)

Skills Athletics +6
Senses passive Perception 10
Languages --
Challenge 1/2 (100 XP)

Siege Monster. The gruul ragebeast deals double damage to objects and structures.

Actions

Gore. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a creature, the ragebeast may try to shove that creature without using an action.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 10 (2d6 + 3)

MAAKA

Large beast, unaligned

Armor Class 13
Hit Points 26 (4d10+4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	13 (+1)	5 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +5
Senses darkvision 60 ft., passive Perception 15
Languages --
Challenge 1/2 (100 XP)

Keen Sight. The maaka has advantage on Wisdom (Perception) checks that rely on sight.

Pounce. If the maaka moves at least 20 feet straight towards a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the maaka can make one bite attack against it as a bonus action

Wild Leap. The maaka doubles its Strength score for the purposes of determining Long Jump distance.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 6 (1d6 + 3) piercing damage. If the target is prone, the attack deals an extra 1d6 damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 6 (1d8 + 3)

RUST SCARAB

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	2 (-4)	13 (+1)	5 (-3)

Condition Immunities buzzed

Senses passive Perception 11

Languages --

Challenge 1/2 (100 XP)

Pack Tactics. These guys work together. Like super well, you don't even know.

Rust Metal. Any nonmagical weapon made of metal that hits the rust scarab corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust scarab is destroyed after dealing damage.

Corrode. When the Rust Scarab is hit by a melee attack, the creature that hit it must make a DC 11 Dexterity save if wearing metal armor. On a failure, one piece of metal armor the creature is wearing takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed

Actions

Ram. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2) bludgeoning damage.

RIPSCALE PREDATOR

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 10

Languages --

Challenge 1/2 (100 XP)

Pounce. If the predator moves at least 20 feet straight towards a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the predator can make one bite attack against it as a bonus action

Bloodthirsty. If the predator starts its turn next to a hostile creature, it may make one claw attack as a bonus action at any point during its turn.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2)

Claw. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2)

LESSER BEASTS

While still wild compared to the typical animal, these beasts can be handled by a Gruul ranger. You may choose to take the Bloodrush feature in place of the Exceptional Training feature normally gained by Beast Master Rangers at 7th level.

Ghor-Clan Rampager. A rampager is a hairy beast with tusks and horns. It uses the stats for an **ape**, as shown in the Monster Manual, except its size is large.

Giant Solifuge. A giant solifuge is a large spider that lives in dry places. It uses the stats for a **giant wolf spider**, except its size is large.

Gristleback. A gristleback is a boar-like beast known for its loyalty. It uses the stats for a **boar**, except its size is large.

Nodorog. A nodorog is a beast with a sharp crest and spines. It uses the stats for a **panther**, except its size is large.

Rendhorn. A rendhorn is a stout hooved creature with several jagged horns. It uses the stats for an **elk**.

Slaughterhorn. A slaughterhorn is a bull-like creature with several sharp bony protrusions. It uses the stats for a **cow**.

Wasteland Viper. A wasteland viper is a grey snake with red markings and small horns. It uses the stats for a **constrictor snake**, except its bite deals an extra 2d6 poison damage.

While both greater and lesser beasts are large, they are all too wild to be used as a mount. While some may be willing to carry supplies or even an injured ally in an emergency, they refuse to be ridden into battle, even by their ranger.

BLOODRUSH

At 7th level, your beast companion gains resistance to bludgeoning, piercing, and slashing damage while it can see or hear a hostile creature. You also add your proficiency bonus to any saving throw your companion makes.

In addition, whenever you roll for initiative, your beast companion gains temporary hit points equal to its Constitution score.

RANGER CLAN CASTING

In addition, a Ranger with proficiency in the Nature skill and a Strength score of 13 may learn extra spells as a Gruul clan member. You also learn *searing smite* when you choose your archetype at 3rd level. At 5th level, you learn *heat metal*. At 9th level, you learn *haste*. These spells count as Ranger spells for you, but don't count against your spells known.

WARLOCK PATRON - RAZE-BOAR

Shamans and mystics of the Gruul Clans have long prophesized the return of the so-called Raze-Boar, a beastial diety that will return Ravnica to a primal state. While many simply await his arrival, some receive strange visions, gifted with the power to cast fiery spells in its image.

EXPANDED SPELLS

The Raze-Boar 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

RAZE-BOAR EXPANDED SPELLS

Warlock Level Spells

1st	<i>beast bond</i> , <i>hunter's mark</i>
3rd	<i>scorching ray</i> , <i>shatter</i>
5th	<i>erupting earth</i> , <i>haste</i>
7th	<i>dominate beast</i> , <i>guardian of nature</i>
9th	<i>flame strike</i> , <i>wrath of nature</i>

RUBBLEBELT'S FIRE

At 1st level, you gain the *control flames* and *produce flame* cantrips. They count as warlock spells for you.

In addition, whenever you deal fire damage to a creature on your turn, your opportunity attacks against that creature until the start of your next turn don't use your reaction. You may only make one opportunity attack on a creature's turn. If you hit a creature with an opportunity attack made in this way, the attack deals 1d6 extra fire damage.

GIFT OF STRENGTH

Also at 1st level, you gain proficiency with medium armor. Once per turn, when you hit a creature with a weapon attack that uses Strength, you may have the attack deal extra bludgeoning damage equal to half your warlock level (rounded up).

LIVING TWISTER

At 6th level, you can call upon the primal winds to shield you from harm. When a hostile creature ends its turn within 5 feet of you, you may use your reaction to create a whirlwind. Each creature within 5 feet of you must make a Strength saving throw against your spell save DC. On a failure, a creature takes 3d8 bludgeoning damage, is pushed up to 20 feet away from you, and is knocked prone. On a success, the target takes half as much damage and is pushed 5 feet away from you.

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

PORTENT OF NATURE

At 10th level, you gain the *druidcraft* cantrip. It counts as a warlock spell for you.

In addition, whenever you cast *druidcraft* to predict the weather, you gain resistance to one damage type depending on the prediction: fire for sun, cold for snow, lightning for rain, or thunder for fog or windstorms. If it is unclear what the weather will be, you may choose one of the damage types to gain resistance to instead. The resistance lasts for 24 hours or until you cast *druidcraft* again.

SIGN OF THE END RAZE

Starting at 14th level, your very approach heralds disaster. Whenever you roll a 1 or 20 on the d20 roll of an initiative check or an attack roll, the ground rumbles and the sky echos with distant thunder. Choose creatures you can see or hear up to a number equal to your Charisma modifier (minimum of one). Those creatures must make a Strength saving throw against your spell save DC. On a failure, a creature immediately falls prone, it loses concentration on any spell or effect that requires concentration, it is deafened for 1 minute, and it takes 2d6 thunder damage. On a success, a creature is deafened until the end of its next turn and takes half as much damage.

Once you gain the benefit of this feature, you cannot benefit from it again for 1 hour.

NEW INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to the options in the *Player's Handbook*.

If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your warlock level.

FLAMES OF THE RAZE-BOAR

Prerequisite: 5th level

You can cast *conjure animals* once using a warlock spell slot. When you cast it in this way, the beasts are also considered elementals, have immunity to fire damage, and deal fire damage instead of the normal type with their weapon attacks. Once you cast it in this way, you can't do so again until you finish a long rest.

STIRRING HOOFBEATS

Prerequisite: 3rd level

You can cast *find steed*^ once using a warlock spell slot. You can't do so again until you finish a long rest.

In addition, you can cast *longstrider*^ at will, without expending a spell slot.

RUBBLEBELT BOAR

Prerequisite: Pact of the Chain feature

When you cast *find familiar*^, you may also choose a **boar** for your familiar's form. If you are a warlock of 7th level or higher, you may also choose a **giant boar**.

In addition, you can cast *longstrider*^ at will, without expending a spell slot.

NEW ITEMS

Members of the Gruul Clans may trade for the following item for the price listed beside each entry.

Gruul Locket. (100 gp) This necklace bears the skull of a tiny animal. When a creature wearing this locket rolls a 1 on the d20 roll of a saving throw to avoid becoming frightened, or a Dexterity saving throw, they may reroll it.

Giant Wand. (15 gp) This durable carved wand is sized for a larger creature. A medium creature may wield it as a club. It functions as a druidic focus, as well as a crowbar.

NEW SPELLS

The following spell is available to Druids, Rangers, Sorcerers, and Warlocks.

CINDERVINES

2nd-level conjuration

Casting Time: 1 action

Range: Self (15 feet)

Components: V, S, M (a piece of ash bark)

Duration: Instantaneous

You cause charred vines to erupt from the ground and whip at everything around you. Each creature within 15 feet of you must make a Dexterity saving throw. On a failure, a creature takes fire 1d6 fire damage. A creature concentrating on a spell takes an extra 1d6 fire damage.

A creature wearing or holding a manufactured metal object, such as a weapon, suit of armor, or shield, takes 1d6 extra fire damage for each such object, up to a maximum of 3d6, and also has disadvantage on all weapon attacks and skill checks until the start of its next turn.

On a success, a creature takes half as much damage.

The area of the spell becomes difficult terrain until the start of your next turn. Flammable objects in the area that aren't being worn or carried catch fire.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the base damage increases by 1d6 for each slot above 2nd.

IZZET LEAGUE

ARTIFICER SPECIALTY - FLUX CHANNELER

Flux Channelers specialize in controlling elemental energy. The large glass and metal canisters and high tech gauntlet designed to store and direct it are an icon among the guild's mages.

TOOL PROFICIENCY

Starting at 3rd level, you gain proficiency with glassblower's tools. If you already have this tool proficiency, you gain proficiency with one other type of artisan's tools of your choice.

FLUXMAGE SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Fluxmage Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

FLUXMAGE SPELLS

Artificer Level	Spells
3rd	<i>chaos bolt</i> ^^, <i>mage armor</i> ^
5th	<i>gust of wind</i> ^, <i>warding wind</i> ^^
9th	<i>fireball</i> ^, <i>wind wall</i> ^
13th	<i>storm sphere</i> ^^, <i>fire shield</i> ^
17th	<i>conjure elemental</i> ^, <i>control winds</i> ^^

FLUX CANISTER

When you select this specialty at 3rd level, you gain access to a specialized apparatus, designed to help contain and channel elemental energy. The apparatus consists of glass canister and metal plates secured with a harness, as well as a specialized metal gauntlet with tubing detailed below. The entire apparatus weighs 10 pounds. The canister contains one of the elements shown below, and while holding it you may use a bonus action to induce the respective effects. The DC for any saving throws of the effects is your spell save DC.

Fire Canister. As a bonus action, you can activate the device and select one of the following options.

- **Pilot Light:** A small flame emits from the opening, emitting bright light in a 10 foot radius and dim light for an additional 10 feet. The flame goes out at the end of your next turn unless you use a bonus action to sustain it.
- **Torchfire:** A ball of flame crackles at the opening, functioning as a torch, and emitting bright light in a 20 foot radius and dim light for an additional 20 feet. The flame goes out at the end of your next turn unless you use a bonus action to sustain it. You may use your action to make a melee spell attack with the flame, dealing 1d8 fire damage if it hits.
- **Pyromatic:** Two darts of flame rush from the opening. Each targets a creature(s) of your choice within 10 feet of you. A creature must succeed on a Dexterity saving throw or take 1d6 fire damage for each dart that targets it.

Lightning Canister. As a bonus action, you can activate the device and select one of the following options.

- **Spark:** A small arc of electricity comes from the opening. It sheds dim light within 5 feet. The electricity will also arc in the direction of any conductive metals within 5 feet that aren't on your person. This electricity is harmless, causing only slight discomfort. The electricity cuts out at the end of your next turn unless you use a bonus action to sustain it.
- **Shock:** A light charge is emitted from the opening. You may use a melee spell attack to try and hit a creature with the charge before it dissipates. You have advantage on the attack roll if the target is wearing metal armor. On a hit, the target takes 1d6 lightning damage and can't take reactions until the start of your next turn.
- **Bolt:** A line of crackling electricity emits from the opening. The line extends 15 feet long and 5 feet wide in a direction you point it towards. Each creature the line passes through must succeed on a Dexterity saving throw or take 1d8 lightning damage.

Wind Canister. As a bonus action, you can activate the device and select one of the following options.

- **Breeze:** A light breeze pushes out of the cannister, scattering papers or leaves and causing a gentle flow of air. The breeze stops unless you use a bonus action to sustain it.
- **Gust:** A blast of air pushes forth from the opening. You may direct it towards a target within 15 feet off you. If you direct it towards an unattended object weighing no more than 5 pounds, it is pushed 10 feet away. If you direct it towards a medium or smaller creature, that creature must succeed on a Strength saving throw or be pushed 5 feet away from you.
- **Squall:** A flurry of winds pours out of the opening in a 10 foot cone. Each medium or smaller creature in the cone must succeed on a Strength saving throw or be pushed 10 feet away from you. The wind disperses any gas or vapor in a 5 foot space immediately next to the opening, and extinguishes candles, torches, and other unprotected flames.

You may use the first two options of any of these items any number of times. You may use the third option a number of times equal to your Intelligence modifier plus your proficiency bonus. You regain these uses once you finish a long rest.

You also gain a specialized metal gauntlet, which can be attached to the canister using a tube. While the canister is attached to it and on your person, the gauntlet can be used as a spell focus for your artificer spells while worn as long as your hand is free. Additionally, as long as your hand is free, you can emit the canister's options from the gauntlet when you activate it. If your apparatus is damaged or destroyed, you can replace one part of it for 10 gold, or all parts for 40 gold.

POWER SURGE

At 5th level, your canister expands in its capabilities, and may be overcharged for more extreme effects.

Fire Canister. The range of the pyromatic option increases to 20 feet, and it shoots two additional darts, for a total of four.

Lightning Canister. The line of the bolt option now extends 25 feet, and it now deals 2d8 lightning damage on a failed save.

Wind Canister. The cone of the squall option now extends to 20 feet, and pushes creatures 20 feet rather than 10 feet on a failed save. If the creature is small or tiny, it also falls prone on a failed save. Large creatures are now affected, but have advantage on the save.

In addition, when you cast an artificer cantrip that deals damage, you may add your Intelligence modifier to one damage roll of that cantrip.

VENTING INVENTION

At 9th level, your canister's range and output is improved further.

Fire Canister. The range of the pyromatic option increases to 25 feet, and it creates two additional darts, for a total of six. A creature now takes half as much damage on a successful save.

Lightning Canister. The line of the bolt option now extends 35 feet, and it now deals 3d8 lightning damage on a failed save, and half as much on a successful one.

Wind Canister. The cone of the squall option now extends to 30 feet, and pushes creatures 30 feet and knocks them prone on a failed save. On a successful save, the creature is pushed 10 feet. Large creatures no longer have advantage on the save. Huge creatures are now affected, but have advantage on the save.

OVERLOAD

At 15th level, you're capable of vastly increasing your canister's energy output in wild directions. Whenever you use a bonus action to activate your canister, you may expend a spell slot of 1st level or higher to activate two options at once. You may choose two different options, or the same option twice, but you may not target the same creature with the same option while doing so.

In addition, when you cast an artificer cantrip that deals damage, you may add your proficiency bonus to one damage roll of that cantrip.

NEW INFUSIONS

When you choose your artificer infusions, you have access to the following options.

IZZET LOCKET

Item: A locket or necklace (requires attunement)

This object is a charged metallic device. The locket has 6 charges. The wearer can expend 1 charge to grant a +1 bonus to a spell attack roll or damage roll they make. The locket regains 1 charge every hour. If the locket would regain a charge while it has 6 charges, the wearer takes 2d6 lightning damage, and the locket loses all remaining charges.

SKY WING

Prerequisite: 10th-level artificer Item: A saddle (requires attunement)

This is a metallic contraption shaped like a wing. It has 20 hit points and 15 AC. A medium or smaller creature may ride upon it, gaining a flying speed of 70 feet while doing so. A creature riding the *sky wing* must use its bonus action each turn to steer it, or else it flies in a random lateral direction, losing 20 feet of altitude in the process. If it collides with a solid surface in flight, it takes 2d10 bludgeoning damage. If the device loses all of its hitpoints, the flying speed is reduced to 0 and any creature riding it falls. You may repair a *sky wing* during a long rest by spending 1 gp worth of raw materials for each hit point repaired.

TELEPORTAL

Prerequisite: 10th-level artificer Item: A ring

This device is a bulky metallic ring that allows for teleportation. As an action, you may activate it by placing it on the ground, facing a specific direction. Any creature who steps on the device is teleported 200 feet in that direction. Each creature after the first must roll a 3d10. If the majority of dice were odd, their distance is reduced by the total. If the majority of the dice were even, their distance is increased by the total. If you would be teleported into a space already occupied by an object or creature, you take 4d6 force damage and are instead teleported into the nearest unoccupied space near your destination. After 1 minute, the ring deactivates before teleporting into your pocket. You must finish a long rest before you can use it again.

SORCERER ORIGIN - WEIRD

Weirds are artificial lifeforms, infused with conflicting types of elemental energy as a school of research within the Izzet League. While some weirds are simple in nature and resemble some sort of elemental ooze, others are articulate humanoids. You are either part of a very interesting experiment, or you've had a strange and curious accident.

ELEMENTAL FORM

Starting at 1st level, elemental energy suffuses your body. Select one element from two of the following lists. You learn the listed cantrip and spells associated with each choice at the sorcerer levels listed. These spells don't count against your sorcerer spells known, and count as sorcerer spells for you.

HEAT LIST FIRE

Sorcerer Level	Spells
----------------	--------

1st	<i>produce flame</i> ^, <i>hellish rebuke</i> ^
-----	---

7th	<i>wall of fire</i> ^, <i>fireball</i> ^
-----	--

LIGHTNING

Sorcerer Level	Spells
----------------	--------

1st	<i>electrolyze</i> , <i>thunderwave</i> ^
-----	---

7th	<i>storm sphere</i> ^^, <i>call lightning</i> ^
-----	---

HEATSINK LIST

COLD.

Sorcerer Level	Spells
1st	<i>frostbite^^, armor of agathys^</i>
7th	<i>fire shield^, sleet storm^</i>

WATER.

Sorcerer Level	Spells
1st	<i>petrahydrox, create or destroy water^</i>
7th	<i>control water^, tidal wave^^</i>

GROUND LIST

EARTH.

Sorcerer Level	Spells
1st	<i>magic stone^^, earth tremor^^</i>
7th	<i>meld into stone^, stone shape^</i>

FLUX CHARGE

Also at 1st level, you gain the ability to blend your elemental energy in strange ways. Whenever you deal damage with a 1st level or higher spell, you gain one of the following benefits of your choice:

- The next melee weapon attack you make as part of an Attack action before the end of your next turn has advantage. If that attack hits, it deals 1d4 extra force damage.
- You have advantage on the first spell attack you make with a cantrip before the end of your next turn. If that attack hits, it deals 1d4 extra force damage.
- One creature that took damage from the spell has disadvantage on the first saving throw it makes against a cantrip you cast that targets it before the end of your next turn. If it takes damage from that cantrip, it takes 1d4 extra force damage.

The extra damage increases by 1d4 at 5th level (2d4), 11th level (3d4), and 17th level (4d4).

ELEMENTAL ATTUNEMENT

At 6th level, you gain two of the following benefits based on the elements you selected at 1st level.

Fire. When you cast a spell that deals fire damage, you add your Charisma modifier to one damage roll of that spell.

Lightning. When you cast a spell that deals lightning damage, you add your Charisma modifier to one damage roll of that spell.

Cold. You gain resistance to cold damage, and suffer no effects from extreme cold.

Water. You gain a number of hit points equal to your sorcerer level. Whenever you gain a level in this class, you gain 1 additional hit point. You also can breathe both air and water.

Earth. While you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

In addition, you also learn the *Replicate Spell* metamagic if you don't already know it.

NEW METAMAGIC: REPLICATE SPELL

Replicate Spell

When you cast a spell that can only target one creature at that spell's current level and does not require concentration, you can spend a number of sorcery points equal to the spell's level plus 1 to cast the same spell at a different creature in range, requiring no action. (1 sorcery point if the spell is a cantrip.)

You may spend sorcery points in this way multiple times for the same spell, targeting a different creature each time.

IZZET PARAGON

At 14th level, your mastery of elemental powers grows even greater. On your turn, you may cast two of the following spells based on the elements you selected at 1st level. You cast one spell as a bonus action, and the other as an action, ignoring the normal restrictions.

Fire. *investiture of flame^^*

Lightning. *chain lightning^*

Cold. *otiluke's freezing sphere^*

Water. *maelstrom^^*

Earth. *bones of the earth^^*

Casting the spells in this way does not use any spell slots. Once you cast the spells at once in this way, you must finish a long rest before you can do so again.

In addition, you learn the spells associated with this feature. They don't count against your spells known, and count as Sorcerer spells for you.

WEIRDING FORM

At 18th level, you can split of fragments of your power elemental power to fight for you. As an action, you summon two elementals based on which elements you selected for your Elemental Form feature.

If you chose the Fire option from the Heat list, you summon a **fire elemental**.

If you chose the Lightning option from the Heat list, you summon a **air elemental**.

If you chose an option from the Heatsink list, you summon a *water elemental myrmidon*.

If you chose the option from the Ground list, you summon an *earth elemental myrmidon*.

The DM has the creature's statistics. The elementals appear in the nearest unoccupied space to you. The two elementals are friendly to you, fight hostile creatures on your behalf, understand your language, and will follow simple verbal commands. The elementals remain for 1 minute or until they are reduced to 0 hit points, after which they dissipate.

Once you use this ability, you must finish a short rest or long rest before you can use it again.

WARLOCK PATRON - THE FIREMIND

Niv-Mizzet is the founder and current head of the Izzet League. A dragon of immense knowledge with a magnetic personality, he attracts many who wish to research and study under him. He chooses few students to share his wealth of secrets with, and is known to be demanding and fickle.

EXPANDED SPELLS

The Firemind 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

FIREMIND EXPANDED SPELLS

Warlock Level	Spells
1st	<i>absorb elements</i> ^Λ , <i>feather fall</i> ^Λ
3rd	<i>aganazzar's scorcher</i> ^{ΛΛ} , <i>arcane's magic aura</i> ^Λ
5th	<i>call lightning</i> ^Λ , <i>sending</i> ^Λ
7th	<i>storm sphere</i> ^{ΛΛ} , <i>fire shield</i> ^Λ
9th	<i>arcane hand</i> ^Λ , <i>teleportation circle</i> ^Λ

MENTAL ACUITY

Starting at 1st level, when you select this patron, your spellcasting ability becomes Intelligence, rather than Charisma.

In addition, you learn one cantrip of your choice from the wizard spell list. It counts as a warlock spell for you.

BLAST OF GENIUS

Also at 1st level, your tutoring gives you access to special dice called flux dice. You have three flux dice, which are d6s. You may expend one flux die to roll it and add it to an ability check, saving throw, or spell attack roll you make.

In addition, as a bonus action on your turn, you may spend a number of flux dice up to a maximum number equal to your warlock level. Until the end of your next turn, you may cast a spell from the Firemind Expanded Spells list with a spell level equal to the number of flux dice you spent without using a spell slot.

You regain all of your flux dice when you finish a long rest. At later levels, you gain additional flux dice. You gain two additional dice at 11th level, and three additional dice at 17th level.

THOUGHTFLARE

Starting at 6th level, you're able to handle a more intricate form of pact magic. Whenever you finish a short or long rest, you may choose to expend two warlock spell slots. In exchange, you gain four spell slots of a level equal to half the level (rounded down) of the spell slots you expended. For example, if you expend two 5th level spell slots, you would gain four 2nd level spell slots. These extra spell slots disappear at the end of your next short or long rest.

FIREMIND'S FORESIGHT

At 10th level, you gain enough notice to be able to ask for your patron's guidance more directly and more often. You may cast *commune*^Λ as an action without using a spell slot or requiring any material components. When you cast the spell, roll 1d4. Your patron answers, answering a number of questions up to a maximum number equal to the result of your roll instead of three as is normal for the spell. Once you cast the spell in this way, you must finish a long rest before you cast it again.

In addition, whenever you finish a long rest, you may replace one warlock spell you learned from the Pact Magic feature with another spell from the warlock spell list. The new spell must be the same level as the spell you replace.

INVOKE THE FIREMIND

At 14th level, you can call upon all you've learned to unleash a flurry of powerful magic.

As an action on your turn, you may select one of the following options in place of casting your Mystic Arcanum:

- Roll 5d4. You gain five spell slots of a level equal to the result of each respective roll. These spell slots disappear after 1 minute.
- For 1 minute, you may cast the *eldritch blast*^Λ cantrip as a bonus action.

NEW INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to the options in the *Player's Handbook*.

If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your warlock level.

HYPERVOLT GRASP

You can cast *witch bolt*^Λ at will as a 1st-level spell, without expending a spell slot or requiring material components.

ELEMENTAL BLAST

Prerequisite: eldritch blast cantrip

As an bonus action on your turn, you may choose cold, fire, lightning, or thunder. When you cast *eldritch blast*^Λ, the damage is instead of the type you chose, and it deals 2d6 damage instead of 1d10. This change lasts for 1 hour or until you choose to end it (no action required). You must finish a short or long rest before you can use this feature again.

FIRE THE MIND

Prerequisite: 5th level

You can cast *haste*^Λ once using a warlock spell slot. You can't do so again until you finish a long rest.

WEIRD FAMILIAR

Prerequisite: 5th level, Pact of the Chain feature

When you cast *find familiar*^Λ, you may also choose a **smoke mephit** or a **steam mephit** for your familiar's form. If you are a warlock of 7th level or higher, you may also choose an **ice mephit** or a **magma mephit**.

WIZARD TRADITION - EXPERIMENTER

Many spellcasters of the Izzet League are well known for their eccentric natures, none quite as common as those who seek to endlessly experiment. For them, repetition is quite boring, though their odd methods boast impressive results.

SCATTERED RESEARCH

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell from a spell scroll into your spellbook is halved. The gold and time you spend to copy a spell from another spellbook into your spellbook is doubled.

MERCURIAL KNACK

Starting at 2nd level, whenever you finish a long rest, you can replace one wizard cantrip you learned from this class with another cantrip from the wizard spell list.

At 11th level, you may replace two wizard cantrips instead of one.

RADICAL IDEA

When you select this tradition at 2nd level, your constant experimentation enhances your spells, but requires you to use them in a varied fashion. Whenever you prepare your list of wizard spells, you may prepare an additional number of spells equal to half your proficiency bonus.

Whenever you cast one of your prepared wizard spells, you may no longer cast it again until you finish a long rest, except as a ritual.

Also, whenever you cast a wizard spell of 1st level or higher that deals damage, you may add your proficiency bonus to one damage roll of that spell. In addition, you may make an Intelligence saving throw in place of a Constitution saving throw when attempting to maintain concentration.

CHEMISTER'S TRICK

At 6th level, your experimentation allows you to mix together aspects of your spells in new and varied ways

Whenever you cast a spell, you may change the damage type to another damage type you dealt using a spell with a lower level since the last time you took a long rest. When you change the damage type of a spell in this way, you may add your Intelligence modifier to one damage roll of that spell. For example, if you cast *burning hands* and have previously cast *lightning bolt* that day, you may have *burning hands* deal lightning damage instead of fire damage.

In addition, if you cast a spell with an area of effect that is a cone, cube, or line, you may replace the size and type of that area of effect with one from a lower level spell you have cast since the last time you took a long rest. For example, if you cast *lightning bolt* and have previously cast *burning hands* that day, you may have the area of *lightning bolt* become a 15 foot cone for that casting.

JUMP-START

Also at 6th level, you gain the ability to use your own magical talents to get more energy out of certain magical items.

Whenever you use a magical item such as a scroll, wand, or other magical object that casts a spell as part of its usage, you add that spell to your prepared spells for 1 minute, and may cast it once by spending a spell slot with an appropriate level for the spell used. The spell counts as a wizard spell for you, and uses your ability modifiers for attack rolls and any saving throw DC.

In addition, as an action, you may expend a 1st level spell slot to recharge a magic item. The item regains 1 charge, up to any maximum it might have. This feature has no effect on legendary magic items or artifacts. Once you recharge an item this way, you must finish a long rest before you can do so again.

ELECTROLYZE

At 11th level, your experience with spellcasting allows you to quickly analyze spells on the fly, harnessing a portion of them to temporarily protect yourself from them.

After you see a spell cast by a creature other than you, you gain the following benefit for 1 hour: You and each creature within 10 feet of you have a +2 bonus to saving throws against that spell, and you and each creature within 10 feet of you have resistance to any damage dealt by that spell.

You do not gain this benefit against a spell as it is cast, only for subsequent castings. You may gain this benefit against multiple spells at once. You may use this benefit a number of times equal to your Intelligence modifier (minimum of once). You regain all uses when you finish a short or long rest.

TRAIN OF THOUGHT

At 14th level, you're able to think through problems at blinding speed. You have advantage on Intelligence (Arcana) and Intelligence (Investigation) checks.

In addition, as an action on your turn, you may rearrange the spells you have memorized. Roll 2d6. You exchange up to that many spells you have prepared of 5th level or lower for other spells in your spellbook that you did not prepare. The new spell must be the same level as the spell it is replacing. If you do not have a new spell of a level to replace an old spell with, you lose access to the old spell until you finish a long rest.

Once you use this ability, you must finish a long rest before you can use it again.

NEW SPELLS

The Izzet are often making new discoveries, and have a selection of more unique elemental spells. The following spells are on the Artificer, Sorcerer, Warlock, and Wizard spell lists.

ELECTRICKERY

Evocation cantrip

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous

An arc of crackling electricity streaks out from your hand. Choose one creature you can see within range, or choose two creatures you can see within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 lightning damage.

The spell creates more than one arc when you reach higher levels: two arcs at 5th level, three arcs at 11th level, and four arcs at 17th level. You can direct the arcs at the same targets or at different ones. Each creature makes a single Dexterity saving throw no matter how many arcs target it, taking the combined damage on a failure.

GRAVITIC PUNCH

Transmutation cantrip

Casting Time: 1 action

Range: 5 feet

Components: S

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with an unarmed strike against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and the attack deals an extra 1d6 force damage and pushes the target 5 feet.

The spell's damage increases by 2d6 when you reach 5th level (3d6), 11th level (5d6), and 17th level (7d6). The distance the target is pushed also increases by 10 feet at 5th level (15 feet), 11th level (25 feet), and 17th level (35 feet).

PETRAHYDROX

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, 1 minute

A geyser springs up from the ground at a point you can see within range. Until the spell ends, the magic geyser fills a 5-foot cube. Any creature in the bonfire's space when you cast the spell must succeed on a Strength saving throw or take 1d6 bludgeoning damage and be pushed 5 feet in a direction you choose. A creature must also make the saving throw when it moves into the geyser's space for the first time on a turn or ends its turn there.

As an action on your turn, you may have the geyser spray out towards one creature within 10 feet of it. That creature must succeed on a Strength saving throw or take 1d6 bludgeoning damage and be pushed 5 feet away from the geyser.

The geyser douses small flames within 5 feet of it. Any water the geyser creates is brackish and full of silt and debris, and evaporates once the spell ends.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

ORZHOV SYNDICATE

CLERIC DOMAIN - TITHE

The pontiffs and syndics of the church of debt put on gleaming facades in order to coax money from the faithful. They use their spells to ensure proper payment, and often seek new followers to extort.

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Tithe Domain Spells table. See the Divine Domain class feature for how domain spells work.

TITHE DOMAIN SPELLS

Cleric Level Spells

1st	<i>cause fear</i> ^, <i>ray of sickness</i> ^
3rd	<i>darkvision</i> ^, <i>ray of enfeeblement</i> ^
5th	<i>blink</i> ^, <i>fear</i> ^
7th	<i>private sanctum</i> ^, <i>sickening radiance</i> ^^
9th	<i>antilife shell</i> ^, <i>hold monster</i> ^

SYNDIC SPELLCASTING

When you choose this domain at 1st level, the cantrips *friends*^, *mage hand*^, and *chill touch*^ are added to the cleric spell list for you. In addition, you may use a staff as a spellcasting focus for cleric spells.

ETHEREAL MANTLE

Also at 1st level, as a bonus action, you may form a magical defense that shields you from harm. While it is active, your AC equals 10 + your Wisdom modifier + your Charisma modifier as long as you aren't wearing armor or using a shield. This may take the form of glowing spectral armor, a dim aura of light, or inky shadows that swirl around you. You may dismiss the effect as a bonus action.

While you have this effect active, you may choose to gain advantage on any Charisma (Intimidate) or Charisma (Persuasion) checks you make for 1 minute. You must finish a short or long rest before you can gain advantage in this way again.

CHANNEL DIVINITY: TITHE

At 2nd level, you become able to extract debts directly from those who oppose you. Designate one creature within 30 feet, and declare Soul, Spell, or Steel. At the start of the creature's turn, they suffer the effects of the choice you declared.

- If you chose soul, the creature must succeed on a Wisdom saving throw or take 3d8 necrotic damage, or half as much on a successful save.
- If you chose spell, the next time that creature casts a spell that turn, it must succeed on a Charisma saving throw or lose the spell if it is of 3rd level or lower. If it is above 3rd level or on a success, they take psychic damage equal to the spell's level instead.

- If you chose steel, the creature must succeed on a Strength saving throw or any weapons it is holding are pulled 10 feet through the air in your direction. The weapons don't cause damage while moving this way, avoiding obstacles when able. On a success, the creature has disadvantage on their next weapon attack roll.

A creature designated for this effect may willingly drop prone at the start of its turn. If it does, it gains advantage on its saving throw against the effect, but cannot attack you or cast a spell that targets you until the start of its next turn.

EXTORTING SPELL

Starting at 8th level, you add your Charisma modifier to the damage you deal with any Cleric cantrip. In addition, whenever you cast a spell of 1st level or higher, you gain temporary hit points equal to twice that spell's level.

CULLING SUN

At 17th level, you can cause the mark of your church to appear on the sun while it is in the sky by spending 1 minute in a channeling prayer.

Creatures that start their turn in direct or partial sunlight for 1 mile around you are affected by its radiance. You and up to six friendly creatures you designate when you use this feature are immune to its effects. At the start of a creature's turn, it may choose to fall prone, becoming charmed and frightened by you for as long as it remains prone. Any creature that does not remain prone on its turn takes radiant damage equal to your Charisma modifier, and necrotic damage equal to your Wisdom modifier and the end of each turn it remains in the sunlight. A creature who takes any of this damage must succeed on a Constitution saving throw against your spell save DC or become poisoned for 1 minute.

This effect on the sunlight lasts for 1 hour. Once you use this ability, you must finish a long rest before you can use it again.

PALADIN OATH - OATH OF OBLIGATION

Knights in the service of the Orzhov where gleaming golden armor with intricate designs, though they are anything but fragile. They are experts at calculating interest and enforcing contracts. While they swear their oaths in service of the guild, the clever among them are all too quick to twist the wording to their advantage.

TENETS OF OBLIGATION

A paladin of obligation signs a lengthy contract, dictating their service to the church.

Honor. Debts are to be honored, not forgotten or forgiven. Ensure others keep their debts to you.

Law. A poorly worded law or contract is a binding easily escaped. Always be aware of it when you make deals.

Charity. Giving coins to those in need makes them weak and unproductive. Instill a proper work ethic in them by ensuring later reimbursement.

Community. The church must stand. Fighting external threats comes before internal competition.

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Obligation Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF OBLIGATION SPELLS

Paladin Level	Spells
3rd	<i>bane</i> , <i>identify</i>
5th	<i>shadow blade</i> , <i>healing spirit</i>
9th	<i>speak with dead</i> , <i>spirit guardians</i>
13th	<i>secret chest</i> , <i>shadow of moil</i>
17th	<i>enervation</i> , <i>geas</i>

CHANNEL DIVINITY

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

Beckon Apparition. You can use your Channel Divinity to call the recently slain to serve. As an action, you touch a creature that has been dead for no longer than 1 minute. A spirit of the creature is created in an unoccupied space within 10 feet of the corpse. It has the stats of a **specter**. The spirit obeys your commands to the best of its ability for 1 minute or until it is slain, so long as you use a bonus action on each of your subsequent turns to maintain control. After 1 minute or once you lose control, the spirit is free, either passing on, or haunting an area or person of importance to it.

Blind Obedience. As an action, you present your holy symbol, a bright light flashing from it. Creatures in a 15 foot cone originating from you must make a Wisdom saving throw against your spell save DC. Any creature that fails immediately drops prone, and is blinded and charmed until the end of your next turn.

EXECUTIONER'S SWING

At 7th level, whenever a hostile creature within 10 feet of you deals damage to a friendly creature you can see, you may use your reaction to give that creature resistance to the damage. Then, if the creature that made the attack is within reach of a weapon you're wielding, you may make an opportunity attack against them as part of the reaction.

SHADOW LANCE

Also at 7th level, whenever you cast *shadow blade*, it loses the light property and gains the reach and two-handed properties, the weapon resembling a polearm instead.

CRYPT WARDS

At 15th level, the souls of the dead have difficulty defying you. You have resistance to necrotic damage. Additionally, you have advantage on Charisma skill checks against undead creatures.

GIFT OF ORZHOVA

At 20th level, you may borrow the powers of the church for your cause. Using your action, you undergo a transformation. For 1 minute, you gain the following benefits.

- Elegant wings crafted from stained-glass form on your back and grant you a flying speed of 60 feet

- Whenever you deal damage to a hostile creature with a melee weapon attack, you regain hit points equal to 2d8 + your Charisma modifier
- When you use your Beckon Apparition Channel Divinity option, the spirit uses the stats of a *ghost* instead, and does not require any bonus actions to control

ROGUE ARCHETYPE - ENFORCER

While many scoundrels and ruffians work under the employ of the Orzhov, those who are true members take their enterprise quite seriously. They're well known for their brutal punishments among those indebted, though so much time among the church of deals has given them insight into the vast criminal underworld.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with the Religion skill. You also gain proficiency with jeweler's tools and forgery kits. In addition, you gain proficiency with whips.

STREET SPECIALTY

Also at 3rd level, you gain the ability to apply your Sneak Attack damage to weapon attacks that use clubs, greatclubs, light hammers, and maces, in addition to finesse and ranged weapons.

In addition, whenever you deal damage to a creature using your Sneak Attack, you may immediately use your bonus action to cause an extra effect to the creature depending on the type of damage inflicted. The DC for any saving throws of these effects is equal to 8 + your proficiency bonus + your Strength or Dexterity modifier.

Bludgeoning. A medium or smaller creature must succeed on a Strength saving throw or be pushed 10 feet away from you and fall prone. If the creature succeeds or is large or huge, it is instead pushed 5 feet.

Piercing. If the creature moves 10 feet or more on its next turn, it must succeed on a Constitution saving throw or take damage equal to your Sneak Attack damage, or half as much on a successful save.

Slashing. The creature must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. On a success, the creature has disadvantage on their first attack roll against you before the end of your next turn.

Other. The next time the creature casts a spell, it must make a Charisma saving throw or lose the spell if it is of 3rd level or lower. If the creature succeeds or if the spell is of a higher level, you have advantage on any saving throws you make against that spell.

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

UNDERCITY INFORMER

Starting at 9th level, your knowledge of the criminal underworld goes deep. You have advantage on any skill check made to locate criminal hideouts or meeting places. You also have advantage on Wisdom (Insight) and Wisdom (Perception) checks to notice a betrayal, scam, swindle, ambush, or similar criminal schemes.

UNDERWORLD CONNECTIONS

Starting at 13th level, you can more easily secure help from those among the syndicate. As an action on your turn, you may attempt to call for backup from your contacts. If you are in place criminals have access to, the help arrives in the form of eight **bandits**, four **thugs**, or one **bandit captain**, the DM selecting which is most reasonable for the situation and location. The criminals will work to aid you, making ranged attacks or providing a diversion, but will retreat after 1 minute or if they're reduced below half of their maximum hit points.

If you are somewhere more remote, your guild instead sends two **shadows** to aid you. They vanish after 1 minute or when reduced to 0 hitpoints.

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

SLUM REAPER

At 17th level, whenever you take the Attack action on your turn, you can attack twice, rather than once.

In addition, at the start of your turn, you may lower your total number of Sneak Attack dice by four until the end of your turn. If you do, you may apply your Sneak Attack any number of times that turn, instead of only once.

SORCERER ORIGIN - VAMPIRIC

Of the beings within Ravnica, few are viewed with as much fear as a vampire. Notably however, there are two different varieties, one of which finds a place among the shadowy ranks of the Dimir, while the other holds sway in the gleaming cathedrals of the Orzhov.

The Orzhov have rituals and rites which they use to give syndicate members the traits of a vampire, while the Dimir often lure away these initiates by offering them secrets of mind based magic.

VAMPIRIC ATTRIBUTES

Starting at 1st level, you gain certain traits no matter your ancestry. You gain darkvision with a radius of 90 feet. You also have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

In addition, your bite becomes a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Whenever you deal damage to a humanoid with this bite, you gain temporary hitpoints equal to your proficiency bonus, and you gain enough nourishment to be sustained for half a day. Once you gain that benefit from biting a creature, you may not benefit from biting them again within the next 24 hours.

VAMPIRIC TRAITS

At 1st level, you gain supernatural abilities dependent upon your heritage and kind. Orzhov vampires use the Blood Drinker abilities below, while Dimir vampires use the Mind Drinker abilities found in their section. You learn spells at 1st and 5th level based upon your choice. Spells you learn this way count as sorcerer spells for you, but do not count against your sorcerer spells known. Your choice will also determine other features you gain access to.

Blood Drinker You are the most commonly thought of vampire, and likely find your place among the Orzhov. The damage of your bite increases to 1d6, and you may use Dexterity in place of Strength for attack and damage rolls made with it.

Also, when you deal damage to a living creature with your bite, you may also immediately spend one hit die, rolling it and regaining hit points equal to the result plus your Constitution modifier.

At 1st level, you learn the *chill touch*^ cantrip. You also learn the *bane*^ spell. At 5th level, you learn the *vampiric touch*^ spell. These spells count as sorcerer spells for you, and don't count against your spells known.

LIFESTEALING TALENT

At 6th level, you've grown more adept with your abilities, allowing you to siphon from your victims more effectively. When you reduce a creature to 0 hit points on your turn, you may use a bonus action to feed upon their life force. You regain a hit die and gain a sorcery point. You must finish a short rest before you may use this ability again.

You also gain the following benefit based upon your Vampiric Trait:

Blood Drinker On your turn, if you cast a 1st level or higher spell, you may make an attack with your bite unarmed strike as a bonus action. If it hits, you gain temporary hit points equal to your Charisma modifier in addition to any other effects.

In addition, you learn the *Distant Spell* metamagic, or another metamagic of your choice if you already know it. Whenever you spend a sorcery point, you gain resistance to necrotic damage for 1 hour.

AGENT OF THE NIGHT

At 14th level, your talents reach new heights, arriving as a prime example for your kind. You gain the following benefit based upon your Vampiric Trait:

Blood Drinker You gain the ability to fly, carried aloft by an unseen magical force. Your flying speed is 20 feet while in sunlight, and 40 feet otherwise.

While a creature is under the effects of a spell you have cast that would end if you attack or deal damage to it, your first attack with your bite unarmed strike does not cause the spell to end.

DARK DENIZEN

At 18th level, your abilities have reached their apex, and you're able to use the life energy you steal to new ends. As an action on your turn, you may spend 3 Sorcery points and spend a hit dice to exude an aura of energy to a distance of 30 feet. For 1 minute, any living creature that starts its turn within the aura must make a Constitution save against your Spell save DC or take 2d6 damage, or half damage on a successful save.

The type is based on your heritage: necrotic for Blood Drinker, and psychic for Mind Drinker. Blood or psychic energy swirls around you in a vortex. The aura is considered to be lightly obscured for creatures other than you.

Additionally, a Blood Drinker has advantage on their bite attacks against creatures in the aura. Creatures in the aura of a Mind Drinker have disadvantage on saving throws against *mind grind* when cast by you.

The aura remains centered on you while it is active, and ends prematurely if you are incapacitated.

NEW ITEMS

Members of the Orzhov Syndicate may purchase the following items for the price listed beside each entry.

Orzhov Locket. (101 gp) This is an fine necklace crafted from gold and other valuable materials. As an action, the wearer may expend a hit die, regaining no hit points, in order to cast *guidance*^ without components. The wearer may cast the spell once this way, and the locket can't be used to cast it again until the next dawn.

Syndicate Icon (101 gp) This is a metallic staff with a spiked crest displaying the church's symbol. It functions as both an arcane focus and a holy symbol. It also functions as a silvered quarterstaff.

CULT OF RAKDOS

BARBARIAN PATH - PATH OF CARNAGE

Pain and cruelty is the way of the Rakdos, and those who can both inflict and endure it are among the favored. Gladiators specializing in grisly displays often come from brutal backgrounds, and are skilled both in and out of a ring.

BONUS PROFICIENCIES

When you take this path at 3rd level, you gain proficiency in the Performance skill. You also gain proficiency with the burning brand, candle skewer, defiler scythe, gore club, hell flail, and shredder blades.

rites of Mayhem

Also at 3rd level, you learn the *riot spikes* cantrip. You also learn the *hellish rebuke* and *auger spree* spells, and may cast each of those spells once without using any material components. You regain the ability to cast those spells when you finish a long rest. Your spellcasting ability for these spells is Charisma.

In addition, you may cast and concentrate on these spells during a rage, ignoring the normal restrictions.

Blessing of Rakdos

Starting at 6th level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + half your barbarian level.

In addition, while you are raging, you have resistance to fire damage.

Unleash

Starting at 10th level, your desire to cause pain can overwhelm your senses. Whenever you enter a rage, you may instead spend two uses of rage to enter an enhanced form of rage. During this rage, your bonus Rage Damage is doubled. You may not use your reaction to make opportunity attacks during this rage. Whenever you take damage during this rage, you may use your reaction to make a melee weapon attack against a creature within your reach. In addition, attack rolls against you during this rage have advantage.

At 20th level, you may only enter this rage a number of times equal to your proficiency bonus.

Skull Render

Starting at 14th level, whenever you roll a 18-20 on a melee weapon attack and hit, roll a d6. The target is affected with a condition from the following table based upon your result. The condition lasts until the end of your next turn, or until the creature stands up in the case of being prone.

d6 Condition

- | | |
|---|------------|
| 1 | Deafened |
| 2 | Blinded |
| 3 | Frightened |
| 4 | Prone |
| 5 | Stunned |
| 6 | Paralyzed |

BARD COLLEGE - COLLEGE OF DISCORD

In Ravnica, riots are as common as rain in some districts. While some may be spontaneous, many are directed. Those of the college of discord consider them to be a force to be shaped on a whim, inspiring such mayhem for the benefit of their guild.

Bonus Proficiencies

When you join this college at 3rd level, you gain proficiency with the burning brand, candle skewer, defiler scythe, and hell flail.

Deviant Glee

Starting when you join this college at 3rd level, you're able to inspire greater cruelty. Whenever a creature uses one of your Bardic Inspiration die to add to its attack roll, that attack deals extra psychic damage equal to the maximum possible result of your Bardic Inspiration die if it hits.

Captive Audience

Also at 3rd level, you gain the ability to induce a riot more easily. By speaking to a humanoid that can understand you for at least 1 minute, you can anger them about a specific societal issue. After 1 minute, the creature must succeed on a Wisdom saving throw against your spell save DC or fly into a fit of rage. The creature moves up to its speed and attacks the nearest creature other than you with an unarmed strike or improvised weapon.

Whether the attack hits or misses, the target of the attack must also make succeed on a Wisdom saving throw against your spell save DC or be subject to the same fit of rage. Any creatures subject to it will behave as above, in addition to breaking objects or yelling about the initial subject of their anger. A creature subject to the rage will avoid killing, unless it was already hostile towards a creature before becoming enraged.

The rage of a creature lasts for 10 minutes or until it falls unconscious. If the rage ends for a creature, they cannot be enraged again by this feature for another 24 hours. A creature with strong feelings on the initial issue may retain its feelings of anger and continue to riot even after the effect ends, though they are no longer subject to the magical effects of the rage.

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

Havoc Reveler

Starting at 6th level, you're able to control the flow of battle to cause further chaos. Whenever a creature misses you with an attack roll, you may expend a use of your Bardic Inspiration as a reaction to cause that attack to instead hit one creature of your choice, other than the attacker, that you can see within 10 feet of you.

Until the end of your next turn, the creature who attacked you and the creature who was hit have advantage on attack rolls against each other.

SHOWSTOPPER

Starting at 14th level, you can enact a special performance. If you perform for at least 1 minute, you can attempt to conduct a special ritual. At the end of the performance, you summon 8 **imps** in unoccupied spaces within 30 feet of you, which are hostile to all creatures.

Additionally, for 10 minutes, the area within 60 feet of where you stood most often during the performance gains a magical effect. Whenever a creature is reduced to 0 hit points inside the area, it explodes in a burst of fire, viscera, and blinding light. Any creature within 10 feet of an exploding creature must succeed on a Constitution saving throw or become stunned until the end of its next turn. On a success, the creature is instead blinded until the end of its next turn.

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

MONK TRADITION - WAY OF THE SHRED-FREAK

Among the Rakdos, those known as shred-freaks are a strange case. While no less bloodthirsty than their guildmates, they have incredibly keen senses, blinding speed, a bizarre fighting style, and often muse on the finer points of killing. The most skilled among them can cause immense pain with but a single touch.

BONUS PROFICIENCIES

When you choose this tradition at 3rd level, you gain proficiency in the Performance skill. In addition, you gain proficiency with the hell flail and shredder blades. They are considered monk weapons for you.

DOUBLESTRIKE

Also at 3rd level, your strikes cut and flow with extreme precision. Whenever you deal slashing damage with a weapon attack, you may immediately move 5 feet. This movement doesn't provoke opportunity attacks.

In addition, whenever you use your Flurry of Blows, you may make two attacks with shredder blades you're wielding in place of two unarmed strikes.

RITEKNIFE SPELLS

At 6th level, you learn the *friends*[^] and *riot spikes* cantrips. You also learn the *zephyr strike*^{^^} spell, and may cast it by spending 1 ki point.

Also at 11th level, you may also cast the *steel wind strike*^{^^} once. You regain the ability to cast it when you finish a long rest.

Wisdom is your spellcasting modifier for all of these spells.

PAIN MAGNIFICATION

Starting at 11th level, you're able to hit your enemies where it hurts most. At the start of your turn, you may spend 1 ki point. If you do, any living creature that takes slashing or force damage from you on that turn has disadvantage on Constitution checks and Constitution saving throws until the end of your next turn.

MASTER OF CRUELITIES

At 17th level, you gain the ability to leave your enemies on the brink of death. As an action on your turn, you can spend 3 ki points to try and inflict a cruel strike on a living creature within your reach. The creature must make a Dexterity saving throw. If it fails, it is reduced to 1 hit point. If it succeeds, it takes 10d10 force damage. On a success or failure, the creature also becomes frightened of you for 1 minute.

ROGUE ARCHETYPE - BLADE ARTIST

While all members of the Rakdos are known for their love of sharp objects, blade artists take this fascination to another level, engaging in skilled acts of daring and expertise that few can rival.

BLADE ARTISTRY

At 3rd level, you gain the *dancing lights*[^] and *prestidigitation*[^] cantrips. Charisma is your spellcasting ability for these spells. In addition, you gain proficiency with scimitars, as well as the Performance skill if you don't already have it.

BLADE JUGGLING

Starting at 3rd level, you've acquired a unique style of performance combat. If both of your hands are otherwise free, you may juggle a number of weapons equal to one plus your proficiency bonus. The weapons must have the light and finesse properties to be juggled in this way. You are considered to be wielding all of the weapons you're juggling for all purposes as you constantly swap and toss them between your hands, and you are able to make attacks before catching the next blade. You may also juggle objects that are not weapons in order to use them, such as potions, but they must weigh 5 pounds or less, and they count against your total number of juggled weapons. If you become incapacitated or restrained, you drop all but two of the items you were juggling.

You may draw a number of weapons equal to the maximum number you can juggle at the start of your first turn after rolling initiative. You may also draw an additional weapon each turn without using an object interaction.

In addition, if you engage in two-weapon fighting on your turn and you haven't dealt damage with your Sneak Attack that turn, you may forgo using Sneak Attack for the rest of the turn in order to instead make one attack with each of all but one of your juggled weapons in place of the single attack for two-weapon fighting. You do not add your ability modifier to the damage roll of these attacks. You may use this ability a number of times equal to your Dexterity modifier (minimum of once). You regain all uses when you finish a short or long rest.

HIT AND RUN

Also at 3rd level, your nimble footwork allows you to slip away unscathed. When you hit a creature with a weapon attack using a finesse weapon, you don't provoke opportunity attacks from that creature for the rest of the turn.

FIREBLADE TECHNIQUE

At 9th level, you've expanded your skills into forming less physical blades. You also learn the *produce flame*^, and *searing smite*^, spells. Charisma is your spellcasting ability for them.

When you cast *produce flame*^ you may juggle it in the same way as a weapon using your Blade Juggling feature. When you hurl the flame using your action on your turn, you may also use your bonus action on that turn to make an attack with one weapon you're juggling.

You may cast *searing smite*^ without using a spell slot a number of times equal to your Charisma modifier (minimum of once). You regain all uses when you finish a long rest.

THE SHOW MUST GO ON

Starting at 13th level, your performance is incredibly difficult to throw off. You have advantage on saving throws made to maintain concentration, and to avoid being grappled, restrained, or knocked prone.

In addition, if you start your turn incapacitated, you gain temporary hit points equal to your Charisma modifier (minimum 1).

SPECTACLE

At 17th level, you learn the *animate objects*^ spell, and may cast it once without using a spell slot. You regain the ability to cast it when you finish a long rest.

In addition, if you cast the spell on all of the objects you were currently juggling, you may immediately draw a number of new weapons equal to the maximum number you can juggle.

NEW WEAPONS

The Rakdos use a number of strange weapons on the streets, in their arenas, and many more places they're not wanted. The following options require specific training to become proficient with.

RAKDOS WEAPONS

Name	Damage	Cost	Weight	Properties
Burning Brand	1d4 bludgeoning	30gp	3 lb.	Special
Candle Skewer	1d6 piercing	15gp	4 lb.	Thrown, (20/60), versatile (1d8), special
Defiler Scythe	2d4 slashing	25gp	6 lb.	Heavy, reach, two-handed, special
Gore Club	1d10 bludgeoning	15gp	10 lb.	Heavy, two-handed, special
Hell Flail	1d6 piercing	12 gp	4 lb.	Reach, special
Shredder Blades	1d4 slashing	5 gp	2 lb.	Finesse, light, special

Burning Brand A flat metal club with the guild's symbol glowing at the top.

Special: The head of this weapon is designed to be lit like a lantern. It casts bright light out to 20 feet and dim light for an additional 20 feet. Once lit, it burns for 6 hours on one flask of oil. While lit, this weapon deals an extra 1d4 fire damage to any creature it hits.

Candle Skewer A spear fashioned after a candelabra, weighted for throwing.

Special: The head of this weapon is has a place for up to eight candles. While five or more candles are lit, it casts bright light out to 10 feet and dim light for an additional 10 feet. If one to four candles are lit, it sheds light as a candle. While four or more candles are lit, this weapon deals extra fire damage equal to half your proficiency bonus. If thrown, the extra fire damage instead equals your proficiency bonus, and then the candles are extinguished

Defiler Scythe. A wicked bladed polearm, modeled after the chosen weapon of Rakdos himself in an attempt to gain his favor.

Special: Whenever you roll a 20 on the d20 roll of an attack with this weapon, you may add your proficiency bonus to the damage roll of that attack.

Gore Club. A crude-looking barbed and spiked club, intricately designed to direct blood and viscera.

Special: Whenever you reduce a living creature to 0 hit points with this weapon, the blood of that creature splatters out towards a creature of your choice within 5 feet. That creature must succeed on a DC 14 Dexterity save or be blinded for one round.

Hell Flail. A lengthy chain covered in spikes with barbed hooks at the ends.

Special: When you hit a creature with this weapon, if that creature is large or smaller, you may pull it 5 feet towards you.

Shredder Blades. A set of knives arranged along a long glove or gauntlet. This weapon takes an action to put on or remove. While you're wielding this weapon, not wearing heavy armor, and not wielding a shield, you gain +1 AC. This bonus does not increase for wielding multiple shredder blades.

NEW ITEMS

Members of the Cult of Rakdos may acquire the following items for the price listed beside each entry.

Rakdos Locket (100gp) This spike-covered pendant seems to glow with an inner fire. It can serve as an arcane focus for a chaotic character. A chaotic character may cast the *friends*^ cantrip once while wearing it. The locket can't be used to cast it again until the next dawn.

Skullmead (40gp) This brew is more of a potion than a drink, though remains popular among the Rakdos all the same. A creature who drinks it regains 3 hitpoints, and gains 1d8 temporary hitpoints. For every *skullmead* a creature drinks, roll 1d6 the next time they finish a long rest. For each result of 5 or more, they gain a level of exhaustion.

NEW SPELLS

The Rakdos use a handful of spells that most sane casters would stray away from. The following spells are on the Sorcerer and Warlock spell lists.

CANTRIPS

RIOT SPIKES

Evocation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 minute

A creature you touch takes 1d4 force damage. You must make a melee spell attack to target a non-willing creature. The creature sprouts spikes of force from just underneath their skin. A creature may use these spikes as melee weapons, even if their hands are occupied. The spikes have the finesse and light properties, and deal 1d6 force damage. The spell's initial damage to the touched creature increases by 1d4 at 11th level (2d4). The damage of the spikes increases to 1d8 at 11th level.

2ND-LEVEL

AUGER SPREE

2nd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small drill bit)

Duration: Concentration, up to 10 minutes; Special (see below)

A creature you touch is implanted with a magical auger. You must make a melee spell attack to touch a non-willing creature unless it is incapacitated. Once your concentration on the spell is broken or the duration expires, the auger inside of the target explodes outward, flailing and stabbing.

The initial target takes 2d8 piercing damage, and one other random creature within 10 feet of the target must make a Dexterity saving throw. On a failure, that creature takes 2d10 piercing damage. On a success, that creature takes half as much damage.

For the next minute, at the start of each of the initial target's turns, another random creature within 10 feet of it must make the Dexterity saving throw, taking the damage as described above.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the effect targets one additional random creature each round for each slot level above 2nd.

6TH-LEVEL

DREADBORE

6th-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A nail or piton)

Duration: Concentration, up to 1 minute

One creature that you can see within range must make a Charisma saving throw. On a failure, it takes 4d10 force damage, and 4d10 necrotic damage as a chunk of its flesh in the shape of your guild's symbol is banished to a random plane of existence. While the flesh is banished in this way, the creature takes 1d6 force damage at the start of each of its turns, and it cannot teleport or regain hit points. If the spell ends before 1 minute has passed, the creature's flesh returns in a flash of fire, causing 1d6 fire damage and leaving a scar, though leaving the creature otherwise unharmed. Otherwise, the target's flesh doesn't return, and when the spell's duration is completed, the target dies as its connection to the missing piece is severed.

On a successful saving throw, the creature instead takes 4d10 necrotic damage, and none of its flesh is banished.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the necrotic damage is increased by 1d10 for each slot level above 6th.

SELESNYA CONCLAVE

MONK TRADITION - WAY OF THE TRANSLUMINANT

Among the teachings of the Selesnya, one preaches the idea of detaching oneself from the physical world. Rather than the individual, the city, belongings, or debts, transluminants focus on a primal connection with nature. While this comes almost naturally to some dryads among the guild, with practice, others train to part from their wordly frames.

MENDING TOUCH

Starting when you choose this tradition at 3rd level, you learn the *spare the dying*[^] cantrip. In addition, you can spend 2 ki points to cast *cure wounds*[^] or *protection from poison*[^]. You can also spend 3 ki point to cast *lesser restoration*[^]. Wisdom is your spellcasting ability for these spells and any other spells you gain from this tradition.

When you cast any of these spells on your turn, you may use your bonus action on that turn to make two unarmed strikes.

FISTS OF IRONWOOD

Starting at 6th level, you can harness primal power to strike with the full fury of nature. As a bonus action on your turn, you may spend 2 ki points to conjure a pair of magical wooden gauntlets on your arm. This wood is as strong as steel, and gives you a +1 bonus to AC while you are wearing them. In addition, your unarmed strikes that you make as part of the Attack action while the gauntlets are active deal an extra 1d6 bludgeoning damage.

Furthermore, when you conjure these gauntlets, a two saprolings are conjured with them, resting on the gauntlets. They use the statistics of **twig blights**, and follow your commands to the best of their ability. They act on your initiative, but have their own set of actions. They can remain on your person as you fight, though gain no special benefits for doing so. If the saprolings are slain, their remains magically fade away.

After 1 minute, the gauntlets and the saprolings fade away until you conjure them again.

In addition, you can spend 3 ki points to cast *aid*.

FLICKERFORM

Starting at 11th level, you've learned to move between the physical and spiritual at a moment's notice. You may spend 3 Ki points to cast *blink*[^].

In addition, you may meditate for 1 minute to focus your vision. After you finish meditating, for a number of rounds equal to your Wisdom modifier (minimum of one), you have truesight out to a range of 10 feet. You must finish a short or long rest before you can mediate this way again.

NATURALIZE

At 17th level, you can unravel the bonds of civilization with a touch. As a bonus action, you may spend 2 ki points and choose a creature, object or magical effect within 10 feet of you and cast *dispel magic*[^] upon it.

In addition, you may also spend 2 ki points as a bonus action and choose a non-magical object within 10 feet of you.

If it is made of wood, it sprouts tangling vines and leaves. Any creature holding or wearing it at the start of their turn must succeed on a Strength saving throw unless it chooses to drop the object. If it can't or doesn't drop the object and fails the saving throw, the creature has disadvantage on attack rolls and ability checks until the start of its next turn.

If the object is made of metal, it turns to wood. Formerly metal armor altered in this way takes a -1 penalty to the AC it offers. A formerly metal weapon that deals piercing or slashing damage is instead treated as a club, or a greatclub if it has the two-handed property.

Altering other objects in either of these ways may have more varied results. A wooden door sprouting vines may become stuck and be harder to open, while an iron gate turned to wood will be easier to break.

RANGER ARCHETYPE - CONCOURSE KNIGHT

Though the conclave preaches peace, they know all too well the power of nature and the needs of defense. Wolf-riders raise wolves from a young age, growing up alongside them until the beasts become a giant size, fitting for a mount. Alongside this, they are given extensive training in combat and natural magic, patrolling the great concourse, as well as ranging far and wide for the guild's needs.

WOLF-RIDER

Starting at 3rd level, your wolf companion is ready for battle. As a wolf rider, you've raised a wolf pup from a young age to serve as your faithful mount. The two of you share a magical bond, linking you together for life.

Your wolf companion has the stats of a **dire wolf**, except it has fitted barding that causes its AC to be 16 while wearing it, functioning similarly to a breastplate.

If your wolf companion is ever slain, it magically fades away, before returning to life next dawn, appearing nearby to where you are.

RIDER'S BOND

Also starting at 3rd level, your wolf companion behaves in a special manner while it is linked to you. It primarily serves as your mount, obeying your commands as best it can. If you are incapacitated or absent, your wolf companion acts on its own.

While you are not riding your wolf, it rolls for initiative like any other creature, but due to its training it will seek to stay near in order to protect you. It will use its movement and actions to try and end its turn within 10 feet of you. If you aren't riding it, the wolf will use the Help action in order to aid your attacks. Your wolf will only take the Attack action if you are incapacitated or absent.

When using your Natural Explorer feature, you and your wolf companion can both move stealthily at a normal pace.

Your wolf companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, your wolf companion also adds its proficiency bonus to its AC and damage rolls.

Your wolf companion also gains proficiency in two skills of your choice. It also becomes proficient with all saving throws.

Starting at 6th level, and whenever you gain another level in this class, your animal companion gains 8 additional hit points.

RANGER CONCLAVE CASTING

Additionally at 3rd level, as a Selesnya ranger, you learn *shield of faith* when you take this archetype at 3rd level. At 5th level, you learn *see invisibility*. At 9th level, you learn *beacon of hope*. These spells count as Ranger spells for you, but don't count against your spells known.

Optional Rule: Rather than gaining the Extra Attack feature, you may gain the Unified Attack variant feature instead. If you do, you cannot gain the Extra Attack feature from any other source.

Unified Attack: When you take the Attack action on your turn, if your wolf companion can hear you, it may make a melee attack using its bonus action.

COMMON BOND

At 7th level, while your wolf companion can see you, it has advantage on all saving throws.

In addition, whenever you make a melee attack with a light weapon, if the target is within 5 feet of your wolf companion, you have advantage on the attack roll.

OVERWHELM

At 11th level, you and your wolf are better at coordinating your strikes while mounted. Once per turn, when you hit a creature with a melee weapon attack while riding your wolf, your wolf may try to shove the target of that attack without using an action.

SHIELDED PASSAGE

At 15th level, whenever a hostile creature that your companion can see hits it with an attack or casts a spell that deals damage to it, it can use its reaction to gain resistance to all damage until the end of that creature's turn.

WARLOCK PATRON - LIFESONG

Converts to the Selesnya Conclave come from many backgrounds, though aren't always brought into the fold so eagerly. For some who seek to exploit the guild's generosity, the glory and splendor of their teachings may sometimes awaken something within them, the acolyte soon finding themselves in service to the will of Mat' Selesnya.

EXPANDED SPELLS

The Lifesong 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

LIFESONG EXPANDED SPELLS

Warlock Level	Spells
1st	<i>animal friendship</i> , <i>healing word</i>
3rd	<i>animal messenger</i> , <i>warding wind</i>
5th	<i>daylight</i> , <i>speak with plants</i>
7th	<i>grasping vine</i> , <i>guardian of nature</i>
9th	<i>commune with nature</i> , <i>dawn</i>

BEAST'S HERALD

Starting at 1st level, you become capable of speaking with beasts. Beasts can understand your speech, and you gain the ability to decipher their noises and motions. Most beasts lack the intelligence to convey or understand sophisticated concepts, but a friendly beast could relay what it has seen or heard in the recent past. This ability doesn't grant you friendship with beasts, though you can combine this ability with gifts to curry favor with them as you would with any other character.

POLLENBRIGHT

Also at 1st level, you also gain the *druidcraft* and *word of radiance* cantrips. They count as warlock cantrips for you.

In addition, when you cast *word of radiance*, it deals extra radiant damage equal to your proficiency bonus plus your warlock level divided among each target as you choose.

GLARE OF SUBDUAL

Starting at 6th level, you gain resistance to radiant damage.

In addition, when you or a friendly creature you can see takes damage, you may use your reaction to emit a bright light. A number of hostile creatures up to your Charisma modifier within 30 feet of you who can see you must make a Dexterity saving throw against your spell save DC or be blinded for 1 round.

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

CHORUS OF MIGHT

Starting at 10th level, whenever you roll initiative, you and up to five friendly creatures you can see gain temporary hit points equal to your Charisma modifier (minimum 1). For 1 minute, the first time you and each of those creatures deal damage to a hostile creature, that creature must succeed on a Strength saving throw against your spell save DC or be knocked prone.

In addition, whenever you cast *word of radiance* you or one friendly creature that can hear you may make a weapon attack. The attack uses your bonus action or that creature's reaction, respectively.

SERENE REMEMBRANCE

Starting at 14th level, you may tap into the whispers of the past to harness ancient magic.

You may cast *legend lore* once. When you do, you also tap into the memory of ancient primal magic. Choose one 6th or 7th level spell from the druid spell list. Until you finish a long rest, you may cast that spell in place of your arcanum spell of the same level that you gained from the Mystic Arcanum feature. You regain the ability to cast *legend lore* in this way when you finish a long rest.

NEW INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to the options in the *Player's Handbook*.

If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your warlock level.

CHANT OF VITU-GHAZI

Prerequisite: Pact of the Tome feature

When you cast a spell as a ritual or with a casting time of 10 minutes or more, friendly creatures may assist you in casting the spell. A creature within 10 feet of you may use its action to help chant, reducing the remaining casting time by 1 round. You may gain assistance in this way each round up to a maximum number of times equal to your proficiency bonus.

You can use this ability on a number of spells equal to your Charisma modifier (minimum of one). You regain all uses when you finish a long rest.

COLLECTIVE BLESSING

Prerequisite: 5th level, Pact of the Blade feature

You can cast *aura of vitality*^ once using a warlock spell slot. You can't do so again until you finish a long rest.

DRYAD'S CARESS

Prerequisite: 5th level

You can cast *revivify*^ once without expending material components using a warlock spell slot. You can't do so again until you finish a long rest.

HORNCALLER'S CHANT

Prerequisite: 7th level

You can cast *find greater steed*^^ once using a warlock spell slot. You can't do so again until you finish a long rest.

NEW ITEMS

Members of the Selesnya Conclave may requisition the following items for the price listed beside each entry.

Selesnya Locket. (100 gp) This sturdy locket bears the symbol of the conclave on its interior. The wearer may reroll a Wisdom (Medicine) check they make to stabilize a creature if the result of the d20 roll is 1. When the wearer finishes a short rest, they may choose to gain temporary hit points equal to their proficiency bonus. The wearer may only gain temporary hitpoints once in this way, and locket can't be used to grant them again until the next dawn.

Shield of the Conclave. (20 gp) This durable shield bears the emblem of the conclave. It serves as a holy symbol, as well as a druidic focus. The shield may be made of wood or bronze.

NEW SPELL

The following spell is available to Bards, Clerics, Druids, and Warlocks.

WAYFARING TEMPLE

7th-level Transmutation

Casting Time: 1 hour

Range: Touch (30 feet)

Components: V, S, M (special herbs and common gemstones worth a total of 200 gp)

Duration: 1 hour, Special

When you finish casting the spell, one structure you can touch that fits into a 300 foot cube becomes animated, earth and vines rising up around it to form it into a giant humanoid shape. If the structure is wood, it uses the stats of a **treant**, except it is gargantuan. If the structure is stone, it uses the stats of a **stone golem**, except it is gargantuan. If the structure is a building, it retains any doors, windows, and interior space, though rooms may be slightly rearranged in order to accommodate its new form.

The structure obeys the caster's commands as best as it can, though will not commit obviously chaotic or evil actions. If not given orders, it will seek to protect innocents and act in a lawfully good manner. The structure remains animated in this way for 1 hour.

When you cast this spell, you may also have the creature remain dormant, remaining as a normal-looking structure. The duration of the spell increases to 24 hours, and once during the duration the caster may speak a command word as a bonus action to activate the spell. So long as the caster is on the same plane, the structure then animates as described above, moving as quickly as it can to the caster's location. The structure remains animated in this way for 1 hour.

When the spell ends or the structure is no longer animated, it lowers itself down, forming into its original shape. A wary caster will ensure the structure is in a suitable resting place when it ends. It may also be commanded to return to its resting place.

If you cast this spell on the same structure every day for one year, it becomes permanent. The structure remains dormant, but the caster or another creature it teaches the command word to may speak it as a bonus action and expend a 5th level or higher spell slot, causing it to animate and move to their location as described above. The structure remains animated in this way for 1 hour. The structure may be animated in this way once every day, regaining the ability to be animated again at dawn.

In addition, spells such as *hallow*^ or *teleportation circle*^ that require targetting a single location count the structure as the same location, even if it has moved via this spell.

SIMIC COMBINE

NEW OPTIONS - ANIMAL ENHANCEMENT

There are many strange improvements added to those among the combine, various clades focusing on different end goals.

The following options are available to a Simic Hybrid (GGtR) when choosing an Animal Enhancement option at 1st or 5th level:

Chameleonic Hide. You gain proficiency with the Stealth skill. In addition, you can attempt to hide even when you are only lightly obscured by foliage, heavy rain, mist, and other natural phenomena.

Envenom. Your bite is a natural weapon, which may use to make unarmed strikes. You can use Dexterity instead of Strength for attack and damage rolls made with it. If you hit with it, you may choose to inject venom into a creature. That creature must succeed on a Constitution saving throw or take 2d6 poison damage, or half as much on a failed save.

The save DC for this ability is your 8 + your Proficiency bonus + your Constitution modifier. You may use this venom a number of times equal to your Constitution modifier. You regain all uses when you finish a short or long rest.

The damage of this poison increases by 1d6 when you reach 5th level (3d6) 11th level (4d6) and 17th level (5d6).

Ocular Enhancement. Your darkvision is enhanced, and you can see in full color in darkness. Creatures or objects that you can see within range of your darkvision that emit heat, such as living creatures or hot coals, give off a faint glow. You gain proficiency with the Perception skill.

Standing Leap. Your walking speed increases by 5 feet. Your long jump distance is up to 30 feet, and your high jump is up to 15 feet, with or without a running start.

The following options are available to you when you choose an Animal Enhancement option at 5th level:

Aquastrand Strider. You ignore movement restrictions caused by webbing. While in contact with a web, you know the exact location of any other creature in contact with the same web. In addition, you can cast *web* once, requiring no components. Constitution is your spellcasting ability for it. You may not cast it again until you finish a long rest.

Bioshift. You may cast *alter self* and *enhance ability*, requiring no components. Constitution is your spellcasting modifier for these spells. Once you cast one of these spells, you may not cast either again using this feature until you finish a long rest.

Sonar Adaptation. You have blindsight to a range of 30 feet. You can't use this blindsight while you are deafened. The range of this blindsight is doubled underwater. You have advantage on Wisdom (Perception) checks that rely on hearing.

ARTIFICER SPECIALTY - BIOMANCER

Biomancers are the mages and specialists responsible for the myriad of biological upgrades the simic league boasts. From minor alterations to a creature's form to the more extensive hybridization and experimental Krasis, they are able to keenly manipulate the physicality of living creatures.

EXTRA PROFICIENCIES

Starting at 3rd level, you gain proficiency with leatherworker's tools. If you already have this tool proficiency, you gain proficiency with one other type of artisan's tools of your choice. You also gain proficiency with the Animal Handling skill if you don't already have it.

BIOMANCER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Biomancer Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

BIOMANCER SPELLS

Artificer Level Spells

3rd	<i>entangle</i> ^, <i>find familiar</i> ^
5th	<i>alter self</i> ^, <i>locate animals or plants</i> ^^
9th	<i>life transference</i> ^^, <i>plant growth</i> ^^
13th	<i>black tentacles</i> ^, <i>charm monster</i> ^
17th	<i>antilife shell</i> ^, <i>awaken</i> ^

NATURAL ARTIFICE

When you select this specialty at 3rd level, your experimentation on your own form has given you the following benefits:

- You have gained a durable mutated hide. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.
- Whenever you make an attack using a natural weapon, such as a bite or claw attack, you may use your Intelligence modifier instead of your Strength modifier for the attack and damage rolls.

APPLIED BIOMANCY

Also at 3rd level, you gain the ability to apply specialized grafts to creatures. Whenever you finish a short rest, you may expend any number of hit die to use this ability, regaining no hit points from them. Instead, for each die expended in this way, you may apply one of the following effects to yourself or another willing creature who was with you during the rest.

Claws. The creature grows claws, which are natural weapons. It can use them to make unarmed strikes. If it hits with them, it deals slashing damage equal to 1d4 + its Strength modifier. If the creature already has claws, it may instead deal extra damage with its claws equal to half your proficiency bonus.

Disguise. The creature's outward appearance changes in a minor fashion. This can include slight adjustments to height or weight, or more thorough changes in facial features, coloration, hair, voice, or other distinguishing traits. It cannot be used to appear as a creature of a different race or type. If used to appear more attractive or to disguise as a specific individual, the creature may add half your proficiency bonus to any Charisma checks that such a change would apply to.

Fins. The creature sprouts fish-like fins. The creature gains a swimming speed of 20 feet. If it already has a swimming speed, it instead increases its swimming speed by 20 feet.

Glands. The creature develops specialized acid glands. It may cast the *primal savagery* cantrip. Constitution is its spellcasting ability for it.

Hide. The creature's skin becomes thick and inhuman. While not wearing armor, the creature's AC equals 12 + its Dexterity modifier + half your proficiency bonus. Whenever that creature rolls for initiative, it gains temporary hit points equal to its Constitution modifier.

Lungs. The creature triples the amount of time it can hold its breath, and doubles the amount of time it can suffocate without dying.

Senses. The creature has advantage on Wisdom (Perception) checks relying on your choice of hearing or smell.

Tendrils. The creature grows specialized tendrils which it can use to lash out with. It may cast the *thorn whip* cantrip, requiring no components. Constitution is its spellcasting ability for it.

When you apply one of these effects to a creature, it also regains hit points equal to your proficiency bonus. The effect lasts until the creature next finishes a long rest. A creature can choose to sustain the effect of any of the upgrades by spending its own hit die following the long rest, one for each effect it wishes to keep. A creature may maintain such changes indefinitely in this manner.

BIOMANCER'S FAMILIAR

Also at 3rd level, you gain special benefits when using the *find familiar* spell. When you cast the spell, you may expend one hit die in place of the normal components of the spell, regaining no hit points from it. When you cast it in this way, your familiar gains temporary hit points equal to 8 plus your proficiency bonus.

If you select a **crab, frog (toad), octopus, fish (quipper), or sea horse** as your familiar's form, it gains a flying speed equal to its swimming speed if it has a walking speed of 5 feet or less.

If your familiar has one of those forms, it may also use its action to attack, and may use your Intelligence modifier plus your proficiency bonus in place of its own ability modifier and proficiency bonus for any attack or damage roll it makes. Whenever your familiar hits or misses with an attack, it does not provoke opportunity attacks from the creature it attacked for the rest of the turn. In addition, your familiar using one of those forms may breathe both air and water.

In addition, whenever your familiar appears or reappears, regardless of form, you may apply one of the effects from your Applied Biomancy feature to it without using a short rest or spending any hit die. If you selected a **sea horse**, you may instead apply two effects. Effects applied in this way are lost if you dismiss your familiar. You may still apply effects to your familiar using the Applied Biomancy feature as normal, only requiring the familiar to be present during the short rest. Effects applied in the standard way last until you next finish a long rest.

NAUTRAL ATTACK

Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.

In addition, if you take the attack action on your turn, you may make an unarmed strike with a natural weapon as a bonus action if you aren't wielding a shield.

BIOMASS MUTATION

At 9th level, whenever you cast a spell that targets only yourself, you may also have the spell target one creature within 30 feet of you that one of your applied biomancy effects is applied to.

You may use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all uses when you finish a long rest. If you use this feature to target your familiar with the spell, you do not expend a use of it.

SIMIC ASCENDANCY

At 15th level, you may also apply the following effects using your Applied Biomancy feature. To apply one of the following effects, you must instead expend two hit die, as must a creature who wishes to keep or maintain the effect following a long rest.

Bite. The creature grows large fangs, which are a natural weapon. It can use their bite to make unarmed strikes, and may use its Dexterity modifier in place of its Strength modifier for the attack roll. If it hits with them, it deals slashing damage equal to 1d4 + its Strength or Dexterity modifier. A creature with this effect that hits with a bite attack also deals an extra 1d6 poison damage.

Eyes. The creature grows a pair of foot-long eyestalks. It gains a darkvision range out to 120 feet, and may use the eyestalks to peer around corners or through a space as narrow as 1 inch wide.

Frills. The creature develops mana-sensitive frills on its head. It may cast *detect magic* at will, requiring no components.

Limb. The creature grows an extra grasping limb. This limb can't be used to cast spells or wield weapons or shields. It can be used to grapple hold objects, and gives the creature an extra object interaction every round. In addition, the creature may take the Use an Object action as a bonus action.

Regeneration. The creature gains an exceptionally powerful healing factor. As a bonus action, the creature may spend a number of hit die up to a number equal to half their proficiency bonus, rolling them and regaining hit points equal to the total. In addition, whenever the creature finishes a short or long rest, any severed body parts such as a finger, tail, or limb regrow completely.

Wing. The creature gains a flying speed of 35 feet. If the creature already has a flying speed, it increases by 15 feet. A creature can't use this flying speed while encumbered or above it's carrying capacity.

These effects and mutations are far larger and obvious, giving a creature they are applied to disadvantage on Charisma skill checks against creatures that can see them while active. A DC 25 Charisma (Disguise Kit) check, can nullify this penalty by successfully masking the features, though using the effect's benefits ruins the disguise.

NEW INFUSIONS

When you choose your artificer infusions, you have access to the following options.

SIMIC LOCKET

Item: A locket or necklace (requires attunement)

This object is a small metallic pendant. The wearer may use it to cast *enchance ability*^ once without components. When cast in this way, the spell does not require concentration, and has a duration of 1 minute. The spell may not be cast again in this way until the wearer finishes a short or long rest.

HYBRID ADAPTATION

Prerequisite: 6th-level artificer

Item: A healer's kit

This object is a specialized toolkit used for grafting enhancements onto creatures. By expending all remaining uses of the kit and spending one hour with a humanoid, you choose one of the Animal Enhancement options available to the Simic Hybrid (*GGtR*) at 1st level. That humanoid gains all the benefits of that option, and is then treated as the infused item for the purposes of duration, infusions known, and maximum infusions.

You may use this infusion multiple times, but may not apply it to the same creature more than once.

If you are a 10th-level artificer, you may also choose from the Animal Enhancement options available to the Simic Hybrid (*GGtR*) at 5th level.

KRASIS AUGMENTATION

Prerequisite: 10th-level artificer

Item: A vial of antitoxin

A beast that drinks this vial gains specialized adaptations. Roll once on the Major Adaptations table (see *Guildmaster's Guide to Ravnica* pg 210) and once on the Minor Adaptations table (see *Guildmaster's Guide to Ravnica* pg 212). The creature gains the traits you rolled, being treated as category 3 for effects that specify a category. The beast is then then treated as the infused item for the purposes of duration, infusions known, and maximum infusions. It is treated as a monstrosity while infused.

In addition, you may use Intelligence in place of Wisdom for Animal Handling checks made to interact with the creature while it is infused in this way.

DRUID CIRCLE - CIRCLE OF PLASM

Druids among the combine seem strange to those among other circles, usually being viewed as vile or unnatural. Those among the circle see their work differently, as the slimes and oozes they work with are among the most primal sort of life there is.

BONUS CANTRIP

When you join this circle at 2nd level, you learn the *acid splash*^ cantrip. It counts as a druid cantrip for you

SLIME MOLDING

The research of your circle has led to your ability to assume stranger forms. Starting at 2nd level, you can expend two uses of Wild Shape at the same time to transform into an ooze with a challenge rating as high as 1, but an Intelligence score of 12 or lower.

Starting at 4th level, you can instead transform into an ooze with a challenge rating as high as half of your druid level (rounded down). The Intelligence restriction remains.

While in the form of an ooze, if you are subject to the Split feature, you select one of the split oozes to transfer your consciousness to. The other ooze becomes a normal ooze, and behaves as an ooze of its type normally would.

PLASM CAPTURE

At 6th level, you learn *counterspell* and are considered to always have it prepared. It doesn't count against the number of spells you can prepare each day, and it counts as a druid spell for you.

In addition, when you cause a spell to fail by using *counterspell*, you may expend a use of Wild Shape to summon an ooze next to the creature who cast the spell you countered. The ooze must may have challenge rating as high as one-fourth of your druid level (rounded down) and have an Intelligence score of 9 or lower. The ooze behaves as an ooze of its type normally would, and dissolves away in 1d4 minutes.

RAPID HYBRIDIZATION

Starting at 10th level, you may quickly adapt forms to suit your needs. You may touch a creature and expend a use of Wild Shape. Select two options from the Animal Enhancement options available to the Simic Hybrid (*GGtR*) available at 1st level, and one additional option from that feature that is available at 5th level. The creature you touch gains the benefits of those options for 1 hour.

MYSTIC GENESIS

At 14th level, you may utilize a special type of miming slime to duplicate a creature. You may cast the *simulacrum*^ spell once without using any material components. You must wait one week before you may cast the spell in this way again.

SORCERER ORIGIN - MUTANT

Evolution is the primary driving force among the Simic, and you are a prime example of that. With the magical modifications to your form, you've been doctored towards a specific goal, whether that be understanding, endurance, or raw magical power.

BONUS CANTRIP

When you choose this origin at 1st level, you learn the *primal savagery* cantrip. It counts as a sorcerer cantrip for you.

CLADE INITIATE

Also at 1st level, you gain certain benefits depending on your clade of origin. Select one of the following Clade options. At the Sorcerer levels listed, you learn the associated spells. These spells do not count against your sorcerer spells known, and they count as sorcerer spells for you.

CRYPsis CLADE.

Sorcerer Level Spells

1st	<i>alarm</i> ^, <i>protection from evil and good</i> ^
3rd	<i>invisibility</i> ^, <i>pass without trace</i> ^
5th	<i>glyph of warding</i> ^ <i>nondetection</i> ^

FIN CLADE.

Sorcerer Level Spells

1st	<i>expeditious retreat</i> ^, <i>jump</i> ^
3rd	<i>misty step</i> ^, <i>spider climb</i> ^
5th	<i>haste</i> ^, <i>water walk</i> ^

GYRE CLADE.

Sorcerer Level Spells

1st	<i>absorb elements</i> ^^, <i>detect magic</i> ^
3rd	<i>lesser restoration</i> ^, <i>see invisibility</i> ^
5th	<i>dispel magic</i> ^, <i>remove curse</i> ^

HULL CLADE.

Sorcerer Level Spells

1st	<i>false life</i> ^, <i>mage armor</i> ^
3rd	<i>barkskin</i> ^, <i>protection from poison</i> ^
5th	<i>aura of vitality</i> ^, <i>protection from energy</i> ^

In addition, you may cast the 1st level spells you gain from this feature without using a spell slot. You may cast these spells in this way a number of times equal to your Constitution modifier (minimum of once). You regain the ability to cast them in this way when you finish a long rest.

THRIVING ENERGY

At 6th level, you gain the ability to temporarily shift your form in more subtle ways. You gain a number special dice known as mutation dice, which are d8s. Your total number of mutation die is equal to your Constitution modifier plus your proficiency bonus. You may expend one mutation die to roll it and add the result to an ability check or saving throw you make using Strength, Dexterity, Constitution, or to a spell attack roll you make.

When you finish a short rest, you may expend mutation die and roll it, regaining hit points as though it were a hit die. In addition, you may expend 1 mutation die at the end of a short rest to regain 1 sorcery point. You regain all of your mutation die when you finish a long rest.

When you reach 11th level, your mutation dice become d10s.

ADAPTIVE MUTATION

Starting at 14th level, you can cast the *alter self* spell at will. In addition to the standard options, you may also choose to grow wings, giving yourself a flying speed of 60 feet as long as you concentrate on the spell.

BREEDING POOL

At 18th level, your place among the combine has led to the creation of experimental backups. When you are slain, you awaken 24 hours later in an incubation pod belonging to your guild, nearest to where you were. When you are revived in this way, roll a d6. Your race changes depending on the result rolled. You retain any languages you have, and don't gain new ones.

d6 Race

- 1 Your choice
- 2 Your original race
- 3 High Elf (PH)

d6 Race

- 4 Human (PH)
- 5 Simic Hybrid (GGtR)
- 6 Vedalken (GGtR)

You may add or subtract 1 from the roll of the d6 after seeing the result.

NEW OPTIONS - BEAST MASTER ARCHETYPE

Many curious creatures inhabit Ravnica, and none are more strange than those developed in the laboratories of the Simic. The following options are available as a supplement to the standard animal companion rules listed for a ranger with the Beast Master archetype. A ranger from the Simic Combine may select these if they have proficiency in the Nature skill and an Intelligence score of 13 or greater.

BEAST IMPROVEMENTS

At 3rd level, your animal companion gains the benefit of one of the options from the Animal Enhancement feature of the Simic Hybrid (GGtR) available to a character of 1st level, or the following option:

Terrestrial Adaptation. The creature can breathe air and water, and has a walking speed equal to half its swimming speed.

At 7th level, your animal companion may gain another of the options from the Animal Enhancement feature of the Simic Hybrid (GGtR) that it does not already have, or the Terrestrial Adaptation option above if it does not already have it. Your animal companion gains another of these options at 11th level (3 options total) and 15th level (4 options total).

If your animal companion dies, you may spend 8 hours after bonding with a new companion to apply the options to it instead. Whenever you gain a level in this class, you may also replace one of the existing options with another your companion doesn't already have.

GUILD FEATS

The following section contains a list of optional feats, available to members of various guilds. See Chapter 6: Customization Options in the *Player's Handbook* for a full explanation of feats.

Ordinarily, a character must be a member of a guild or closely working for it in order to take one of these feats, however your DM may allow you to take a feat without being a member of a guild.

AZORIUS SENATE

ADEPT ARRESTER

You know well how to detain creatures for further questioning. You gain the following benefits:

- A prone creature that you are grappling is also restrained until it escapes the grapple.
- As an action, you may apply a set of manacles to a restrained creature within 5 feet of you. That creature remains restrained until the manacles are removed.
- When you reduce a creature to 0 hitpoints by dealing bludgeoning, force, or radiant damage, you may choose to knock the creature out. The creature is then unconscious and stable.

BUREAUCRAT

You know the laws and systems inside and out. You gain the following benefits:

- Increase your Intelligence or Wisdom modifier by 1, up to a maximum of 20.
- You learn one additional language of your choice.
- You gain proficiency with calligrapher's supplies. If you already have it, your proficiency bonus is instead doubled for any ability check that uses that proficiency.
- You have advantage on all skill checks made to notice details in books, documents, and other writing. This may include ciphers, hidden sections or phrases, forged seals or handwriting, and other contradictory details.
- You have advantage on Intelligence (History) checks made related to matters of law.

BOROS LEGION

FIREFIST STRIKER

You've practiced with a mystic unarmed fighting technique, uncommon within the legion. You gain the following benefits:

- The first time you hit a creature with an unarmed strike each turn, the attack deals 1d4 extra fire damage.
- Any creature you deal fire damage to has disadvantage on opportunity attack rolls it makes until the start of your next turn.

LEGION ELITE

Prerequisite: The Extra attack feature

Your legion training combined with your martial expertise allows you to use more specialized maneuvers. You gain the following benefits:

- If you already have superiority dice, you gain two more. Otherwise, you have two superiority dice, which are d4s. These dice are used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.
- You learn the *rally* maneuver, as well as one of the following maneuvers of your choice: *distracting attack*, *maneuvering attack*, or *pushing attack*. (See the Battle Master Fighter archetype in the *Player's Handbook* for details on these maneuvers.)

CULT OF RAKDOS

RAKDOS TRUMPETER

Prerequisite: The ability to cast at least one spell

You've learned to better channel your magic through a musical instrument. You gain the following benefits:

- You gain proficiency with horns and one other musical instrument of your choice. You may use horns as a spellcasting focus for sorcerer or warlock spells.
- As a bonus action on your turn, you may play a loud note on a musical instrument you are holding. Creatures who were within 10 feet of you are deafened and can't take reactions until the start of your next turn.
- When you cast a spell using a musical instrument as a spellcasting focus, the next weapon attack you hit with before the end of your next turn deals 1d4 extra fire or thunder damage (your choice).

WHEELING ACROBAT

Prerequisite: Dexterity and Charisma 13 or higher.

Your blurring speed and fluid movements help you avoid attacks and mask your own. You gain the following benefits:

- You gain proficiency with your choice of the Acrobatics skill or the Performance skill.
- Whenever a creature misses you with an opportunity attack, you may make a weapon attack against it using a light weapon without using an action.
- You gain a +1 bonus to your AC against opportunity attacks for every 10 feet of walking speed you have above 30. For example, if your walking speed is 35 and you take the Dash action to increase your speed to 70, the bonus to your AC is +4. You do not gain this benefit if you are wearing medium or heavy armor or using a shield.

GOLGARI SWARM

GOLGARI DECOY

With so many members, the swarm often uses some for diversionary tactics. Those that survive grow quite skilled at the task. You gain the following benefits:

- Increase your Constitution score by 1, up to a maximum of 20.
- You gain the *dancing lights* cantrip. Wisdom is your spellcasting ability for it.
- At the start of your turn, you may enter a decoy stance. If you do, then until the end of your turn, creatures have advantage on opportunity attack rolls made against you, and you have resistance to damage from opportunity attacks.

- Whenever a creature hits you with an opportunity attack, it has disadvantage on attack rolls against creatures other than you until the start of your next turn.

UNDERCITY GUIDE

While many make use of the undercity, few are as intimately familiar as the Gulgari. You gain the following benefits:

- Increase your Constitution, Dexterity, or Wisdom score by 1, up to a maximum of 20.
- You gain proficiency with cartographer's tools and thieves' tools.
- You have advantage on Wisdom (Survival) checks made in underground environments.
- You have resistance to poison damage from traps and natural environments, and you have advantage on saving throws to avoid being poisoned or diseased from those sources.

GRUUL CLANS

PIT FIGHTER

You're able to draw upon your inner endurance, and your foes have trouble escaping your reach. You gain the following benefits:

- The first time you hit a creature with a melee weapon attack on your turn, you may reduce its speed by 10 feet until the start of your next turn.
- At the end of your turn, if you didn't move this turn and aren't incapacitated, you may expend one hit die. You regain hit points equal to the maximum possible result plus your Constitution modifier. Once you use this ability, you can't use it again until you finish a short or long rest.

RUBBLEBELT RAIDER

You're skilled at breaking through all sorts of defenses, be it a barred door or a defensive stance. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You have advantage on Strength checks made to break objects.
- When you hit a creature gaining the benefit of the Dodge action with a weapon attack, the attack deals 1d10 extra damage.
- When you hit a creature with a melee weapon attack, that creature gains no benefit from half cover, three-quarters cover, or the Dodge action until the end of your next turn.

HOUSE DIMIR

ALLEY BROKER

You have a great deal of experience trading in the back streets of the city, as well as the underhanded tact needed to succeed there. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency with forgery kits and cartographer's tools.
- You have advantage on any ability check made to appraise an item.
- You have advantage on Dexterity (Sleight of Hand) checks made to hide an item on your person.

DUSKMANTLE SEER

You more easily spot things lurking in the darkness, and can even gain a glimpse into future events. You gain the following benefits:

- You have advantage on Intelligence (Investigation) checks made to locate hidden clues or objects in an area of dim light or darkness.
- You learn *augury* and may cast it once without using a spell slot. Intelligence is your spellcasting ability for it. You can't cast it again using this feat until you finish a long rest.

IZZET LEAGUE

MERCURIAL CHEMIST

Prerequisite: The ability to cast at least one spell

Your material and magical expertise allows you to transmute both elemental energy and certain substances. You gain the following benefits:

- When you gain this feat, choose one cantrip or spell you know that deals acid, cold, fire, or lightning damage. Then, choose one of those damage types. That spell now deals the new damage type in place of its old one. At the end of a long rest, you may select a different cantrip and/or spell to benefit from this feat, or to change the damage type you selected. Only one cantrip or spell may benefit from this feat at a time.
- You may spend 10 minutes to conduct a magical ritual to transmute various substances. You may alter up to 1 gallon of liquid into another type, such as turning water into ink, or oil into acid. The liquid retains its temperature, so it cannot be used to turn cool water into molten metal. Mundane liquids cannot be changed into magical ones, such as potions, but potions will retain their effects if turned into another type of liquid. After 10 minutes, the liquid returns to its original form. In addition, this ritual may also be used on certain types of metal. You may turn up to 5 pounds of copper, silver, electrum, gold, or platinum into bars or coins made of another of those substances. However, the metal retains its value, so 100 copper coins will be melded into a single gold coin.

WEAPON SURGE ADEPT

You've learned special techniques to temporarily infuse your weapon with elemental energy. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- As a bonus action, you can infuse a weapon with elemental energy. One melee weapon or piece of ammunition you touch deals cold, fire, lightning, or thunder damage instead of its normal damage type until the start of your next turn.
- Whenever you score a critical hit with a weapon attack, the attack deals an additional 1d6 damage of a type of your choice between cold, fire, lightning or thunder.

ORZHOV SYNDICATE

BLOOD SCRIVINER

Prerequisite: Constitution 13, the ability to cast at least one spell

You've learned a form of blood magic used to transcribe magical writing.

When you start a short rest, you may spend hit dice up to a maximum number equal to your proficiency bonus, regaining no hitpoints, and taking 1d6 necrotic damage for each die spent in this way. By spending hit die in this way, you utilize your blood and vital energy to scribe a *spell scroll* as described in the *Dungeon Master's Guide*. Spending one hit die allows you to make a scroll of a cantrip you know or have prepared. Spending more hit dice allows you to make a scroll of a spell you know or have prepared with a level equal to half the hit dice you spent. You may scribe one scroll in this way per short rest, and the scroll is completed when the rest is finished.

A spell scroll created in this way lasts for a number of days equal to your Constitution modifier (minimum of one).

TORTUROUS LASHER

You've practiced with precise techniques designed to take advantage of fear and cause as much pain as possible. You gain the following benefits:

- You have advantage on saving throws against spells and effects caused by a creature that is frightened.
- When you hit a creature with a weapon attack using a whip, that creature takes 1d6 slashing damage each time it uses an action before the start of your next turn.
- When you deal damage to a creature using a finesse weapon, the next time that creature casts a spell before the start of your next turn, it must make a Constitution saving throw. If it fails, the creature's spell fails and has no effect.

SELESNYA CONCLAVE

PHALANX SOLDIER

Your militia training allows you to better fight in close formations. You gain the following benefits:

- You gain a +1 bonus to AC while you are wielding a battleaxe, longsword, pike, quarterstaff or spear in two hands.
- While wielding a weapon with the versatile property, you have advantage on skill checks and saving throws made to avoid being grappled or shoved.
- You and each friendly creature within 5 feet of you gains a +3 bonus to saving throws against being frightened, knocked prone, or moved unwillingly.
- Whenever a creature ends its turn within 5 feet of you, you may use your reaction to try to shove that creature.

SPIRE TRACER

Your athletic experience allows you to easily navigate high places. You gain the following benefits:

- You have advantage on Dexterity (Acrobatics) checks made to balance on rooftops and narrow beams or ledges.
- You add your Strength modifier to your Strength score when determining the distance of a long jump.

- While you are holding a rope and grappling hook, you have a climbing speed equal to your walking speed.
- When you hit an airborne creature with a melee attack, it must make a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier. If it fails, it falls prone.

SIMIC COMBINE

ADAPTING ADEPT

You have grown increasingly adaptable to various situations. Increase your Strength, Intelligence, or Charisma by 1, up to a maximum of 20.

In addition, whenever you finish a long rest, you gain two of the following benefits until you next finish a long rest. You may choose one. For the other, roll 1d6, and gain the benefit that corresponds to the result. If it is the same as the benefit you chose, you may instead select another benefit of your choice.

- **(1)** Your opportunity attacks deal 1d6 extra damage if you hit.
- **(2)** Add 1d6 to your initiative rolls.
- **(3)** Increase your current and maximum hitpoints by half your level (rounded up).
- **(4)** You may add 1d6 to a spell attack roll. You must finish a short rest before you use this benefit again.
- **(5)** You have advantage on saving throws to avoid being charmed, frightened, or stunned.
- **(6)** You have advantage on Charisma (Deception) checks and ability checks made to disguise yourself.

EVOLUTION INITIATE

Prerequisite: Intelligence 13 or higher

Experimentation has granted you an improved physique that can be further adapted on the fly. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- You learn *alter self* and may cast it once without using a spell slot. Intelligence is your spellcasting ability for it. You can't cast it again using this feat until you finish a long rest.