

RAVNICA

Jumpchain-compliant CYOA

Welcome to Ravnica!

Ravnica's vast, worldwide cityscape is a patchwork of grand halls, decrepit slums, and ancient ruins, with layer upon layer of stonework—and guild maneuverings.

Of the world's countless civic centers, one looms large above all others: the City of Ravnica, a metropolis so vast that its name has long since become synonymous with the entire plane. It is here, amid the mazes of streets and towering Gothic spires, that Ravnica's guilds vie for power.

GUILD

Regardless of race, aims, or backstory, the most important thing in Ravnica is which guild you belong to. The ten guilds are unique, represented by two of the five colours of mana each. Choose wisely.

AZORIUS SENATE



Embodying white and blue mana, the Azorius Senate considers itself the mediator and controller of the other guilds and their activities. Acting as a government of sorts, they make laws, enforce them, and punish those who break them. Often extremely fastidious, precise, and dedicated to their work.

ORZHOV SYNDICATE



Embodying white and black mana, the Orzhov Syndicate was once a guild focused on religion. But while this may have been their original aim, the only current object of their worship is power and profit. A mixture of a church, a business, and a crime group, the Orzhov lend money to the citizens of Ravnica, and then ensure that debts are paid back, even beyond death. They are typically business savvy, sharp, and exploitative to the highest degree.

HOUSE DIMIR



Embodying blue and black mana, House Dimir is a guild of shadows, operating behind the scenes with eyes everywhere. Assassinations, smuggling, counter-intelligence, and espionage are just some of the services this guild provides. The level of secrecy within House Dimir is immense, many citizens don't know the guild exists, and even the Dimir members themselves don't know the full scale of their operations. The guildmaster is the only one who might be fully aware of the true extent of their activities.



IZZET LEAGUE

Embodying blue and red mana, the Izzet League are scientists, performing magical experiments and seeking knowledge above all else. The Izzet are also charged with maintaining Ravnica's civic works, such as waterworks, heating systems, and roadways. The Izzet themselves are quirky, eager to learn while at the same time having an absent minded streak that makes their work more... exciting..

CULT OF RAKDOS

Embodying black and red mana, the Cult of Rakdos are thrillseekers, valuing pleasure above all else and at any cost. In Ravnica, they attend to menial labour such as catering and the entertainment industry, as well as taking other less savory jobs, such as assasination requests. The Rakdos are often sadomasochistic and cruel, willing to inflict pain on themselves and others for their own enjoyment.



GOLGARI SWARM



Embodying black and green mana, the Golgari Swarm inhabits the dark world of Ravnica's undercity, the streets and towns upon which Ravnica used to be before being built on and forgotten. The Golgari see both life and death as equally natural and necessary, and just as their society is built on the remains of the old city so their lives are built on the remains of their friends and families.

GRUUL CLANS

Embodying red and green mana, the Gruul Clans are barely a guild anymore . Once focused on maintaining the wilderness in Ravnica, their responsibilities were taken from them and they decentralised, forming multiple clans rather than one single guild. The Gruul are chaos bringers, seeking the destruction of civilisation, and perform frequent raids on Ravnica and its inhabitants. They live a wild, savage and rage fueled lifestyle beyond the confines of laws or rules which would restrain them.





BOROS LEGION

Embodying red and white mana, the Boros Legion functions as Ravnica's main military force, righteous and fiercely passionate in all that they do. Working alongside the Azorius to enforce the laws that are created, they are strong minded and vigilant, and their strength lies in equal parts numbers and resolve.

SELESNYA CONCLAVE



Embodying green and white mana, the Selesnya Conclave are dedicated to the nurturing of nature and life in Ravnica. Prizing unity and peace above all other qualities, the Selesnya allow life to flourish orderly and bountifully. They worship Mat'Selesnya, the original parun of the Selesnya, though the other guilds see them merely as brainwashed nature cultists.

SIMIC COMBINE



Embodying green and blue mana, the Simic Combine are researchers and scientists, charged with tending the nature and the wilds. They use magic to both create new creatures, as well as combining traits from different species into one. These vary from being successful to the point where the hybrids are all but ubiquitous amongst the guilders, to being terrifying forces of destruction. They are inquisitive by nature, but they keep a distance from Ravnica's citizens.

GUILDLESS

The guildless make up the remaining 50% of Ravnica, who pledge allegiance to no specific guild. Representing any one colour, the guildless are the regular citizens of Ravnica, and tend to be more prevalent the further from the centre of the city you go. Some of the guildless feel a sense of strong pride in their decision not to choose a guild, while others are guildless due to circumstance rather than choice. A movement called "The Gateless" take a more violent approach towards this belief, launching attacks and protests against the guilds.

TIME PERIOD

Your experience in Ravnica will be vastly shaped by when you choose to enter. The various challenges, opponents, and events are different for each of the snapshots we get into Ravnica.

RAVNICA

Ten Millennia ago, the Guildpact was signed, a promise of peace between the guilds. Now, however, as its anniversary draws near, dark forces are beginning to make their move across Ravnica. With high amounts of aggression and tension forming between the guilds, the long awaited celebration of this occasion may also be the ideal opportunity for those guilds who wish to claim the plane for their own to strike.

RETURN TO RAVNICA

After the breaking of the Guildpact, the guilds of Ravnica have been falling into stronger dissent and the fighting between the ten factions is at a very high level as they all vie for control of the plane. However, the Sphinx Azor I created a failsafe for any such situation as this, known as the Implicit Maze, a system of leylines or mana paths through Ravnica. Each contesting to conquer the maze first and claim the power at its centre for their own, the Guilds compete with each other as well as a mysterious man named Jace Beleren, who seeks the truth behind the maze.

GUILDS OF RAVNICA

With the living guildpact gone, the guilds return to their old ways of bickering over influence and territory. However, an outside force, ancient and terrible, is slowly infiltrating the guilds. The Izzet Guildmaster, Niv-Mizzet, tries to inform the other guilds of this, however, suspicions are still running high, and cooperation between these 10 contrasting forces is certainly going to be a challenge, especially when some of them may have already fallen to the influence of the Outsider.

SPECIES

There are many different creatures in Ravnica, ranging from small enough to scuttle down a drainpipe, to being large enough to crush a house beneath them. Some are more prevalent in various guilds than in others. Discounts are 50% percent of the CP cost, or free, if the cost is 100CP or less.

HUMAN (Free)

Your regular commonplace human. As on most planes, Humans are found in abundance on Ravnica, and are a part of all of the guilds, though perhaps the guildless have the largest proportion of Humans in their ranks.

GOBLIN (100CP, Free for Boros, Gruul, Rakdos, and Izzet)

Goblins are, to be polite, not the sharpest poking stick in the poking stick barrel. Lacking both intelligence and good judgement, they are at their strongest when they are working together. That being said, there are some goblins in Ravnica who turn against this trend, and become highly ranked within their guilds. Goblins typically represent Red mana.

ELF (100CP, Free for Selesnya, Golgari, and Simic)

Elves are another very prominent race on Ravnica, and look very similar to humans, save with pointed ears. The elves of Ravnica live much longer than humans, and mature much faster than them as well. Elves typically represent Green mana.

VAMPIRE (100CP, Free for Dimir and Orzhov)

Vampires are a type of undead creature, those who survive by drinking blood. They are typically vicious in desires, and cunning in manner, though they have a weakness to sunlight. They typically represent Black mana. For an additional undiscounted 200CP you may choose to be one of the Moroii, psionic vampires who drain the mental abilities and youth of their victims, and have no problems with sunlight. They range from looking batlike, to almost exactly human in form.

VEDALKEN (100CP, Free for Azorius, Izzet, and Simic)

Looking like tall, blue, hairless humans, the Vedalken feel very few emotions, which makes them very good lawmakers and scientists, as they are able to focus on their studies with fewer pestering distractions. They have a very long lifespan, of about 300-400 years. They tend to represent Blue mana.

MERFOLK (100CP, Free for Simic)

The merfolk were long thought extinct on Ravnica, however, recently after the emergence of some sinkholes, they rose from the covered ocean beneath the city. They are most prominent in the Simic Combine, and their way of life has been made a part of much of that guild's culture. They represent Blue and Green mana.

FAERIE (100CP, Free for Izzet and Dimir)

The faerie are small, winged, and mischievous, with a gift for magic allowing them to become tricksters. They also have a notable talent for working with machinery and electrical devices, making them good handymen for the Izzet, while also being good at performing infiltration missions for the Dimir. They represent Blue mana.

VIASHINO (200CP, Dicounted for Gruul and Boros)

The Viashino are Lizardmen, said to be descended from the Dragons themselves. They are fierce and agile, enabling them to be vicious fighters, which naturally makes them common and prestigious members of the Gruul and Boros Guilds. They represent Red mana.

OGRE (200CP, Dicounted for Gruul, Rakdos and Boros)

Ogres are great hulking creatures, of massive strength and limited intelligence, combined with a fierce bloodlust that makes them formidable opponents on the battlefield. Best used when given a weapon and pointed in a rough direction with which to swing it, they make great members of power and destruction focused guilds. Ogres represent Red mana.

CENTAUR (200CP, Discounted for Selesnya and Gruul)

Half human, half horse, the Centaurs on Ravnica feel a natural affinity for the wilderness. Selesnya centaurs tend to be peace loving and protect those who are weaker than them, while the centaurs of the Gruul Clans are larger, and revel in battle, often sporting large antlers and unkempt manes. They represent Green mana.

SPHINX (200CP, Discounted for Azorius and Dimir)

With the body of a lion, the head of a human, and large feathered wings, the Sphinx may look like a peculiar race but don't let this catch you off guard. They are fiercely wise and intelligent, drawing many to the Azorius, though it is heard that the Dimir also have a few within their numbers. They tend to be solitary, and offer their wisdom sparsely, but when they do speak it is with a gravitas born of countless centuries experience. They represent Blue mana.

SPIRIT (200CP, Discounted for Orzhov, Azorius, and Dimir)

On Ravnica, death is rarely the end, especially if you're in debt to the Orzhov. However, you are an exception to this, being a free spirit. Perhaps you rose so high in the Orzhov ranks that you became a member of their higher council, the deathless, or alternatively, became a guard of sorts for the Azorius? Or maybe you are an ancient spirit, known only to the Dimir, used for infiltration and espionage missions. Regardless, you appear as a ghostly shadow of your previous life, intangible (to most) and capable of flight. If you pay an additional undiscounted 100CP, you become as powerful as you would have been while alive, rather than a pale reflection of that power level. Spirits represent Black and White mana.

DRYAD (200CP, Dicounted for Selesnya)

The spirits of trees, in a nymph-like form, Dryads are the guardians of the forests within Ravnica. Their natural affinity for nature and peace makes them prominent members of Selesnya, and many are found seeking to spread the message of Mat'Selesnya to the Ravnican people. While many dryads remain rooted in one place, they are capable of movement, if they so desire. If you pay an additional undiscounted 100CP, you can make contact with the Worldsoul, the very essence of the plane of Ravnica, allowing greater understanding of the natural power and harmonious nature of Ravnica, as well as a boost in power. They represent Green mana.

ANGEL (400CP, Discounted for Boros and Orzhov)

Half human, half horse, the Centaurs on Ravnica feel a natural affinity for the wilderness. Selesnya centaurs tend to be peace loving and protect those who are weaker than them, while the centaurs of the Gruul Clans are larger, and revel in battle, often sporting large antlers and unkempt manes. They represent Green mana.

DEMON (400CP, Discounted Rakdos)

Demons embody the dark side of sentience, selfishness, cruelty, hatred, and a desire for power, which makes them perfect members of the Cult of Rakdos. The Guildmaster Rakdos is himself a Demon, one who claims and exercises authority over every other living Demon on Ravnica. Demons vary wildly in shape and size, though they tend to be winged and horned in appearance. They represent Black mana.

DRAGON (500CP)

When the Guildpact was signed, dragons were deemed too dangerous to exist. With the exception of the Izzet Parun, Niv-Mizzet, they were hunted to extinction, leaving Ravnica safe... well, more safe than it had been. Nowadays the remaining Dragons are scarce, either still hunted in Ravnica's wilds, or caught and tamed to be pets, a pathetic shadow of their previous position as Gods among Ravnica's people.

You are a Dragon. A proper dragon. A little smaller than Niv-Mizzet himself, you are one of the very last Dragons still alive in Ravnica. On the positive side, you're massive, very powerful and destructive, and intelligent as well. On the negative side, Niv-Mizzet, possibly the most powerful being currently on the plane, will want you dead if he realises you exist. And you're not exactly unnoticeable...

THE REST OF THEM (200/400CP)

But perhaps you don't want to be any of these. Maybe you have a burning desire to be an imp. Maybe it would be weird to you if you weren't a weird. Maybe you'd feel lost if you weren't a homunculus. Or maybe you want to be a horse. For 200CP, you can take any normal non-magical creature as your creature type. For 400CP you may take any reasonable (I'll leave what reasonable means up to you...) magical or particularly unusual creature type as your own, though nothing bigger than a Boros Giant, and nothing as powerful as a Dragon.

PERKS

To survive long here in Ravnica, you'll need some tricks up your sleeve. Choose wisely. Perks are discounted depending on which Guild you are in. Discounts are 50% percent of the CP cost, or free, if the cost is 100CP.

AZORIUS DISCOUNTED PERKS

AZORIUS GUILDMAGE (100CP)

An Azorius guildmage is expected to know the rules of Ravnica inside out, both those intended to guarantee safety for the citizens, and those intended for more... selfish purposes. You have an encyclopaedic knowledge of the laws in the setting you're in, and you get a slight boost to intelligence as well, to help you understand these laws.

ADDENDUM (200CP)

Other people tend to rush things, casting their spells as soon as possible, or waiting until the very last second before making a move. But you know that there's a time and place for every spell, and often, it is simply patience that is needed to make something more effective. If you spend time on something, it tends to work a lot better, sometimes even granting additional effects.

FORECAST (400CP)

There's a lot to be said for the element of surprise. Giving as little information away to your foes means they can never be entirely sure what you're up to, giving you the edge... at least, that's what it usually does. You can blatantly flaunt your powers and plans to the opponent, and any boost that would have been gained from the element of surprise is instead converted directly into whatever you're planning on doing.

DETAIN (600CP)

Rule making? Acting as a judge? Don't get me wrong, those are great and all, but what being a member of the Azorius is really about is stopping (mostly) bad guys from doing bad stuff. You are exceptionally gifted in the magic of restriction and sealing, able to cast spells which can bind, lock, and capture, stopping people directly in their tracks. And this doesn't just apply to physical movement either. Enemies detained by you also find their capacity to use magic or any other paranormal abilities is significantly hindered.

ORZHOV DISCOUNTED PERKS

ORZHOV GUILDMAGE (100CP)

As a guildmage of the Orzhov, it needs to be understood that emotions such as pity and kindness are completely unnecessary in the world of business. So now you can choose not to feel these emotions. Your ability to manipulate people is also boosted slightly, and your knowledge and understanding of money is significantly increased.

EXTORT (200CP)

The best way to win a fight is to outlast your opponent. Over the course of a conflict, you may choose to slowly drain the life of your enemies, to the extent where it's barely noticeable at first. But over time, this will really add up, until they're feeling weak and tired and you're just fine.

HAUNT (400CP)

It's annoying, isn't it, when you get killed. One of the most annoying things about dying is knowing that the person who did it got away scot-free. This perks ensures that whenever you or a companion gets killed, the person who did you in will be cursed to suffer the same fate soon after. This triggers on reanimation as well as regular permanent deaths.

AFTERLIFE (600CP)

People have debts, and these debts must be paid. Even beyond death. You possess the ability to form contracts which bind people's souls so they are forced to pay off their debts. If they happen to die with debts unpaid, then they are forced to come back in as a spirit to work them off. And spirits are subject to many bylaws which make their "lives" particularly... manipulable. Even in other worlds, where this sort of practice may not be customary, you find it decidedly easier to get people to sign their souls over to you.

DIMIR DISCOUNTED PERKS

DIMIR GUILDMAGE (100CP)

The Dimir are a tricky group, living out of sight and out of mind. Part of the reason the guild is able to remain so secretive is due to the skill of their mages in memory manipulation. You now have basic memory magic, able to make people remember things... differently, or even cut out a memory all together. You also gain the skill to throw up basic illusions to cover your movements, such as a bank of fog.

SURVEIL (200CP)

When it comes to a constantly changing city such as Ravnica, being in the know on current events is critical if you hope to get ahead. And the best way to gather information is through people. You find it very easy to pick up on rumours and news of recent happenings, and people always seem to have their conversations just within earshot...

TRANSMUTE (400CP)

Adaptability is key for mages, particularly ones involved in dubious business. You need to be able to change what you're doing on the fly. If you have another spell of similar power to one you have prepared, or even one you've already cast, you can swap them out at-will. This changes the spell entirely, utterly confusing anyone trying to prepare for one spell and finding a totally different spell heading at them. This won't work if the two spells aren't of a similar power level.

CIPHER (600CP)

The Dimir have mastered the peculiar and somewhat disturbing art of encoding spells into living beings, so that they trigger upon dealing damage in combat. There are obvious advantages to this: a spell often takes longer to cast than simply throwing a punch, and once a spell is encoded into a being, the effort needed to cast it no longer needs to be paid each time. I'm sure there are many other ways you can use this to your advantage as well.

IZZET DISCOUNTED PERKS

IZZET GUILDMAGE (100CP)

Izzet mages have to be quick thinking and smart, otherwise there's a genuine chance they'll get fried by their own experiments! Luckily for you, you're both of these. With a mind geared towards electronics and machinery, you could easily fit in with the Izzet, and would find it trivial to improvise and construct things on the spot, though with all the ideas in your head, you'll have to be careful with the results. As a bonus, you can conduct electricity. No need to worry about electric shocks any more!

JUMP-START (200CP)

Often, spells have a limit on how many times you can use them. An ancient scroll might crumble away into dust once the runes have been read, your mind might go blank after casting a spell you spent hours memorising. Well, everything should be given a second chance, right? This perk guarantees that you'll be able to cast spells at least twice before they disappear. Make sure you learn from the first attempt!

REPLICATE (400CP)

Why cast only one spell when you could cast two? Lots of mages find it difficult to cast two spells simultaneously. It's harder to focus, you're more likely to miss, all sorts of problems can occur. But multitasking is child's play for the Izzet, so why should spells be any different? You find it much easier to cast multiple spells at once, whether they be the same spell or different ones.

OVERLOAD (600CP)

Some spells can seem weak on their own. Forcing an opponent to become immobile, dealing a decent amount of damage to someone... they're okay, just not as useful when facing a lot of opponents. Overload changes everything. By exerting a considerably larger amount of energy while casting, you can make single-target spells mass targeting. Instead of immobilising one guy, stop the whole room in its tracks. Boost one of your teammates? Why not all of them? Drop a lighting bolt on one person, or on everyone in a city.

RAKDOS DISCOUNTED PERKS

RAKDOS GUILDMAGE (100CP)

Being in the cult of Rakdos is all about enjoying yourself! Ignore all those other uptight, stuck up, serious guilds. They just don't understand the joke. You find yourself able to see the funny side in literally anything! Even things like mindless slaughter... no, especially things like mindless slaughter! Being in Rakdos also almost guarantees you won't get through your ten year stay without a little bit of "fun" yourself, so you have a magically higher pain threshold, to make those times more "enjoyable".

HELLBENT (200CP)

People sometimes say things like "even a cornered rat is dangerous." And it has an element of truth to it. But what they don't know is how much more powerful a cornered rat can be! When out of all other options, you gain a significant boost in power. If you're going out then you're going out with a fight and a blaze of glory, taking as many people down with you as possible!

SPECTACLE (400CP)

As a Rakdos mage, you need to be able to relish in the pain of others. When an opponent or a foe is in pain, your spells become significantly easier to cast. Not only that but they sometimes come with a few... extra little effects to make things much more enjoyable! Did that demon you'd summon always have those little spikes all over its body? Who cares, as long as it causes a bit more carnage as it goes

UNLEASH (600CP)

Defense? Isn't that just a messy thing that sometimes gets in the way of attacking? Why bother blocking when you could be dealing more damage? You can now channel any defensive energy or abilities into pure offensive power! Sure, their attacks will hurt like hell, but when you're in the Cult of Rakdos, that's hardly a downside! And if you hit them first, then you don't need to worry about that anyway.

GOLGARI DISCOUNTED PERKS

GOLGARI GUILDMAGE (100CP)

As a member of the Golgari, you're going to be dealing with a lot of dead stuff, so if you're squeamish, it's going to be difficult. Luckily, this perk ensures that even if you're up to your elbows in body parts, you're fine with it. Not only that, but you have a much deeper understanding of the Golgari beliefs of nature as a cycle, where death is a natural and necessary part of life, making your magic concerning areas like these a little stronger.



SCAVENGE (200CP)

Normally, dead and decaying things are left alone by the majority of nature for a reason, their remains fed upon by only the foulest of creatures... well now that includes you! You find yourself able to both ingest dead and decaying matter for nutritional value, and also find good use for otherwise discarded or dead beings anyway.

UNDERGROWTH (400CP)

The more dead things around you, the better! You find that your work tends to be proportionally better when working with and near decaying and dead things, as you draw power from their corpses. The cycle of nature does, after all, mean that death feeds the living. It just feeds you more.

DREDGE (600CP)

Necromancy is no easy feat. Many of those who practice it within the Golgari Swarm are only able to create mindless, shambling servants. However, your talent for necromancy goes far beyond that. You can bring back creatures with intelligence and power equal to that which they possessed while still alive. You can also choose to add the zombie creature type to your own, becoming an undead version of whatever you were before - perhaps as a regular zombie, or maybe as a Lich, or something of a similar nature.

GRUUL DISCOUNTED PERKS

GRUUL GUILDMAGE (100CP)

In Gruul? Smash! You find it distinctly easier to tap into your rage, the innermost fury which drives the destructive acts that the Gruul perform. Alongside this, you feel a natural synergy for the wilderness and chaos, and will find it easier to understand the wild beasts in Ravnica.

BLOODTHIRST (200CP)

If your opponent is weak, then they hardly deserve to be your opponent at all! Finish them off quickly so you can get round to some good old fashioned smashing of society. If your opponent is already damaged when you enter into combat with them, you gain a significant power boost, meaning that you can deliver them a swift and brutal end.

BLOODRUSH (400CP)

Rage is the fuel of the Gruul, the raw burning passion that makes them stronger and more destructive than any of the other guilds. You have the ability, like some of the great clan leaders of the Gruul, to incite and spread rage throughout your allies, whipping them up into a frothing frenzy of pure mindless anger, allowing them to share their strengths and power to ultimately hit harder than ever.

RIOT (600CP)

It's easy enough to become angry. Any Gruul member fresh out of their grave can grasp hold of a flicker of rage, enough to lose track of things, destroy a few walls. You, however, understand that the most potent rage is not without some forethought. Naturally, you still should be as rage filled as possible, but having the ability to regulate your own rage, along with your strength and speed, is one of the most potent weapons a Gruul member can have. The difference between hitting quick and fast and waiting until you have the power to completely overwhelm your opponents is vital in order to smash as destructively as possible.

BOROS DISCOUNTED PERKS

BOROS GUILDMAGE (100CP)

The Boros act as a police force, and to successfully enforce law and order in the very often lawless streets of Ravnica, you need to have the strength to support your words. You are now much physically stronger! Use this gift to go forth and punch the criminals of Ravnica with the iron fist of the law. You also have a very strong sense of justice and union.

MENTOR (200CP)

What makes a good leader? Not pure combat skills, though that certainly helps. No, being a good teacher is what makes the head of a disorganised bunch into the leader of a strong unit. You find it much easier to pass on your fighting experience to those who are less powerful than you, gradually increasing their own strength. Light the fires of inspiration and respect in their hearts.

BATTALION (400CP)

Two's company, three's a crowd. Or in this case, an army. Whenever you attack with at least two other companions, your powers become greatly amplified. Become briefly invulnerable, deal additional damage, attack faster than should be possible, it depends on the situation, but these effects gained simply by creating a unified offence are not to be underestimated.

RADIANCE (600CP)

Unity can be a double edged sword, and you know this only too well. Whenever you either share a common aim with your allies, or attack a group with a strong centre of unity, both strength buffs and damage dealt is shared. When one of your enemies is hurt, the whole group feels their pain. When one of your allies receives a surge of strength, their allies are strengthened too. The ties that bind you and your group together will grow ever stronger because of this.

SELESNYA DISCOUNTED PERKS

SELESNYA GUILDMAGE (100CP)

The Selesnya Conclave is like one great family, spreading the joys of nature through Ravnica for all to see. You're better at magic involving growth and nature, and you also have more vitality and positivity, able to see the good side in anything. People find it easier to get along with you as well, due to your peaceful disposition.

POPULATE (200CP)

When in a place such as Ravnica where the streets are regrettably filled with violence and meaningless slaughter, it is a benefit to have an army which is continuously growing in numbers... sometimes literally. If you have an army or similar workforce made up of multiple beings, then the less significant among them seem to... multiply over time. This isn't exponential growth by any means, but slowly increasing ranks will mean that you are as prepared as possible, should anyone ever threaten the conclave.

PROLIFERATE (400CP)

Unlike many in the Simic would have you believe, growth is a natural process, and should not be focused into particular areas. If you would use a spell or ward to increase a single aspect of your body, such as strength, all other related aspects will increase as well, such as speed and defences. The only drawback to this otherwise powerful gift is that the boost granted will take longer to have an effect, much like how growth is slower than forced growth, but the overall benefits far outweigh this small hindrance.

CONVOKE (600CP)

When everyone is supporting you, there's nothing you can't do. When you attempt to cast huge spells, the kind which takes concentration and lots of energy, you can get other people to support you. If you do so, then you can divide the 'cost' of casting the spell among you, significantly decreasing the amount of energy and time you will have to spend on it as an individual. With only a few friends helping this would make a huge difference.

SIMIC DISCOUNTED PERKS

SIMIC GUILDMAGE (100CP)

As a member of the Simic Combine, you know a lot about the processes involved with... improving nature's course, and have a fairly thorough understanding of biotechnology. You also have the option to improve your own body as so many of the Simic have, and become a mutant. If you so desire, you may add the subtypes Crab, Ooze, Octopus, Lizard, or any other creature commonly used by the Simic to your original creature type.

GRAFT (200CP)

When you choose, you may grant your strength to your allies. What? No, this isn't through some floaty process of "friendship" or "justice." You possess the knowledge and skills to remove certain parts of your body and attach them to other people in a way which is useful and beneficial to them, but at the cost of your own reduction in skills. After all, even if your friend does now have 4 legs, if you have none then that leaves you with a few problems.

ADAPT (400CP)

There are many points over the course of life when you grow stronger, whether through natural means or through facilitated ones. Now those moments become more exciting. Whenever you have an increase in strength, you can almost guarantee that there will be some sort of additional effect. Was your eyesight always that good? Did you always think that clearly? Did you always have a tentacle there? Bear in mind that if you lose this strength then the additional effect will be lost as well.

EVOLVE (600CP)

Sometimes, you will come across those who are bigger than you. Stronger than you. Whether on your side or not, it is impossible to ignore the fact that as you are now, you stand no hope of even matching them evenly. What do you do in these situations? Do you flail uselessly? Of course not! Instead, you gain the ability to trigger your own rapid evolution in moments like these, forcibly changing your body in order to increase your power. While this can't be guaranteed to bring you to the level of creatures far beyond your reach, it can certainly help bridge the gap.

GUILDLESS DISCOUNTED PERKS

SCRAPING BY (100CP)

If you're hoping to get along without a guild, then you'll need some way to live in Ravnica. Many of the Guildless have mundane jobs, such as shopkeepers or storytellers, while others branch into more specialist areas. With this, you can guarantee that whatever situation you find yourself in, you'll be able to make a living at the very least.

UNSEEN, UNHEARD (200CP)

In Ravnica it often pays to be living under the radar, and luckily the guildless are naturally good at this anyway. After all, anyone who's anyone is in a Guild, so the Guildless can be largely ignored. With this perk, even the more noticeable acts you perform will not be attributed with you as long as you get away fast enough. You're just another face in the crowd, so why would anyone ever suspect a thing?

LUCKY SOUL (400CP)

Ravnica is a dangerous place to live, especially if you're not under the protection of a guild. A regular citizen could be abducted for experiments, taxed to the afterlife, or arrested as a scapegoat, and all while just being caught up in the constant conflict between guilds. This guarantees that if you're not trying to get involved, these things just pass you by. The Rakdos festival happens in the next district over. The Gruul smash up some civilisation but your route to work is unchanged. The Simic experiment only mutates every other house, passing you by. You'll be able to relax without worrying about the bigger things going on.

REBEL'S INFLUENCE (600CP)

"The Gateless have risen. The Ten shall fall." Of course, one of the main strengths of being Guildless is the lack of ties you have. You are independent, requiring no guild to live, and this is something to be proud of. And this pride is a strength that others see and respect. Much like how the angels of the Boros began to leave in order to aid the Gateless, whenever you take a stand against something far more powerful than yourself, people will recognise your strength, and may even be inspired to fight by your side.

ITEMS

Don't enter this dangerous new life empty handed! Make sure to get whatever you need to survive first. Items are discounted depending on which Guild you are in. Discounts are 50% percent of the CP cost, or free, if the cost is 100CP.

AZORIUS DISCOUNTED ITEMS

AZORIUS LOCKET (100CP)

A circular locket bearing the Azorius symbol inside of it. Mandatory for all Azorius personnel, it contains a small tracking device to improve security and efficiency... If you are in this guild then this locket will ensure people recognise you as a member of it. If not, then it will still give you some influence, though not without suspicion. Outside of Ravnica, it will garner respect from any who value order and law above all else.

AZORIUS CHARM (200CP)

A glowing Azorius symbol which can be forged into a weapon or item of your choice. When pressed, it will activate, and you will be able to choose one of three options:
-All damage dealt by you and your allies will restore your health by a proportionate amount for a short amount of time.
-Your thinking and processing speed becomes quicker for a short amount of time.
-You may slow the actions of an enemy for a short amount of time.
After the charm has been activated, it takes an hour to recharge before it can be activated again.

PRAHV/NEW PRAHV (600CP)

Prahv, the Spires of Order- Where much work is done to make sure nothing is accomplished. Where laws are made and mandates instated. This large, white, marble castle is the seat of power for the Azorius.
Due to the accidental meddlings of the Boros legion, in the Return and Guilds time periods, Prahv has been destroyed. Instead, New Prahv marks the highest peaks on Ravnica, it's immaculate, perfect spires representing the power and authority of its owners.

ORZHOV DISCOUNTED ITEMS

ORZHOV LOCKET (100CP)

A pristinely polished locket bearing the Orzhov symbol inside. Attached to a string of coins, it's worth a lot more than it looks... in more ways than one. If you are in this guild then this locket will ensure people recognise you as a member of it. If not, then it will still give you some influence, though not without suspicion. Outside of Ravnica, it will garner respect from any who value business and profit highly.

ORZHOV CHARM (200CP)

A glowing Orzhov symbol which can be forged into a weapon or item of your choice. When pressed, it will activate, and you will be able to choose one of three options:
-An ally within sight will be warped safely to your side, along with any equipment they have on them.
-You can cast a killing spell at the cost of taking damage proportional to the victim's strength.
-You may resurrect a low-level subordinate who has just died.
After the charm has been activated, it takes an hour to recharge before it can be activated again.

ORZHOVA (600CP)

The Church of Deals - The only church where you should pray before you go inside. The Cathedral Opalescent is lavishly decorated with spires and soaring ceilings, with the aim to make those who enter feel insignificant in comparison. A true testament to the wealth of the Orzhov, it is filled with statues, and stained glass windows. Beneath the church lies a bejeweled catacomb, which houses the bodies of the ghost council. The magic sustaining it is so old that even The Guildpact's magic does not affect it.

s of the Coast

DIMIR DISCOUNTED ITEMS

DIMIR LOCKET (100CP)

A tri-pronged locket with the Dimir insignia floating mysteriously inside. Wearing it makes you slightly more shadowy than usual... or is that just your imagination? If you are in this guild then this locket will ensure people recognise you as a member of it. If not, then it will still give you some influence, though not without suspicion. Outside of Ravnica, it will garner respect from any who value secrecy and deception.

DIMIR CHARM (200CP)

A glowing Dimir symbol which can be forged into a weapon or item of your choice. When pressed, it will activate, and you will be able to choose one of three options:
-Negate a spell which an opponent has obviously been preparing to cast
-You may cast a spell which can destroy a regular creature with equal to or below average strength.
-Read the forefront thoughts of an opponent's mind, and make them briefly forget up to two ideas they may have, disrupting their chain of thought.
After the charm has been activated, it takes an hour to recharge before it can be activated again.

DUSKMANTLE (600CP)

The House of Shadow- In a space where there is no room, in a structure which was never built, wherein meets the guild that doesn't exist. Located in the undercity of Ravnica, this dark and shadowy house is positioned over murky waters, and is shielded with potent memory wards. Few ever find it, and even those who do might have trouble proving its existence. The original was lost after Szadek's demise, so Lazav recreated it in another part of the undercity. It may or may not be identical to the original one, but no one remembers enough to tell.

IZZET DISCOUNTED ITEMS

IZZET LOCKET (100CP)

A metal locket with a sparking Izzet emblem on the inside. Remember to discharge it every seven hours, unless you prefer the spontaneous aether overload! If you are in this guild then this locket will ensure people recognise you as a member of it. If not, then it will still give you some influence, though not without suspicion. Outside of Ravnica, it will garner respect from any who place value in experimentation and invention.

IZZET CHARM (200CP)

A glowing Izzet symbol which can be forged into a weapon or item of your choice. When pressed, it will activate, and you will be able to choose one of three options:

-Counter any non-creature-summoning spell an opponent is casting. This can be overcome if the opponent is willing to exert even more force and resources to get past this counter.

-Electrically shock any opponent in the nearby vicinity for a small amount of damage.

-Your thinking and processing speed become significantly faster for a short amount of time, at the cost of some ideas being lost.

After the charm has been activated, it takes an hour to recharge before it can be activated again.

NIVIX (600CP)

The Aerie of the Firemind- Both Niv Mizzet's genius and vanity echo through its mirrored halls. Surrounding Niv-Mizzet's central tower, Nivix is many things. A haven for researchers. A heavily guarded maze. A health and safety violation. Niv-Mizzet considers Nivix's towers and constant experiments part of one larger experiment. Now that it's yours, it's up to you what you do with it.

RAKDOS DISCOUNTED ITEMS

RAKDOS LOCKET (100CP)

A fiercely spiked and pronged metal locket. The Rakdos guild symbol sits in the centre, lit by the heat of a dull light within. It will get you admittance to some... painfully exclusive gatherings. If you are in this guild then this locket will ensure people recognise you as a member of it. If not, then it will still give you some influence, though not without suspicion. Outside of Ravnica, it will garner respect from any who value revelry and take pleasure in pain.

RAKDOS CHARM (200CP)

A glowing Rakdos symbol which can be forged into a weapon or item of your choice. When pressed, it will activate, and you will be able to choose one of three options:

-Cast a curse on all corpses in the nearby vicinity, making necromancy and any death based magic significantly harder to use.

-Cast a spell which blows any artificial items to smithereens.

-Force an opponent to take damage proportional to the number of allies they have.

After the charm has been activated, it takes an hour to recharge before it can be activated again.

RIX MAADI (600CP)

The Dungeon Palace- Even miles away, if you put your ear to the sewer vents, you can hear the screams and tempestuous laughter. Located in the undercity beneath a large mountain, over a lava pit where Rakdos normally sleeps. Criss-crossed with flowing streams of magma, and filled with places to entertain and maim, torture devices and stages fill it's large and dimly lit caverns.

GOLGARI DISCOUNTED ITEMS

GOLGARI LOCKET (100CP)

A darkly coloured locket, with the Golgari symbol glowing green inside. It's not clear what it's made of... perhaps it's better that way. If you ever die, it will help guide Golgari reanimators to your corpse. If you are in this guild then this locket will ensure people recognise you as a member of it. If not, then it will still give you some influence, though not without suspicion. Outside of Ravnica, it will garner respect from any who appreciate the intricate balance between life and death.

GOLGARI CHARM (200CP)

A glowing Golgari symbol which can be forged into a weapon or item of your choice. When pressed, it will activate, and you will be able to choose one of three options:
-Decrease the strength and durability of everyone opposing you by a small amount.
-Cast a spell which destroys any enchantment or spell someone has placed upon an item or area.
-Prevent fatal damage to an ally, at the cost of removing them from the combat situation they were in entirely, as well as exhausting them.
After the charm has been activated, it takes an hour to recharge before it can be activated again.

SVOGTHOS (600CP)

The Restless Tomb- Once an Orzhov cathedral, the Golgari brought it to life, and it is said that when Golgari territory moves, it follows the centre. The inside was once elaborately decorated, but now it is cold, damp, and heavy with the stench of staleness and decay. The inner chamber once held rot gardens, but when Vraska ascended, she replaced it with statues of her petrified victims. Whether you keep these is up to you.

GRUUL DISCOUNTED ITEMS

GRUUL LOCKET (100CP)

The skull of some wild beast, with the flaming mark of the Burning Tree Clan scratched into it. It is hoped that some of the beast's traits from its past life will pass to the wearer. If you are in this guild then this locket will ensure people recognise you as a member of it. If not, then it will still give you some influence, though not without suspicion. Outside of Ravnica, it will garner respect from any who wish to preserve the wild state of nature, and those who feel restless when bound in society.

GRUUL CHARM (200CP)

A glowing Gruul symbol which can be forged into a weapon or item of your choice. When pressed, it will activate, and you will be able to choose one of three options:

-Cast a curse lowering the defences of all grounded opponents.

-Break all forms of mind control which may be enchanting your allies.

-Cast a spell which deals a harsh amount of damage to all airborne opponents.

After the charm has been activated, it takes an hour to recharge before it can be activated again.

SKARRG (600CP)

The Rage Pits- Skarrg isn't a conventional guildhall, as the Gruul aren't exactly a conventional guild, but it is a centre of activity periodically when the clans converge on it. Built on the remnants of a once great palace, a great bonfire burns in the middle, and it is guarded by beasts and phoenixes.

BOROS DISCOUNTED ITEMS

BOROS LOCKET (100CP)

A metal medallion, boldly coloured with the reds and whites of the Boros symbol. Normally they are passed to fellow soldiers in recognition of deeds of valor... but if you want to keep this one, no one will mind! If you are in this guild then this locket will ensure people recognise you as a member of it. If not, then it will still give you some influence, though not without suspicion. Outside of Ravnica, it will garner respect from any who value honour, justice, and upholding what is right.

BOROS CHARM (200CP)

A glowing Boros symbol which can be forged into a weapon or item of your choice. When pressed, it will activate, and you will be able to choose one of three options:

-Cast a spell which deals a reasonable amount of damage to the leader of your opponents directly.

-Make all of your allies briefly impervious to damage for a short amount of time.

-Fill one of your allies with the strength to attack with twice their normal speed for a short amount of time.

After the charm has been activated, it takes an hour to recharge before it can be activated again.

SUNHOME (600CP)

Fortress of the Legion- The stalwart shield, the towering sentinel, the seat of justice. A combined fortress, barracks, and place of worship, Sunhome serves as a symbol of the military might of the Boros. It is also the base of operations for the League of Wojek, Ravnica's official law enforcement.

©Wizards of the Coast A

SELESNYA DISCOUNTED ITEMS

SELESNYA LOCKET (100CP)

A shining gold locket, with the Selesnya symbol within. Think of it as a seed you bear, spreading the life from Vitu-Ghazi across Ravnica. If you are in this guild then this locket will ensure people recognise you as a member of it. If not, then it will still give you some influence, though not without suspicion. Outside of Ravnica, it will garner respect from any who uphold unity, nature, and the spreading of peaceful values.

SELESNYA CHARM (200CP)

A glowing Selesnya symbol which can be forged into a weapon or item of your choice. When pressed, it will activate, and you will be able to choose one of three options:

-Grant an ally a boost in strength and the ability to overwhelm an opponent's defences for a short amount of time.

-Remove a significantly more powerful individual from a fight entirely for the duration of that fight.

-Summon a regular Selesnya knight to fight by your side for the duration of a battle.

After the charm has been activated, it takes an hour to recharge before it can be activated again.

VITU-GHAZI (600CP)

The City Tree- In the autumn she casts her seeds across the street below, and come spring, her children rise in service to the conclave. A towering tree almost as tall as New Prahv, there are many buildings within it, shaped from wood and connected by swaying bridges and ladders. There was a cathedral within the centre, in worship of nature. At night it is lit by the light of fireflies. Depending on your time period, Vitu-Ghazi has been through a lot, taking damage throughout the years in many different ways.

SIMIC DISCOUNTED ITEMS

SIMIC LOCKET (100CP)

A metal locket, with a glowing Simic insignia swimming inside. It can stand for a lot of things, much like the Simic themselves, but you must decide what it means for you. If you are in this guild then this locket will ensure people recognise you as a member of it. If not, then it will still give you some influence, though not without suspicion. Outside of Ravnica, it will garner respect from any who value research and progression beyond boundaries.

SIMIC CHARM (200CP)

A glowing Simic symbol which can be forged into a weapon or item of your choice. When pressed, it will activate, and you will be able to choose one of three options:
-Grant an ally a significant boost in strength for a short amount of time.
-Prevent any allies from being the target of direct targeting spells for a short amount of time.
-Briefly cause an enemy to falter, stopping any action they were taking.
After the charm has been activated, it takes an hour to recharge before it can be activated again.

NOVIJEN/ZAMECK (600CP)

The Heart of Progress- The unnatural pressures of life in Ravnica are best withstood by lifeforms that adapt with unnatural swiftness, and Novijen is where you'll find those lifeforms. The laboratory for the Simic to perfect their experiments, it is a hybrid of living matter and stone, held in place by thick cables. If you arrive after Project Kraj unceremoniously makes Novijen its head, the guildhall is instead Zameck. Neither ceremonial nor celebratory, it is simply a huge cleared space for the speakers within Zonot Seven. The roof contains many openings to the sky covered over with algae and plax to create opalescent skylights, which sometimes makes the chamber seem to be underwater.

GUILDLESS DISCOUNTED ITEMS

CHROMATIC LANTERN (100CP)

A golden lantern, with stained glass of each of the five colours of mana in each one of its five windows. Guild tradition states that anywhere where the multicoloured light falls is neutral ground. Fellow guildless people will recognise this as a symbol which they can unite under. Outside of Ravnica, it will garner respect from those who value independence and dare to go against the norm.

GUILDMAGE'S FORUM (400CP)

A small collection of pillars, and much smaller than the rest of the guildhalls, this seems unimpressive at first glance. However, it is truly neutral ground, and will always be recognised as such, no matter where you go. If there are ever discussions or negotiations to be made important figures will naturally gravitate towards this place. However, beware: if any act is made to betray this neutrality, it's effects could be lost forever.

THE GUILDPACT (800CP)

The Guildpact is an ancient spell which reverberates across the entire plane of Ravnica. Originally conceived by Azor I, It operates as a basis for all Ravnican law, setting statutes and ordinances for each guild so that each of the ten guilds have their own place in Ravnica. An example of its power would be the enforcement of anyone who has directly violated a Guildpact law by a Boros officer. If such an act were to be undertaken, even a parun would be unable to break the magical binding force of the laws.

Though the Guildpact has been found to have many loopholes, and has been rewritten and reincarnated a few times, the book you now hold is a true guildpact. You have one of two options. If you wish to wield it, then you may do so. It allows the complete enforcement of societal laws on any particular plane or world. Your other option is to destroy the book. If you do so, you will effectively shatter the laws and regulations of the plane or world you are currently on. Chaos and anarchy will break loose with almost frightening speed, and if those in charge are unable to rebuild what you have broken, you could change a world forever.

If the book is destroyed, you get a new copy at the beginning of your next Jump.

COMPANIONS

COMPANION IMPORT (100/200/400CP)

You may import a single companion for 100CP. They get a free background and 600CP to spend on their species, perks and items. For 200CP you may import up to four companions, with the same amount of CP. If you want to have enough companions that one could be in each guild, you may pay 400CP to import up to 10 companions. Companions cannot purchase Guildhalls or The Guildpact.

FBLTHP (100CP)

A homunculus working for the Azorius Senate, who hates crowds, likes solitude, and has a talent for getting utterly and completely lost. Some of his many achievements include being used as bait to capture a criminal, and... actually that's about it. Fblthp will be happy to join you on your adventures throughout the multiverse... provided you can find him first.

KRENKO (200CP)

A goblin on the Azorius Most Wanted list, who aligns himself with no guild. One of the smarter goblins on Ravnica, he makes a living as a mercenary, performing often dubious jobs for shady individuals, such as the mysterious Mr Taz. Despite his greed and slightly crooked nature, he is surprisingly charismatic, and groups of goblins seem to turn up wherever he goes. You might have to give him something to persuade him, but he'll happily travel with you if he thinks it's worth it.

MASSACRE GIRL (300CP)

An anonymous Rakdos assassin famed for the extraordinary amount of people she has killed. With highly questionable sanity, and the number one spot on the Azorius Most Wanted list, if you can get this dangerous killer to agree to travel with you, then you are free to take her as a companion. Just... watch your back.

DRAWBACKS

You may take drawbacks to add to your total CP. Drawbacks fully negate any perks or items which might nullify their effects. A maximum of 600CP may be gained from Drawbacks.

CONTROL (+100CP, Can't be taken with AGGRO)

Fighting people here is difficult. Everyone seems perfectly content to sit there and watch you... unless you attempt to do anything significant, at which point there's a high chance that they'll completely negate what you were trying to do. Counterspells left right and centre, finding yourself forced to restart whatever you were doing multiple times... either beat them at their own game, or defeat them before they can get a good grip over the fight!

AGGRO (+100CP, Can't be taken with CONTROL)

Fighting people here is scary. Everyone seems to move at about twice the speed they did before. Long term plans and strategy? All out of the window. People just want to deal as much damage as they can as fast as they can. And the problem is, it often works. Lightning strikes, kamikaze attacks, and reckless strategy... you'll have to be even faster than they are to finish the fight, or try and stabilise after living through their first dizzying barrage of attacks.

OOPS (+200CP)

Ravnica is a great plane, and we want to keep it that way. Fun, exciting, and safe. What? No not safe from your destructive capabilities, or whatever you plan on doing. No, Ravnica needs to be safe from any bad language you may inadvertently spout while here. For your ten years you are limited to 6 preset phrases. These are as follows: "Hello!" "Your go," "Good Game," "Thinking..." "Nice!" and "Oops." Of course, you are completely free to add whatever emphasis you like to these endearing phrases.

BANNED (+200CP)

Woah there. Looks like you're having a little too much fun with all your broken abilities and weapons and the like. It's ok, we're not going to take them away from you. You're just going to be banned from competitive play. That's right, people will now straight up refuse to fight or compete with you. You won't be allowed to enter competitions or join in competitive games, and you'll be unable to take part in any significant fights that happen while you're here. Naturally, if you're in a friendly match, you'll be able to do whatever you like, but the moment something's at stake, you're out.

FLAVOUR ENFORCEMENT (+300CP)

As a jumper, you must have a wide variety of interesting skills and moves, right? Wrong. For this jump, your items and perks are bound to your chosen guild. You can use no powers, no weapons, and perform no actions which would be non-flavourful for your colours. So you'd better pack away that flamethrower, Azorius mage. Get back to being good old white and blue.

ENEMY OF THE GUILD (+300CP)

Pick a guild. At random or decided, it's up to you. Everyone in that guild, including the guildmaster, now hates your guts. No matter which one, every guild has a large and influential grasp over many aspects of Ravnica, including everyday ones like cooking and catering, so you can expect your life to become much harder from now on. Whether it's daily Gruul raids in your local area, Selesnya druids "accidentally" doing their wurm training through your house, living constantly in fear that the Dimir will assassinate you at any moment, or being arrested for the third time this week by a Boros mage, fear the worst, and try and keep out of their way.

PAUPER (+400CP)

A Jumper is pretty much as unique as they come. A powerful force to rival planeswalkers. Except... all the other rarity slots have already been filled for this set. What a shame. You are now of common rarity. Not only have all your powers and items been toned down to the point where a regular footsoldier might stand a chance against you, but there are also a lot of people around who seem to be very similar to you in terms of power and character. You're just another face in the crowd at this point. It will be very hard to become noticed... but that said, some commons are extremely good in the right situation. You'll have to prove your worth.

THE COLD BLACK HEART OF THE CARDS (+400CP)

Ugh. Seriously. Could your luck be ANY WORSE? You find it extremely hard to do just about anything. When you have the resources, you can never use them, when you have things to use you never have the resources to be able to use them! This is the flavour equivalent of being mana screwed or mana flooded. Very occasionally you'll get good luck, but most of the time? It's like the world is conspiring to screw you over.

ARCHENEMY (+600CP)

Congratulations. Everyone on or visiting the plane of Ravnica is aware of your presence, and has decided it is their true goal to team up and destroy you. Be it the Guilds, the Gatewatch, any Nephilim, or even Nicol Bolas himself, it's them versus you in a showdown which is sure to change Ravnica forever. The first day of each year of your ten year stay will be a ceasefire to allow you to catch your breath. Apart from that, good luck. You're going to need it.

FUTURE

Once your 10 years are up, it's down to you to decide what you want to do next. Regardless of your choice, all Drawbacks will be lifted, and all perks and items will be retained.

GO HOME

Your journey is over. You wake up at home, in your own bed.

STAY

Your life in Ravnica has only just begun. You will remain in this world for the rest of your life.

CONTINUE

Your journey isn't over yet. You leave Ravnica and continue with your travelling.

NOTES

- Yes I know that Proliferate isn't a Selesnya keyword, but they had Convoke in two sets and I needed another perk.
- Even if you're not from the timeline of a certain guildhall, you may still take that hall if you want.
- Guildhalls come devoid of any beings to fill them. You'll have to do that yourself.