Ravnica

Almost 10,000 years ago to the day, the forces of order and chaos came to an accord. Called the Guildpact and supported by the law magic of Azor I instead of mere words, it led to a period of unprecedented peace and development for the entire planet. Indeed, Ravnica is one of the most magically and technologically advanced planes in the entire multiverse, for all that only a tiny handful of people even understand the concept of other planes. Cities have entirely covered the plane until the only examples of nature left are gardens, with the city of Ravnica proper being the center of civilization and the capital which has lent its name to the plane.

The ten Guilds reign supreme. Comprising the government, the major religions, the wealthiest businesses, and even the most prominent crime rings, the Guilds are an inescapable part of life in Ravnica. But there are some who are greedy for more. And by "some" I mean "almost everyone." Very soon several interlocking plans will come to a head, threatening the stability of the plane and to destroy the very Guildpact itself.

Take 1000 CP

Starting Location

Roll 1d8 or pay 50 CP to choose.

1) 10th District Wojek Leaguehall- 10 districts comprise the center of Ravnica itself, each with a Leaguehall where the Boros-aligned Legion of Wojek administer law enforcement for the city. This Leaguehall in particular happens to be the base of one Argus Kos, a Wojek coming up on retirement who will shortly be caught up in investigating a conspiracy to destroy the Guildpact.

2) Svogthos- Once an Orzhov cathedral, later construction has left it totally blocked out from the sun by other buildings, part of Ravnica's undercity. It is now the headquarters of the Golgari, where the Sisters of Stone Death and their followers lead the guild.

3) Vitu-Ghazi- This gigantic unity tree sits in the center of Ravnica. Buildings carved into it serve as the headquarters of the Selesnya and their parun, Mat'Selesnya is contained within the living wood itself. People from all over the plane are currently converging into Ravnica proper to attend the Decamillenial celebration of the anniversary of the Guildpact's establishment.

4) Outskirts of the Utvara Region- In ancient history, this region was the first hunting ground of Niz-Mizzet, parun of the Izzet, and also once housed that guild's headquarters. Years ago it was devastated by a (secretly Simic created) plague and an Izzet experiment to wipe out the plague cracked a hole in the planar fabric, actually leading to Ravnica's afterlife realm of Agyrem. But instead of curing the plague, it instead mutated into a

different disease called the kugu. Now the land is in ruins and inhabited only by a few tribes of Gruul and a small town of prospectors who mine the ruins for treasure.
5) Prahv- This great marble edifice guarded by contract-bound ghosts is the meeting place of the Azorious Senate and thus the capital of all Ravnica.
6) Rix Maadi- Deep in Ravnica's undercity, this dark temple is the headquarters of the Rakdos. The guild parun, the archdemon Rakdos himself, sleeps in the lava directly adjacent to it, while his cult parties and murders in his name.
7) Novijen- Headquarters to the Simic Combine, this building is home to their greatest experiments. Even the doors themselves are biological constructs and the whole place is guarded by artificial Virusoids.
8) Free Choice- You can start anywhere on Ravnica.

Race

Humanoid (Free)- Ravnica is an advanced and cosmopolitan plane and has been for many thousands of years. The races of the world have had a long, long time to mix. From the short-lived humans to the elves and goblins to the great djinn, all exist and have entangled their bloodlines. There are plenty of half-human half-elves, half-human half-demons, half-goblins half-trolls, and so forth. You can be any of the intelligent and basically human residents of the plane (human, goblin, dryad, loxodon, viashino, centaur, elf, merfolk, minotaur, kraul, orc, or the smaller nameless minorities like the race of wolf men or that one random woman with an owl head) in any combination of heritages, including being part demon or djinn. All of which are basically human in capability. You can also be a cyclopes or ogre, who are hulking and strong but quite stupid. Thrulls are even dumber, most not even able to talk, but are capable of flight while also being superhumanly tough. Sphinxes are likewise powerful and able to fly while also being wise, yet they lack opposable thumbs. Or finally the vedalken are hairless and blue skinned humanoids with natural telepathic powers, yet in times of widespread panic they can be overwhelmed and rendered helpless by the unstable emotions around them.

Elemental (100 CP)- A number of different elementals are native to Ravnica, but this specifically covers the sentient humanoid variety. Whether you're a walking mass of wood or earth or something more exotic like the weirds (combinations of two opposing elements created by Niv-Mizzit), your biology is hardier than that of the biological races.

Imp (100 CP)- Imps are a type of demon, albeit they seem to mainly come from sexual reproduction of other imps these days. They are short, but possess wings that allow them to fly and are also very resistant to fire. They are associated mainly with the Orzhov and Rakdos.

Shadewalker (100 CP)- A mysterious race of spirits (most who know of them consider them to be human mages), shadewalkers are naturally invisible. They sell their services as thieves under House Dimir.

Troll (100 CP)- Hulking humanoids, trolls possess a natural ability to regenerate wounds. Gashes that would leave a human bleeding out can repair themselves into scarred flesh by the end of a battle. Though it's not enough to save you if you get a giant hole blown through your chest or to regrow a limb. They mainly are part of the Gruul or Golgari.

Undead (100 CP)- The dead do not rest easy on Ravnica, whether by returning as a woundseeker ghost to avenge their own deaths, bound to return and serve by contract, or just animated by a necromancer who procured their corpse (usually by murdering them, since murder is legal on Ravnica). You might be a corporeal "deadwalker" zombie of one of the Humanoid races above, being harder to kill and not needing food or drink. Most zombies are aligned with either the Golgari or the Rakdos and keep to the undercity. Or you can be a ghost, a spectral incorporeal soul of one of the humanoid races. Only specialized magic can harm you, but likewise only by possessing another can you affect the material world.

Angel (200 CP)- Essentially a type of "white mana elemental" formed from raw mana, Razia, parun of the Boros, is the only natural angel on Ravnica. All others are near-clones of herself that she made. Most angels continue to follow her in the Legion, acting as spirits of justice and vengeance, but many are also lured into working for the Orzhov. Angels take the form of tall women with four wings and are all powerful fighters and capable of flight. Angels can also all clearly hear and understand any statement directed at them, as those all count as prayer to them.

Demon (200 CP)- The counterpart to the angels, Demons are born from black mana. They take many diverse forms, but all are as dangerous as angels in a fight. They are associated with the Cult of Rakdos.

Gorgon (200 CP)- A race of green skinned humanoids with black tentacles in place of hair, there are few Gorgons left on Ravnica. They possess the ability to petrify anyone who looks them in the face.

Moroi (200 CP)- The vampires of Ravnica are greatly powerful, enough that Szadek could match Razia in a physical fight. They feed on memories and youth, though apparently not in the timeframe of combat. They are associated with the Dimir. Some Moroi look like the humanoid races, while others look like humanoid bats for unclear reasons. You can decide which look you want.

Dragon (300 CP)- Ravnica's dragons were deemed too dangerous to exist, and one of the earliest combined efforts of the Guilds was to hunt down and wipe out all of them except Niv-Mizzet, parun of the Izzet. Perhaps you were spared too or are some later experiment of his. As a dragon, your fire breath is capable of destroying whole buildings and you are powerful enough to defeat two giant nephilim empowered by eating some of your kin. Indeed, dragons are so powerful that even genius mage Niv-Mizzet forgoes magic entirely in combat, instead choosing to rely purely on his draconic power. You are adapted to Ravnica's current atmosphere, and do not require air infected with kugu to survive.

Background

Any background can be used as a drop-in. You can change your sex for 50 CP.

Azorius Senate (Free)- Ravnica's formal government, for all the good that does them, the Azorius Senate follow the legalistic teachings of their parun, the ancient sphinx Azor I. They wish to stop anyone from doing anything, for only then can they ensure that no one ever breaks the law. In addition to the actual senate and government ministers and judges, they also employ law mages and ectomancers to enforce contracts (even beyond death) and their own fighting force of paladins who confusingly also enforce laws just like the Boros.

Boros Legion (Free)- The law enforcement and army for Ravnica. Razia the angel is the Boros's parun and commander, and even the creator of the angels that form the highest ranks of the Legion. The army puts down the semi-regular Rakdos Rebellions, but apparently isn't equipped to respond to any giant monsters that might happen to rampage through the streets. The Wojek Legion are the street cops for Ravnica. Despite what you might expect of the followers of a spirit of justice and vengeance, the Boros are quite happy to impartially enforce the laws of Ravnica under which slavery, torture, and murder are all legal.

House Dimir (Free)- The common folk of Ravnica believe there to be only nine guilds. The 10th guild and its vampire parun were lost long ago, if they were ever anything but a fairy tale. But the Dimir are real. The Guildpact spells out that their parun, the vampire Szadek, and his guild were meant to secretly oppose the Guildpact and forbade the other guildmasters from publicly revealing Dimir's existence. The Dimir are secretly in control of Ravnica's criminal underbelly of spying and theft.

Golgari Swarm (Free)- In charge of Ravnica's food production, there are probably plenty of boring underground mushroom farmers under the Golgari umbrella. But more interestingly is the necromantic cult which worships the parun, Svogthir the god-zombie, the first Ravnican necromancer to make himself into an intelligent corporeal undead.

The Golgari include hunters who keep the undercity clear of monsters while the priests seemingly do nothing but scheme for power and kidnap human children from above ground as sacrifices.

Gruul Clans (Free)- Theoretically the wardens of the wild places of Ravnica, the other guilds have unfortunately paved over all of nature. Left with no duties to fulfill, the Gruul eek out life as disorganized bandit clans, dreaming of one day annihilating the civilization and technology of their enemies.. Their theoretical guildmaster has little real control over them. Most are simply the poor and dispossessed born into the Gruul tribes, but they sometimes manage to recruit those who are angry at Ravnica's status quo.

Izzet League (Free)- The first guild that is a proper mage's guild devoted to the study of magic, the Izzet are responsible for the vague and extremely broad category of handling "public works", everything from selling flying vehicles to building aqueducts to bring in water from the poles. They are mages and scientists, with Ravnican fiction often portraying them as mad scientists and supervillains. This comes from the Firemind, the communion that Mage Lords enter into with their parun, the genius mage dragon Niv-Mizzet, which increases their intelligence but can lead to narcissism-fueled insanity.

Orzhov Syndicate (Free)- Once a religion devoted to ancestor worship and possibly still worshiping the ghostly council of powerful former members called the Obzedat (which collectively signed the Guildpact and are all counted as the guild's parun), the Orzhov are now a religion and business that serve the collection of wealth and the greed to hold onto it even beyond death. The Guild of Deals not only control businesses both legal and illegal, but also provide legal services to citizens, from enchanted contracts to lawyers.

Cult of Rakdos (Free)- While they do provide mining, slaving, and debauched entertainment to Ravnica, the Cult of Rakdos mainly exists to oppose the Guildpact and thereby provide a public enemy for the rest of the guilds to rally the citizenry against as well to tie down the parun, the arch-demon Rakdos, with a religion to manage. The so-called kill-guilders are mainly recognized as packs of thrill killers who murder at random. They try to claim that there's a greater philosophy about the fragility of life behind the way they dress up as clowns and sew children's eyes and mouths shut, then murder and reanimate them as undead.

Selesnya Conclave (Free)- The Selesnya are a competing religion to the Orzhov. They preach a nature worshiping creed of unity, connecting worshipers into the song produced by their Unity Tree. They are derided as naive "life churchers", but do provide some healing magic and have wardens called ledev guardians who patrol the plane's roads. The "Conclave" is technically the name for the highest council that directs the hive mind, not the guild itself.

Simic Combine (Free)- Another true mages' guild, but where the Izzet focus on artifice and elementalism, the Simic are focused solely on the magic of biology. Theoretically, they serve as Ravnica's healers, but by modern times they focus on the growing of new useful organisms and the improvement of the body, selling engineered flying transport organisms and superhumanly capable limb replacements. But at the same time, they also engineer and release plagues of their own, simply to study the effects.

Perks

Mage (100/200 CP)- A powerful magocracy ruling over a fully urbanized plane for ten thousand years has led Ravnica to become one of the most magically developed societies in the multiverse. Perhaps it is this incredibly advanced spellcasting tradition which has led the guilds to bending the assumed "rules" of wizards on other planes. For example, in the rest of the Multiverse scrying and mind reading are defining hallmarks of blue mana's specialty. Yet the Selesnya Quietmen use white and/or green mana to invade the minds of the Conclave's enemies, while the Golgari use black and/or green mana to open scrying pools to spy on their rivals. Thus, rather than which colors you specialize in, your guild affiliation is a more important determinant of your magical capabilities. For 100 CP, you are a competent professional in one field covered by your guild: an Azorius or Orzhov hieromancer who can bless contracts to bind even the ghosts of signatories to fulfill its terms, a Simic nurse with a few diagnosis spells and the ability to enchant infirmary rooms to slowly aid the convalescence of patients, or a warrior who has picked up a simple self healing spell to staunch potentially deadly wounds.

For 200 CP, you're a powerful researcher or leader, having mastered many different spells across all the specialties your guild teaches. You would be a prominent research or political figure within your guild: a Gruul shaman-chieftain, an Izzet Mage Lord, a Rakdos Blood Witch, or the like.

The Azorius teach the ability to enforce contracts even beyond death by forcing the signatory to return to serve as a ghost, how transform a ghost into an Azorius Avatar with the power to possess others and to remotely sense beings such an avatar could possess (based on their willpower) and guide it to those targets, counter enemy spells, heal, bind others with ropes of magical energy, summon flocks of birds or a sphinx as minions, control minds, fly, summon a ring of magical eyes around you for 360 degree vision, create magical shields, create small and very short range portals to redirect attacks, project large lettering into the sky to communicate, or transform someone into mist temporarily. They also create small flying artifact drones.

The Boros teach how to investigate a corpse to determine how it died, light arrows on

fire, attack with fire or sonic or lightning magic, cast protective wards against damage or magic, increase someone's speed, heal, control minds, counter spells, dispel magic, or cause mass hysteria in a crowd.

The Dimir can use necromancy to control ghosts or animate skeletons, remove or read memories, summon insect-bat monsters called nightwings, bind others with ghostly hands, weaken others with choking smoke, counter enemy spells, control minds, inflict plague, create mist that clouds the mind, or temporarily twist bodies with extreme muscular growth.

The Golgari can stick to walls like a spider, control insects, raise the dead as zombies, bless crops to improve their growth, attack with necrotic energy, create armor of moldering vines, or heal.

The Gruul learn to summon elementals as minions, attack with fire or electricity or wind, or dispel magic.

The Izzet can attack with fire or electricity or wind or sound, combine elementals of opposing elements to create the creatures called weirds, fool a verity circle enchantment to be able to lie even despite the truth enchantment, erase their own memories, control minds, counter spells, make others temporarily drowsy, temporarily grant a target skin of Mizzium metal, stretch time, make the ground roil into an attacking wave, or fly, But their real calling is as master artificers, creating everything from goggles that allow one to see mana to flying vehicles to mana power plants.

The Orzhov teach magic to create magically binding contracts that can even bind the signer beyond death as a ghost, create a verity circle in which no one is able to lie, necromantically control ghosts, create protective wards, grant someone magical wings of stained glass that allow them to fly, dispel magic, heal, create spectral pillories that prevent the person inside from sleeping, and create stone gargoyle golems,

The Rakdos can enchant someone into an explosive suicide bomber, raise the dead as zombies, attack with flames, magnify pain, create temporary and shoddy creatures called thrulls out of corpses, or enchant a creature to have metal spikes usable as weapons rip through their skin.

The Selesnya teach magic to heal, grow magical plants such as trees that can spread medical pollen, transform into animals, create magical wards, create light, summon rhinoceros minions, temporarily increase a creature's size, temporarily make a creature grow wings, or dispel magic.

The Simic can counter spells or transform into animals. Their real specialty is long term biological augmentation. Over longer time periods in their laboratories, Simic can engineer plagues, biological augmentations, or entire hybrid creatures like zeppelids and virusoids.

Labyrinthine Bureaucrat (100 CP, free Azorius)- The bureaucracy of the Azorius is like a labyrinth in complexity, making it a grueling chore to accomplish anything. This is intentional, as the Azorius believe that the more time people waste, the less time they have to commit crimes. You however can navigate such bureaucratic nightmares like a fish in the water, quickly finding the right ear to whisper into to get things done even in the Azorius's government.

Boring Old Azorius (200 CP, discount Azorius)- Remember that time that Augustin IV unleashed four different massive calamities on Ravnica in a single day, the single greatest act of treason and terrorism the plane has seen in thousands of years, all as part of an insane plan to take over the world? Strictly speaking, it hasn't happened yet, but based on the way nobody in 50 years will care, that hardly matters. Likewise, people are willing to just overlook your zany supervillain antics and go back to writing you off as boring and irrelevant after they're done. Assuming they fail, anyway. If you're actively doing something, like ruling the world, people will respond to that normally.

The Jumperpact (400 CP, discount Azorius)- The Guildpact created by archmage hieromancer Azor I was a masterpiece that has controlled the history of Ravnica for 10,000 years. It is what keeps the peace (such as it is) between the 10 guilds and empowers agents of the law so that even an old man could arrest the ancient vampire Szadek. You can not only recreate this mythic feat, but even improve on it. Your version of such a pact wouldn't need to include two signatories that exist only to oppose the pact and could iron out the part where the Golgari and Selesnya are just allowed to openly march on the League of Wojek in order to wipe out Ravnica's police force.

Forecast (600 CP, discount Azorius)- A keyword associated with Azorius cards in the game, but which doesn't exist in the world itself. You now have a version of it regardless. For every spell you know, you also have a cheap and weak mana-fueled power. This randomly-assigned power will either be a weaker version of the spell or have some effect that supports it. A spell that only works against fire elemental creatures might create a power to change a target's element to fire for a few moments. A spell that manipulates dreams might create a power that briefly puts another to sleep. Or a spell that summons a spirit who gains power the more birds are nearby might yield a power that summons birds. Anyone who senses you using the power learns the full details of all the associated spell's costs and effects.

Wojek (100 CP, free Boros)- The 'jeks are Ravnica's police force. You are an expert at investigating crime scenes, interrogating witnesses, and following clues. You're also a damn good beat cop, from getting the locals on your side to busting up drunken brawls.

Legionnaire (200 CP, discount Boros)- The other half of the Boros is Ravnica's army. You're a trained soldier, a real crack troop up there with the best of the Legion. The

Boros especially keep three-dimensional combat in mind due to the angelic overseers they so adore, and you've also trained with the use of flying mounts.

Mother of the Legion (400 CP, discount Boros)- All Ravnica's angels are very slight variations on Boros's parun and guildmaster, the archangel Razia, who makes them all personally in her own image. You likewise can create clones or near-clones of yourself. The more mana you put into each one, the stronger they'll be and more of your powers they'll be able to inherit. You aren't able to create a clone fully as strong as yourself. Nor do you have control over them beyond that which comes from viewing you as their creator, as the many fallen angels who have sold out to the Orzhov can attest.

Radiance (600 CP, discount Boros)- Radiance was the first Boros game keyword, allowing cards to target cards based on their shared colors. With this, whenever you cast a spell with no real duration (such as an attack or a counterspell, but not a long lasting buff or curse) that targets a being, spell, or object you may also cause that spell to also target each other valid target in range which shares a color with your original target. So a stream of fire sent flying at a white creature would cause an identical stream of fire to be expelled towards each other white creature nearby. Likewise, dispelling a red enchantment would dispel all other red enchantments within range. See the Notes section for how to determine color identity. Also, a colorless target never qualifies as sharing a target with anything, not even other colorless beings.

Thief (100 CP, free Dimir)- Ravnica has more than its share of thieves, many of them officially licensed as "retrievers" of property. And of course, House Dimir takes its cut from most of them. You yourself are a master thief, even able to establish your own thieving agency mentoring other thieves.

Impersonator (200 CP, discount Dimir)- More than simple thieves, Dimir needs agents inside the other guilds, ensuring that none of them can uncover the House's plans. You are an expert on infiltrating other organizations and even impersonating individuals, though given Ravnica's diverse population you'd better have a way to make yourself look like your target if you expect it to last.

Transmute (400 CP, discount Dimir)- The Dimir aligned keyword was Transmute, an effect that let you discard a card to search your library for another. Translating it into real magic only really makes sense in Vancian spellcasting styles… which aren't practiced on Ravnica. But they're at least possible, as attested by characters like Barrin and Bruena on other planes. This Perk allows you to, in exchange for some blue and black mana, replace one of your "prepared" spells for another you could have prepared, so long as they're both roughly the same level of difficulty in casting.

Master Manipulator (600 CP, discount Dimir)- Given how it all turned out, Szadek

probably planned most of what happens during the Ravnica block. Or at least got what he wanted despite Azorius interference. Regardless, you really could have set the whole thing up, from discovering Momir Vig's plan to open a path to the afterlife, to getting the Boros angels to sail through it, to orchestrating your own arrest and execution after a fake (but realistic) attempt to destroy the Selesnya, ensuring that when your ghost was controlled by Azorius ectomancy someone else would free you, all so that you could enter and conquer the afterlife while the other guilds were in disarray.

Hunter (100 CP, free Golgari)- The Golgari are responsible for hunting beasts in the Undercity to keep the fungus farmers safe. You are an expert at tracking and bringing down even large, dangerous animals.

Liar (200 CP, discount Golgari)- Savra was able to convince the Selesnya Conclave that she wanted to reunite the Devkarin elves of the Golgari with the Silhana and join the peaceful Conclave, all while continuing to sacrifice children in her position as the Matka. Additionally, before that peaceful reunion could happen, the Selesnya needed to help her wipe out Ravnica's police force because the Wojeks were "corrupt." And while the Selesnya aren't the brightest acorns on the tree, Savra at least managed to keep a straight face while saying all that. You likewise are a practiced liar, able to make it in the cutthroat world of Golgari politics.

Dredge (400 CP, discount Golgari)- The Golgari keyword was Dredge, which let you return cards you'd already played to your hand by sacrificing cards from your deck. Like some other keywords, it only makes sense with an extra-planar "Vancian" spellcasting style. You may choose a spell that you prepared the last time you prepared spells for the system that spell belongs to, but which you no longer have prepared. You may cause a random number of spells you have prepared to vanish from your mind in order to instantly re-prepare the chosen expended spell. The number of spells you need to randomly sacrifice depends on the power of the spell you're refreshing. A weak attack spell would only need one, while the necromancy to raise a powerful undead champion would require six, scaling up from there.

Power Drain (600 CP, discount Golgari)- After their rebellion against Golgari parun Svogthos, the Sisters of Stone Death kept him trapped in ancient, secret ruins, where they drained the God-zombie's power to fuel their own magics. You have learned the dread rituals they used, allowing you to drain the power of great creatures and steal it for your own.

Tribal (100 CP, free Gruul)- The Gruul continue to live off the land much as their ancestors did. You know how to hunt and gather and all the crafts necessary for living in the wilds.

Heaving Thews (200 CP, discount Gruul)- The Gruul, lacking the sophisticated weapons of the other guilds, must rely on their bodies. You are a truly impressive example of bodybuilding, with extreme strength and endurance for your species, as well as a savage, catlike grace.

Disease Immunity (400 CP, discount Gruul)- When the Simic unleashed their plague and the Izzet exposed it to otherwordly energies that mutated it into the dread Kuga, sentient life in Utvara was wiped out. All except for the Gruul, who were the only ones tough enough to survive. You do them one better, being completely immune to disease.

Bloodthirst (600 CP, discount Gruul)- The keyword for the Gruul in the card game was bloodthirst, which made creatures stronger if they were played after you had attacked the enemy. From now on, whenever your magically create/summon/reanimate a creature within one minute after you or an ally physically harming an enemy, you may double that creature's strength and toughness, with the gain to either never rising higher than that of a mighty Ravnican dragon. This never stacks with itself, no matter how many times you teleport someone to your side.

Always Learning (100 CP, free Izzet)- A proper Izzet is always expanding their mind. Just because you've been captured by a tribe of savage Gruul, that's no reason why you shouldn't be trying to decipher their dialect. You are constantly on the alert for new knowledge, able to calmly study linguistics even while being held hostage and working on an escape plan.

Die Trying (200 CP, discount Izzet)- A common Izzet aphorism is "die trying," because the best death one can hope for is to die in an experiment to gain more knowledge, rather than uselessly in bed. You would make an excellent Izzet observer due to the extreme luck you experience when it comes to surviving attempts to gain more knowledge. You could live to a ripe old age as an observer for Izzet experiments, no matter how many of your co-workers will wind up dying by burning or explosion or electrocution or...

Firemind (400 CP, discount Izzet)- The Firemind is one of Izzet parun Niv-Mizzet's many titles. With his incomparable genius, he has dragged Ravnica into the age of modern technology. He created the other Firemind, the psychic link he maintains with the Mage Lords which grants them a part of his own genius. He invented the amazing metal of Mizzium and its transparent counterpart Invizo-mizzium. He birthed the weirds by idly discovering how to combine two elementals of opposing elements, and he engraves copies of the entire text of the memorized Guildpact onto drops of water with magic for fun. And now he has a mental equal: you, for you are every bit the genius he is. Perhaps don't say that in front of the horribly arrogant dragon himself, though.

Replicate (600 CP, discount Izzet)- The game keyword for the Izzet allowed you to

cast a spell any number of times by paying extra mana. Upon casting a spell, you may also at the same time cast another copy (changing particulars such as targets) for each time you pay a cost in mana. For spells that only cost mana, this is equal to the spell's original cost, but is a scaling value for anything that requires other kinds of costs. You may only do this for spells with a short duration (such as an attack or counterspell), not long lasting curses or summons.

Advokist (100 CP, free Orzhov)- The title for an attorney, you're an expert advokist. You not only have an excellent grasp of Ravnican law, but you're great at cross examining witnesses in court to trick them into making damaging admissions.

Guilt is Debt (200 CP, discount Orzhov)- Not even the basics of Orzhov religious belief are revealed in MtG lore. But it seems to include heavy ideas of guilt, driving the laity to keep money and confessions full of insider knowledge of the other guilds flowing into the Syndicate. You're an expert at being this kind of preacher, keeping the rubes on their knees in guilt as a means to control men's minds and make them your slaves.

True Orzhov Bloodline (400 CP, discount Orzhov)- Certain distinguished bloodlines dating back to the Orzhov's founding, such as the distinguished Karlov family, have enhanced genetics. This gives them a longer lifespan, allows the quick and easy creation of Thrulls out of corpses, and a supernatural business sense, their blood literally experiencing revulsion at the idea of a bad deal. It also comes with health conditions ranging from Teysa's bad leg to those whose bodies start to nectroize while they still live or have their lungs on the outside. You're somehow an exception, reaping the benefits of your bloodline while experiencing no health issues, something you will pass on to any children.

Haunt (600 CP, discount Orzhov)- The game's Orzhov keyword allowed a card to "haunt" another creature and trigger again on that creature's death/destruction. Whenever you cast a spell without significant duration (an attack or counterspell, for example), you may choose a nearby creature. If that creature dies within the next hour, the spell will go off again, intelligently trying to choose a target you'd want if you aren't there to choose targets yourself. Whenever a creaure you've magically summoned/created/reanimated dies, you may likewise choose a nearby creature. If it dies within the next hour, a minor white or black mana themed effect will occur, again intelligently targeting itself or allowing you to target it. The effect might be healing, summoning a couple of magical bat minions, weakening an enemy with a curse, reanimating a nearby corpse as an undead minion, or similar effects.

Showman (100 CP, free Rakdos)- Whether it's exploiting your audience's vices or being so entertaining that you can lure rubes into a circus that's literally to die for, you

know how to keep the crowds coming in. You're also skilled at all normal circus acts, from juggling to tight rope walking.

Kill-Guilder (200 CP, discount Rakdos)- The Rakdos are most infamous for being roving, blood crazed killers. You are an expert serial killer, knowing how to assassinate unsuspecting victims and get away from the scene before you're caught.

Archdemon (400 CP, discount Rakdos)- Rakdos is far greater than any other demon, a towering monstrosity the size of buildings, capable of going toe to toe with gigantic nephilim or Project Kraj. You are much the same, being as large and powerful in relation to normal members of your race as Rakdos is to the average demon. Post-jump this becomes a transformation you can optionally apply at will.

Hellbent (600 CP, discount Rakdos)- The Rakdos keyword empowered your spells when you had no cards left in your hand. Another translated effect that references "Vancian" spell casting but in your favor this time, whenever you have no spells prepared (which is always, unless you've learned a Vancian spell casting style outside this jump), all your spells and all creatures you've magically created/summoned/reanimated are significantly stronger.

Animal Training (100 CP, free Selesnya)- Only in Ravnica do the wolves watch the flock. You are an expert at animal training, able to work well even with the giant wolf mounts of the Ledev Guardians who protect Ravnica's roads.

Living Saint (200 CP, discount Selesnya)- You are at the top of any hive mind you join. Like how Biracazir was able to restore the Selesnyan Conclave to sanity when they were stuck keeping everyone in the city watching in rapture as the Golgari tried to destroy the League of Wojek and Szadek tried to kill Mat'Selesnya, your will rings out bright and strong throughout the song of life.

Mat'Jumper (400 CP, discount Selesnya)- The Selesnyan parun is a collective of dryads who combined into a giant elemental to form the heart of the Guildpact. Like them, you can temporarily merge with other members of your race to form a larger and stronger version of yourselves with all your powers combined.

Convoke (600 CP, discount Selesnya)- Convoke was the Selesnyan game keyword, allowing you to tap creatures of the same color in place of paying mana to cast spells. You know a set of Selesnyan prayers you can teach to others. Each being who spends a minute saying these prayers allows you to gain a bit of mana, enough to cast a minor spell. The mana can either be colorless or any color that particular creature was aligned to. See the Notes section for how to determine someone's color alignment.

Biological Rights Management (100 CP, free Simic)- When you install something in your body, whether it be a Simic cytoplast or an Izzet cybernetic implant, any control overrides or backdoors built into it stop working. So, for example, if someone were to summon all the cytoplasts in the plane to merge with a big monster, you wouldn't have to worry about your hand or spine or whatever crawling off to join them.

Test Subject (200 CP, discount Simic)- Simic apprentices start off as test subjects for established mages to experiment on before being taught any magic. Your body is the ideal testbed for such things. While there's no guarantee that any given experiment will work, attempts to enhance your body's biology never have negative side effects for you.

Momir Basic (400 CP, discount Simic)- There's a meme Magic: the Gathering style based around the card for Simic guild leader Momir Vig from a different alternate game format called Vanguard. In the game, Momir makes all your summon spells random within all the other cards with the same cost. Whenever you magically "summon" a creature by making a copy of it out of magic, a style of spellcasting that honestly is quite rare on Ravnica, you may instead choose to summon a random creature of roughly the same power level from any setting you've ever been to. But you seem to have stacked the deck, because the probabilities are significantly weighed in your favor when it comes to selecting a creature ideal to the situation at hand, such as a flying beast when you need to make an escape or a fire elemental when facing a foe weak to fire, even if you yourself are unaware of said weakness.

Graft (600 CP, discount Simic)- The Simic keyword for the game made a creature into a number of +1/+1 tokens which could be moved to new creatures they came in. Whenever you magically summon/create/reanimate a creature, you may (if the creature agrees) transform any part(s) of its body desired into cytoplasts that have all the same powers. Whenever you summon/create/reanimate another creature, you may also cause any such cytoplasts (again, with the bearer's consent) to detach and graft themselves onto the new one, making it into a (hopefully superior) freak of nature.

Items

Hallowed Fountain (100 CP, free Azorius)- An often overlooked part of magic is the need to channel mana from memories of an appropriate land. Realistically, this is not an issue for anyone. Have you ever spent a significant amount of time around water? Congratulations, you have as much blue mana as you'll ever need. But as a traveler to other worlds, you may suddenly find you don't know any local swamps to tap. This courtyard with a fountain at the center will smooth over those issues. It will follow you as a Warehouse attachment and provides the white and blue mana used in Azorius magic.

Azorius Signet (200 CP, discount Azorius)- This small locket is emblazoned with the Azorius symbol, a triangle with a maze of runes inside, which represents how the law serves to bind and confuse those who would try to induce change. You can present this signet to anyone to mind control them into believing you are a legitimate agent of the law, the better to carry forth the teachings of Azor in future worlds.

Walking Archive (400 CP, discount Azorius)- This is a loyal golem servant formed of scrolls. Despite the weak material, it's a passable combatant. You can read the scrolls to learn the magic of the Azorius, or write your own scrolls of magic and insert them into the golem to make it stronger.

Soulsworn Legion (600 CP, discount Azorius)- Prahv, meeting place of the Senate, is protected by the soulsworn, wormlike ghosts of those who didn't read the fine print on Azorius documents and who are now bound to centuries of service. You have your own army of such soulsworn bound to obey you, who will accompany you as followers.

Sacred Foundry (100 CP, free Boros)- This large foundry dedicated to making weapons and armor in honor of Razia will follow you as a warehouse attachment. It provides you with white and red mana.

Wojek Kit (200 CP, discount Boros)- You have the kit of a standard Wojek officer. First is a pendrek, a magic wand powered by a mana battery (which will be replaced with a new full one each week), it allows even those who aren't trained in magic to unleash magic blasts. You also have a set of self locking magic handcuffs. Finally, you have a grounder box, a magical ghost trap you throw at the floor in order to bind a ghost in place and force it to answer questions, quite useful on a plane where everyone leaves behind a ghost.

Sunforger (400 CP, discount Boros)- This enchanted hammer's head looks like it is made out of lava. In addition to being a powerful weapon that returns to your hand after being thrown, it also enhances any white or red magic you cast.

Parhelion (600 CP, discount Boros)- The magitech floating fortress of the Boros angels, Parhelion is the home of Razia and her angelic legions, and now you own a copy of it. Careful, you could really wreck up even a giant building if you crashed this thing into one.

Watery Grave (100 CP, free Dimir)- This waterlogged section of the Undercity would be a great place to dump bodies. It will follow you as a warehouse attachment and provides black and blue mana.

Thief License (200 CP, discount Dimir)- You're not just some cutpurse. You're a fully accredited and paid up member of a theives' guild. This license is even enchanted to mind control anyone who sees it into believing you're a trustworthy fellow to hire for dirty deeds.

Bloodletter Quill (400 CP, discount Dimir)- This enchanted quill will, if given blood to write with, write out the secrets of Ravnican magic. Not just that of House Dimir, but that of the other guilds as well.

Lupul (600 CP, discount Dimir)- The Lupul is/are a swarm of magical worms. They can swarm together into a hive mind and transform to look like anything they want. They're especially good at impersonating others, luring people into a false sense of security and then bursting out into a deadly spray of maggots that quickly devour their latest target to replace. This swarm is loyal to you and will accompany you as followers.

Overgrown Tomb (100 CP, free Golgari)- A long forgotten tomb in the Undercity, utterly covered by moss and plants. It will follow you as a warehouse attachment and provides green and black mana.

Beetle Swarm (200 CP, discount Golgari)- Some Golgari keep enchanted beetle swarms to help them on the hunt. This collection of deadly beetles is yours, enchanted to obey you in scouting and battle even if you are not a Golgari.

Plague Boiler (400 CP, discount Golgari)- Though the Simic are more associated with engineering plagues than the Golgari, this large metal artifact contains a highly deadly plague. It can be set to release this plague on a time.

Necromantic Materials (600 CP, discount Golgari)- Svogthos has kept only his head intact, replacing the rest of his undead body with the greatest parts he could harvest from across the world. Indeed, his torso once belonged to Cisarzim, the cyclops parun of the Gruul. You have here a similarly legendary collection of body parts to fuel your necromantic experiments, and you will receive other rare and high quality corpse parts every month, ones worthy of mighty heroes or rare and powerful creatures like dragons.

Stomping Ground (100 CP, free Gruul)- This stretch of ruins is partially reclaimed by the wilderness. It will follow you as a warehouse attachment and provides green and red mana.

Flying Mount (200 CP, discount Gruul)- Gruul bandits often take to the skies on trained pterodon mounts. Other guilds prefer griffons or rocs for their mounted cavalry. You can take any of these, trained as a combat mount, as a follower.

Gruul War Plow (400 CP, discount Gruul)- This mighty enchanted war machine is large enough to ride on and forms a great vanguard to smash apart defenders with. It has spikes everywhere, pointed in every direction.

Dragon Corpses (600 CP, discount Gruul)- The Gruul have had everything taken from them, even their capstone Item slot! These two dragon corpses are filled with ancient power. Not only can they be harvested for highly potent magical cerebral fluid, but can be eaten to transform the consumer into a gigantic monster, as will happen to five nephilim who will rampage through Ravnica with their newly gained strength, thereby becoming far more effective reminders of the pre-Guildpact world dead set on burning down civilization than the Gruul will ever be.

Steam Vents (100 CP, free Izzet)- This collection of pipes exists to vent the excess steam from some Izzet experimental facility or factory. They will follow you as a warehouse attachment and provide red and blue mana.

Mizzium Supply (200 CP, discount Izzet)- A wondrous metal invented by Niv-Mizzet himself, Mizzium is highly durable and fireproof to anything less than dragon fire, yet very light. It has many magical uses, such as maximizing metastream potentials, realizing fractional element-bind, and transducing local weird-field radicals. Invizomizzium is a variant that is completely translucent. You get a crate of both each month to fuel your experiments.

Mizzium Transreliquat (400 CP, discount Izzet)- A strange Mizzium device with diverse moving parts as numerous ans they are unidentifiable. It can be reconfigured to mimic the effects of many enchanted artifacts as long as you understand how it needs to work, most often by having a working example of the artifact to be copied to study.

Custom Observosphere (600 CP, discount Izzet)- The regular Observosphere used by the Observation Corps are showcases of Izzet genius. Man-sized flying spheres made of Mizzium, they can fly at hundreds of miles an hour (with enchantments to keep the pilot safe at those speeds), the cockpit can swivel at any angle so that the pilot can see in any direction comfortably while flying, and feature a variety of measurement tools to record the results of experiments. But yours is improved even further, like Mage Lord Zomaj Hauc's Pyraquin, made of Invizomizzium to give it cloaking capabilities and pyromana weapons that allow it to shoot at enemies even as powerful as dragons.

Godless Shrine (100 CP, free Orzhov)- This is a temple of the Orzhov, though an abandoned one. It will follow you as a warehouse attachment and provides white and black mana.

Wealth (200 CP, discount Orzhov)- You're the ideal of the Orzhov religion, which is to

say filthy rich. You have a lavish mansion in a well-to-do quarter of the city and many thriving businesses to your name. This is enough to be a real mover and shaker within the Orzhov.

Moratorium Stone (400 CP, discount Orzhov)- This is a large spherical stone (as tall as a man) on a pedastal that causes runes carved into it to glow with a sickly yellow light. By carving the proper runes for a given spell into its surface, it will automatically suppress that spell from being cast in a large region around it. If you run out of room, you can strike through runes to make the the stone smooth out over them so that it can be reused.

Angelic Honor Guard (600 CP, discount Orzhov)- Many high ranking Orzhov have their own fallen Angels of Despair, to serve both as guards and as outlets for their debauched desires. You have four such Orzhov angels in your employ, who will accompany you as followers.

Blood Crypt (100 CP, free Rakdos)- This Undercity tomb is set with braziers and the iconography of the Cult of Rakdos. It follows you as a warehouse attachment and provides red and black mana.

Bomb Gob (200 CP, discount Rakdos)- A goblin slave that has been enchanted with an explosive spell that will take out the goblin and anyone next to it. The goblin is heavily indoctrinated and eager to explode. Counts as a follower, but will respawn a month after dying to put on another show.

Rakdos Riteknife (400 CP, discount Rakdos)- An enchanted blade that is powered up by being used to sacrifice the living. By breaking the knife, you can unleash a deadly curse on one person per sacrifice the knife was used in. You'll get a replacement a month after use.

Blood Sample (600 CP, discount Rakdos)- Blood Witch Izolda will plan to use the blood of a family member of a guild leader to channel the power of the Guildpact to awaken Rakdos and merge her consciousness with his to control him. Here you not only have a set of notes explaining her ritual but a blood sample from one of the guild leaders themselves. In future jumps, you'll receive a blood sample from another prominent figure in the setting.

Temple Garden (100 CP, free Selesnya)- A well tended and verdant Selesnyan temple. It will follow you as a warehouse atachment and provides white and green mana.

Golden Hide Wolf (200 CP, discount Selesnya)- An intelligent wolf mount like those ridden by the Ledev Guardians. It is intelligent and loyal to you, and will accompany

you as a follower.

Crown of Convergence (400 CP, discount Selesnya)- An enchanted golden crown engraved with Selesnyan imagery. Wearing it will empower the bodies of nearby allies.

Unity Tree (600 CP, discount Selesnya)- Vitu-Ghazi is the headquarters of the Conclave and resting place of Mat'Selesnya herself. But your own Unity Tree is just as grand, filled with carved rooms that are grand enough to befit a Guild's leaders. Yet its most important ability is that it can serve as the center of its own hive mind just like Vitu-Ghazi. Those who attune themselves to its song are forever able to hear the beat of life around them, able to pick out the cords of those they know by concentrating so that they can be tracked for many miles around and their health and emotional state picked up on. With this, you can spread the Selesnyan religion even to other worlds.

Breeding Pools (100 CP, free Simic)- A series of pools where experimental lifeforms are left to grow by Simic researchers. It will follow you as a warehouse attachment and provides green and blue mana.

Drops (200 CP, discount Simic)- These small blue crystals come in teardrop shapes, hence the name. Each one is solidified healing magic. Just press it into a deadly wound and it will be instantly repaired. You'll get a new pouch of Drops each month.

Evolution Vat (400 CP, discount Simic)- This vat comes with the equipment needed to produce a viscous blue sludge. It is used for the various fleshcrafting works of the Simic, from replacing legs with tentacles to growing giant telepathic brains to birthing frog-monkey hybrid guard organisms.

Project Jumper (600 CP, discount Simic)- Project Kraj is Momir Vig's plan to take over the world by creating Ravnica's ultimate guardian. You have your own copy. Currently a replica of Novijem, the Simic headquarters. It lacks the advanced laboratories, but its biological walls are filled with dragon cerebral fluid and its center contains a pit with the embryonic form of Project Kraj inside. On your order, it will grow out of the pit and absorb the facility as its new head, forming a loyal giant monster that can oppose even Rakdos.

Companions

Companion Import (50-300CP)- You can import or create one companion per 50 CP spent, up to 300 where you may import/create 8 instead. Each companion gets 600CP to spend.

Canon Companion (100CP)- You can choose any character from the Magic: the

Gathering setting to become your Companion.

Drawbacks
You can take up to +1500CP worth of Drawbacks.

Full Stay (0CP)- While the events of the upcoming Decamillenial celebration are exciting, the plots of Dissension and Guildpact won't happen until after you've already left. With this, you can extend your stay for just over 13 years, leaving the day after the various disasters of those stories are scheduled to happen.

Return Jumper to the Battlefield (0CP)- If you've been to the Magic: the Gathering setting before, you can keep the story going, maintaining the changes you made.

Clown (+100CP)- You always dress like a clown. Nobody likes clowns, not even Rakdos. In addition to the (rightfully deserved) scorn this will earn you in social situations, this will cause people to target you first in combat. Not to an irrational extent, so you can't play invincible meat shield for vulnerable allies, but if a demon lord is rampaging around and looking for someone to kill first? You can bet he'll choose the clown every time.

Guildless (+100CP)- You've been drummed out of your guild or never joined one in the first place and now none of them will accept you back in now. You'll have to navigate Ravnica without the backing of any of the major government entities/religions/businessess.

Plotbound (+100CP)- One of the Guildmasters has taken an interest in you, and think you'd make the perfect pawn in their particular evil plans for the decade. They'll bend their guild's power towards making sure you're involved in the forthcoming events.

Orzhov Blood (+100CP)- While the equivalent Perk gave you only the positive parts of a noble Orzhov bloodline, this gives you only the negatives. Thankfully, your condition isn't that bad. Maybe you have a bad leg like Teysa and need a cane to walk.

Revenge Contract (+100CP)- An Orzhov revenge contract has named you the official avenger of someone who was recently deceased. While technically nothing says you have to hunt down the murderer and either see them killed or arrested, the victim's ghost will continue to haunt you until you do.

Blind (+200CP)- Like Augustin IV is (supposed to be…) you are blind.

Bound to Serve (+200CP)- Feather had her wings bound and was exiled from the Parhelion, forced to slum with the mortals of the League of Wojek for some nameless

crime. Like her, you have been busted down to the lowest ranks of your Guild and only some incredible service could see you redeemed in the guildmaster's eyes. You can't quit and you have to make at least a token effort to do your job. If taken with Guildless, you're at the bottom of a company that isn't even affiliated with a Guild.

Drinking Problem (+200CP)- You're not just an alcoholic, you're THE alcoholic. You get smashed regularly after work and pick fights with people stronger than you just to get through life. Worse, your incredible drinking has damaged your body to the extent that quick healing magic (like the Simic created Drops) has a strong chance of overloading your body and killing you. Speaking of the Simic, they'd really appreciate if you'd donate your body to science after you die, so they can figure out how you're even still alive.

Memory-Edited (+200CP)- Someone has been messing with your mind, editing your memories. Who knows how much has been changed? Probably not that much, just enough to serve whatever sinister agenda they have. Both the Dimir and the Orzhov have magic for this, so those are your best bets for culprits.

Slave (+200CP)- You're no longer free, but are a slave owned by a member of your background's guild. If taken with Bound to Serve, not only can you not escape on your own but you'll be sent on suicide missions like a Rakdos Bomb Gob, tasks your master doesn't care whether you live through.

Fire Madness (+300CP)- There's a reason Izzet Mage Lords are often portrayed as supervillians. Psychic contact with the Firemind can be dangerous and lead to the worst parts of Niv-Mizzit's arrogance rubbing off on you. You've got a case of this Fire Madness. You'll be utterly arrogant, to the extent that you'll strut around like a Bond villain, including tying up your enemies so you can explain your evil plan to them just before it happens. You'll probably try to take over the world at some point, convinced that mere peons like the Guildmasters could never oppose your genius.

Guild Locked (+300CP)- Get ready for some hardcore LARP. You are unable to use any powers that do not fit within the theme of your Guild. If you're Selesnya, you can only use healing, nature, and unity based powers and if you're an Izzet you'll only have super intelligence, lightning, or technological abilities to rely on.

Kill-Guilder (+300CP)- You've really drunk the Rakdos Kool-aid. You're a bloodthirsty thrill killer who can't help but murder randomly. You can be smart about it if you want, but eventually the urge will build until you need to spill blood.

Life-Churcher (+300CP)- The Selesnya have a reputation for being naive hippies. The reputation doesn't do justice to just how stupid the Conclave is. And now you share their

happy and trusting worldview. The high priestess of a religion that sacrifices children says she wants to join the Conclave as soon as she gets done murdering her current bosses to take their place? Oh how wonderful! Let's promote her right to a leadership position. Well, I mean, after we lend her troops to help murder all the police on the plane as well as all the witnesses to the death of our Living Saint who was mysteriously blown up yesterday of course!

Throwback (+300CP)- You're a throwback to an earlier age, a world before the Guildpact. The polluted air of modern Ravnica does not suit you. No, you can only breathe either near dragonfire or around those who were infected with the kugu plague that only exists within Utvara. Without one of those two substances around, you'll shortly choke to death for lack of breathable air.

End Choice
Go Home
Stay
Continue Jumping

Notes

A Generic Jump by Generic Anon.

On colors:
A couple of Perks reference the idea of color identity. There are five colors of magic in the setting and creatures are largely aligned to one or more of them.

White aligned creatures value order, community, and morality. Not any particular morality, just as long as they strongly believe in their own moral code, no matter how horrific. Or they have powers of healing, defense, and holiness.

Green aligned creatures believe in accepting things as they are, survival of the fittest, and support for nature and instinct. Or they are animalistic or have powers over plants or growth.

Red aligned creatures value emotion, spontaneity, and freedom. Or they have powers over earth, fire, emotion, or luck.

Black aligned creatures value selfishness, trickery, and ambition. Or they have powers over darkness or death.

Blue aligned creatures value study, patience, and improvement, creating things bigger and better than nature intended. Or they have powers of illusion, scrying, psionics, or

control over wind, water, or time.

It’s perfectly acceptable for someone to belong to multiple colors. All the guilds represent two colors for example, like how the green/black Golgari embody the cycle of both life and death. This includes the kind of archmage or world spirit who embodies all five colors due to the breadth of their different powers.

The one exception to this is colorless creatures, those that are either mechanical or eldritch. A creature can’t be both colorless and have a color.