

# Background

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# Entertainer

*You thrive in front of an audience. You know how to entrance them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, your humor cuts to the quick. Whatever techniques you use, your art is your life.*

Source: Player's Handbook

**Skill Proficiencies:** Acrobatics, Performance

**Tool Proficiencies:** Disguise kit, one type of musical instrument

**Languages:** None

**Equipment:** A musical instrument (one of your choice), the favor of an admirer (love letter, lock of hair, or trinket), a costume, and a pouch containing 15gp

## Variants

### Gladiator

A gladiator is as much an entertainer as any minstrel or circus performer trained to make the arts of combat into a spectacle the crowd can enjoy. This kind of flashy combat is your entertainer routine, though you might also have some skills as a tumbler or actor. Using your By Popular Demand feature, you can find a place to perform in any place that features combat for entertainment-perhaps a gladiatorial arena or secret pit fighting club. You can replace the musical instrument in your equipment package with an inexpensive but unusual weapon, such as a trident or net.

## Features

# Entertainer Routines

A good entertainer is versatile, spicing up every performance with a variety of different routines. Choose one to three routines or roll on the table below to define your expertise as an entertainer.

d10	Entertainer Routine
1	Actor
2	Dancer
3	Fire-eater
4	Jester
5	Juggler
6	Instrumentalist
7	Poet
8	Singer
9	Storyteller
10	Tumbler

# By Popular Demand

You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

# Suggested Characteristics

Successful entertainers have to be able to capture and hold an audience's attention, so they tend to have flamboyant or forceful personalities. They're inclined toward the romantic and often cling to high-minded ideals about the practice of art and the appreciation of beauty.

# Personality Traits

d8	Per son alit y Trai t

1	I know a story relevant to almost every situation.
2	Whenever I come to a new place, I collect local rumors and spread gossip.

3	I'm a hop eles s rom anti c, alw ays sear chin g for that "spe cial som eon e."
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4	Nobody stays angry at me or around me for long, since I can defuse any amount of tension.
5	I love a good insult, even one directed at me.

6	I get bitter if I'm not the center of attention.
7	I'll settle for nothing less than perfection.
8	I change my mood or my mind as quickly as I change key in a song.

# Ideals



d6	Ide al
1	<b>Bea uty.</b> Wh en I perf orm, I mak e the worl d bett er than it was. (Go od)

**Tradition.**

The stories, legends, and songs of the past must never be forgotten, for they teach us who we are. (Lawful)

3	<b>Creativity.</b> The world is in need of new ideas and bold action. (Chaotic)
4	<b>Greed.</b> I'm only in it for the money and fame. (Evil)

5	<p><b>Peo ple.</b> I like seei ng the smil es on peo ple' s face s whe n I perf orm. That 's all that mat ters. (Ne utra l)</p>
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6	<b>Honesty.</b> Art should reflect the soul ; it should come from within and reveal who we really are. (Any )
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# Bonds

d6	<b>Bond</b>
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1	My instr ume nt is my mos t trea sure d poss essi on, and it remi nds me of som eon e I love .
2	Som eon e stol e my prec ious instr ume nt, and som eda y I'll get it bac k.

3	I want to be famous, whatever it takes.
4	I idolize a hero of the old tales and measure my deeds against that person's .

5	I will do anything to prove myself superior to my hated rival .
6	I would do anything for the other members of my old troupe.

# Flaws

d6	Flaw
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1	I'll do anyt hing to win fam e and reno wn.
2	I'm a suck er for a pret ty face .

3	A scandal prevents me from ever going home again. That kind of trouble seems to follow me around.
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5	I hav e trou ble kee ping my true feeli ngs hidd en. My shar p tong ue land s me in trou ble.
6	Des pite my best effo rts, I am unre liabl e to my frien ds.

# Backgrounds

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#### Ravnica

- [Azorius Functionary](#)
- [Boros Legionnaire](#)
- [Dimir Operative](#)
- [Golgari Agent](#)
- [Gruul Anarch](#)
- [Izzet Engineer](#)
- [Orzhov Representative](#)
- [Rakdos Cultist](#)
- [Selesnya Initiate](#)
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# Gruul Anarch

*The entire world of Ravnica is a sprawling metropolis, but you are a native of the wild areas that still exist - the abandoned districts, the rubblebelts, the overgrown parks, and the crumbling ruins. You are part of a savage society that clings desperately to the Old Ways - attuned to nature, full of primal rage, and given short shrift by a world consumed with continuing civilization's march of progress.*

Source: Guildmaster's Guide to Ravnica

**Skill Proficiencies:** Animal Handling, Athletics

**Tool Proficiencies:** Herbalism Kit

**Languages:** Choose one of Draconic, Giant, Goblin, or Sylvan

**Equipment:** A Gruul insignia, a hunting trap, an herbalism kit, the skull of a boar, a beast-hide cloak, a set of traveler's clothes, and a pouch containing 10gp (Azorius 1-zino coins)

## Features

### Rubblebelt Refuge

You are intimately familiar with areas of the city that most people shun: ruined neighborhoods where wurms rampaged, overgrown parks that no hand has tended in decades, and the vast, sprawling rubblebelts of broken terrain that civilized folk have long abandoned. You can find a suitable place for you and your allies to hide or rest in these areas. In addition, you can find food and fresh water in these areas for yourself and up to five other people each day.

### Gruul Guild Spells

*Prerequisite: Spellcasting or Pact Magic class feature*

For you, the spells on the Gruul Guild Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

**Gruul Guild Spells**

Spe ll Lev el	Spe ll
Can trip	Fire Bolt , Prod uce Fla me
1st	Com pell ed Duel , Spe ak With Ani mal s, Thu nder wav e



2nd	Bea st Sen se, Shat ter
3rd	Conj ure Ani mal s, Conj ure Barr age
4th	Do min ate Bea st, Ston eski n
5th	Dest ructi ve Wav e

Fueled by the fire of rage burning in your heart, your magic is almost always accompanied by fiery effects, such as flames smoldering behind your eyes or dancing over your hands.

# Suggested Characteristics

Gruul ways aren't the ways of civilized folk, and the Gruul have little patience for social niceties. But they do have cherished traditions and values, just as important to them as the different values held by the urban, cosmopolitan culture of Ravnica.

## Personality Traits

d8	Per son alit y Trai t
1	Unli ke peo ple, the bea sts of the wild are frien ds who won 't stab me in the bac k.

2	Go ahead and insult me - I dare you.
3	I scorn those who can't survive away from the comforts of the city.
4	Don't tell me I'm not allowed to do something.

5	Law s are for peo ple who are afrai d to face thei r inne r bea sts.
6	I sme ar the bloo d of my ene mie s over my skin .
7	I was, in fact, rais ed by maa ka.

8	Harr RRA AGG HH! [I rare ly for m a coh eren t sent enc e and pref er to expr ess mys elf by brea king thin gs.]
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# Ideals

d6	Ide al
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1	<b>Clan.</b> My clan is all that really matters. (Any)
2	<b>Anarchy.</b> No person or law or custom can tell another what to do. (Chaotic)

3	<p><b>Nature.</b></p> <p>We weren't born tame or domesticated, so we shouldn't have to live that way.</p> <p>(Neutral)</p>
4	<p><b>Might.</b></p> <p>The strongest are meant to dominate the weak.</p> <p>(Evil)</p>

5	<p><b>Rage.</b></p> <p>AA AAA ARR RRg ggg h! [To live is to feel and express the rage burn ing in your bell y.] (Ch aoti c)</p>
6	<p><b>Tradition.</b></p> <p>The Old Way s mus t be pres erve d and uph eld. (Any )</p>



# Bonds

d6	Bond
1	I am determined that one day I will lead my clan - or a new one.
2	I would give my life for my clan chieftain.

3	The chieftain of another clan has a grudge against me.
4	I am devoted to a sacred site in the midst of the rubble. It.

5	My wea pon is mad e fro m the first rakt usk I ever hunt ed.
6	Grrr RRA AAA GGH H! [I will do anyt hing to prov e mys elf grea ter than my sibli ngs or anc esto rs.]

# Flaws

d6	Flaw
1	If you question my courage, I will never back down.
2	Hrrr GG GAA AAR Ruu uh! [My anger in battle led to the death of a loved one.]

3	I'm as stubborn as a batterboar.
4	I'm so convinced of my superiority over soft, civilized people that I'll take great risks to prove it.

5	I'm easily manipulated by people I find attractive.
6	I'm not actually all that angry.

# Contacts

The members of the Gruul Clans rely on each other even as they vie for territory and glory. Their encounters with members of other guilds are more often violent than friendly, but occasional bonds do form.

Roll twice on the Gruul Contacts table (for an ally and a rival) and once on the Non-Gruul Contacts table.

## Gruul Contacts

d8	Contact
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1	One of my parents is a renowned warrior in my clan.
2	My sibling has the ear of the clan chief.
3	I have cousins in a different clan.

4	When we were younger, I was romantically involved with a prominent warrior in my clan.
5	A druid in my clan believes I have a destiny to fulfill.



6	The warrior who trained me remembers me for my exceptional potential.
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# Non-Gruul Contacts

d10	Con tact
1	An Azor ius arre ster thin ks I can be refo rme d.

2	A Boro s sold ier give s me gifts in exc han ge for infor mati on abo ut othe r clan s' mov eme nts.
3	I onc e cau ght and rele ase d a Dimi r spy.

4	I consult with a Golgari shaman for spiritual guidance at times.
5	Roll an additional Gruul contact; you can decide if the contact is an ally or a rival.

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7	I fooli shly borr owe d mon ey fro m an Orz hov syn dic to indu lge a sha mef ul vice .
8	A clos e frien d left our clan and join ed the Cult of Rak dos.

9	A distant relative is trying to recruit me into the Selewny a Conclave.
10	I stopped a Simic bio mancer from trapping wild beasts to perform vile experiments on them.





# Simic scientist

*Imagine a perfect world: one in which nature and civilization exist in harmony, adapted to each other; one in which life is shaped to match its environment and the environment is shaped to match life. That's the world you have been trying to grow in the laboratories of the Simic Combine. Nature is all about adaptation, evolution, and balance - but for it to keep up with the pace of advancing civilization, nature needs some help from biomancers and terraformers. If, along the way, you happen to create super-soldiers and mutant monsters that can bolster the combine's defenses against the schemes and ambitions of the other guilds, so much the better.*

Source: Guildmaster's Guide to Ravnica

**Skill Proficiencies:** Arcana, Medicine

**Languages:** Two of your choice

**Equipment:** A Simic insignia, a set of commoner's clothes, a book of research notes, an ink pen, a bottle of squid ink, a flask of oil (made from blubber), a vial of acid (derived from digestive juices), a vial of fish scales, a vial of seaweed, a vial of jellyfish stingers, a glass bottle of unidentified slime, and a pouch containing 10gp (Azorius 1-zino coins)

## Features

## Clades and Projects

As a Simic researcher, you are part of a clade - a diverse group of individuals combining disparate talents in pursuit of a common goal - or a researcher on a specialized, short-term project focused on addressing an immediate need. You can roll a d6 or choose from the options in the Research Options table to determine your area of research.

d6	Cla de/ Proj ect
1	Hull Clad e, focu sed on prot ecti on and dura bilit y
2	Fin Clad e, focu sed on mov eme nt
3	Gyr e Clad e, focu sed on cycli cal patt erns and met ama gic

4	Gua rdia n Proj ect, focu sed on crea ting guar d mon ster s and sup er sold iers
5	Cry psis Proj ect, focu sed on intel lige nce and cou nter intel lige nce
6	Inde pen dent rese arch in a new area

# Researcher

When you attempt to learn or recall a magical or scientific fact, if you don't know that information, you know where and from whom you can obtain it. Usually, this information comes from a Simic laboratory, or sometimes from an Izzet facility, a library, a university, or an independent scholar or other learned person or creature. Knowing where the information can be found doesn't automatically enable you to learn it; you might need to offer bribes, favors, or other incentives to induce people to reveal their secrets.

Your DM might rule that the knowledge you seek is secreted away in an inaccessible place, or that it simply can't be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

## Simic Guild Spells

*Prerequisite: Spellcasting or Pact Magic class feature*

For you, the spells on the Simic Guild Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

### Simic Guild Spells

Spell Level	Spell
Cantrip	Acid Splash, Druidcraft

1st	Det ect Pois on and Dise ase , Exp editi ous Retr eat, Jum p
2nd	Alte r Self , Enh anc e Abili ty, Enla rge/ Red uce

3rd	Gas eou s For m, Wat er Bre athi ng, Win d Wall
4th	Free dom of Mov eme nt, Poly mor ph
5th	Cre atio n

When your magic causes physical alterations in yourself or others, the result often displays the characteristics of fish, amphibians, or other water-dwelling creatures. Blue-green eddies of magical energy sometimes accompany your spellcasting, forming spirals that reflect the mathematical perfection of nature.

# Suggested Characteristics

The bizarre science of the Simic Combine attracts a certain type of personality and encompasses a set of beliefs about the nature of life. Simic members' bonds and flaws derive from their scientific research - including their creation of new life forms, which they can become very attached to.

# Personality Traits

d8	Per son alit y Trai t
1	I can' t wait to see wha t I bec ome next !



2	I am convinced that everything inclines toward constant improvement.
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I describe everything that happens as if it were going into my research notes (and it often is).

6	I am insatiably curious about the seemingly infinite forms and adaptations of life.
7	I can't resist prying into anything forbidden, since it must be terribly interesting.

8	I emp loy a high ly tech nica l voc abul ary to avoi d impr ecisi on and amb iguit y in my com mun icati on.
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# Ideals

d6	Ide al
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1	<b>Guil d.</b> My guil d is all that reall y mat ters. (Any )
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**Change**  
· All life is meant to progress toward perfection, and our work is to hurry it along - no matter what must be upheld along the way.  
· (Chaotic)



3

**Knowledge**

• Understanding the world is more important than what you do with your knowledge. (Neutral)

4	<b>Gre ate r Goo d.</b> I wan t to resh ape the worl d into high er for ms of life so that all can enjo y evol utio n. (Go od)
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5	<p><b>Logic.</b></p> <p>It's foolish to let emotions and principles interfere with the conclusions of logic. (Lawful)</p>
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6	<b>Superiority</b> . My vast intellect and strength are directed toward increasing my sway over others. (Evil)
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# Bonds

d6	<b>Bond</b>
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2	In my laboratory, I discovered something that I think could eliminate half the life on Ravnica.
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3	The other researchers in my clade are my family - a big, eccentric family including members and parts of many species.
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4	The laboratory where I did my research contains everything that is precious to me.
5	I will get revenge on the shortsighted fool who killed my precious kras is creation.



6	Ever ythi ng I do is an atte mpt to impr ess som eon e I love .
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# Flaws

d6	Fla w
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1	I hav e a rath er emb arra ssin g mut atio n that I do ever ythi ng I can to kee p hidd en.
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2	I'm mor e inte rest ed in taki ng note s on mon stro us anat omy than in fight ing mon ster s.
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3	Every social situation I'm in seems to lead to my asking rude personal questions.
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4	I'm supr eme ly conf iden t in my abili ty to ada pt to any situ atio n and han dle any dan ger.
5	I'll take any risk to earn reco gniti on for my scie ntifi c brilli anc e.

6	I have a tendency to take shortcuts in my research and any other tasks I have to complete.
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# Contacts

The fluid nature of clades, whose rosters span different laboratories and change as researchers discover new interests, creates abundant connections among the Simic. The guild members live in watery sinkholes called zonots, and their isolation shelters them from much contact with outsiders. Nonetheless, a fair number of Simic members are former members of other guilds.

Roll twice on the Simic Contacts table (for an ally and a rival) and once on the Non-Simic Contacts table.

## Simic Contacts

d8	Contact
1	My research builds on my parents' work and takes it in interesting new directions.

2	If a serious problem confounds me, I can count on my mentor to provide clarity of thought.
3	A former laboratory colleague went on to work on the Guardian Project.



4	A former colleague has ventured into fields of research that are possibly immoral and almost certainly illegal.
5	A former lover is now the supervisor of a prominent colleague.

6	My sibli ng has bec ome an alm ost unre cog niza ble mut ant.
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7	An old friend has retreated into a secluded life as an ascetic, devoted to contemplating philosophical principles.
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8	My former classmate supervisor is now engaged in field research studying some of the largest beasts and monsters on Ravnica.
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# Non-Simic Contacts

d10	Contact
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1	My olde r sibli ng is ups et that I didn 't follo w the m into the Azor ius.
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2	A Boro s serg eant is alw ays aski ng que stio ns abo ut my wor k, but I susp ect they 're gen uine ly curi ous.
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3	A friend in my clade thinks I don't know they're a Dimir agent.
4	I helped a Golgari sporoe druid with the fertilization and growth of their fungus field.

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9	I left the Sele sny a - and a love r - behi nd whe n I join ed the Simi c.
10	Roll an addi tion al Simi c cont act; you can deci de if the cont act is an ally or a rival .