

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

Spell Level	Spell
Cantrip	Fire Bolt, Produce Flame

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
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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 ahe ad and insu lt me - I dare you.

3	I scor n thos e who can' t surv ive awa y fro m the com forts of the city.
4	Don' t tell me I'm not allo wed to do som ethi ng.

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

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1	Clan. My clan is all that really matters. (Any)
2	Anarchy. No person or law or custom can tell another what to do. (Chaotic)

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4	<p>Might.</p> <p>The strongest are meant to dominate the weak. (Evil)</p>
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5	<p>Rage.</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>Tradition.</p> <p>The Old Way s must 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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My clan chief killed one of my parents, who had challenged the chief for leadership of the clan . Some combination of resentment and remorse stirs the clan chief to help me sometimes.

8	I mad e a stro ng impr essi on on Bor bory gmo s.
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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 Sele sny a Conclave.
10	I stopped a Simic bio mancer from trapping wild beasts to perform vile experiments on them.

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