

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	Gyre e Clade, focussed on cyclical patterns and metamagic
4	Guardian Project, focussed on creating guard monsters and super soldiers

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.
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7	I can' t resi st pryi ng into anyt hing forbi dde n, sinc e it mus t be terri bly inte resti ng.
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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

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1	Guil d. 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)

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Knowledge

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

4	<p>Gre ate r Goo d. 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)</p>
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5	<p>Logic.</p> <p>It's foolish to let emotions and principles interfere with the conclusions of logic. (Lawful)</p>
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6	Superiority . My vast intellect and strength are directed toward increasing my sway over others. (Evil)
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Bonds

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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

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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 supremely confident in my ability to adapt to any situation and handle any danger.
5	I'll take any risk to earn recognition for my scientific brilliance.

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.
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3	A for mer labo rato ry coll eag ue wen t on to wor k on the Gua rdia n Proj ect.
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4	A for mer coll eag ue has vent ured into field s of rese arch that are poss ibly imm oral and alm ost cert ainl y illeg al.
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5	A for mer love r is now the sup ervi sor of a pro min ent clad e.
6	My sibli ng has bec ome an alm ost unre cog niza ble mut ant.

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 .

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