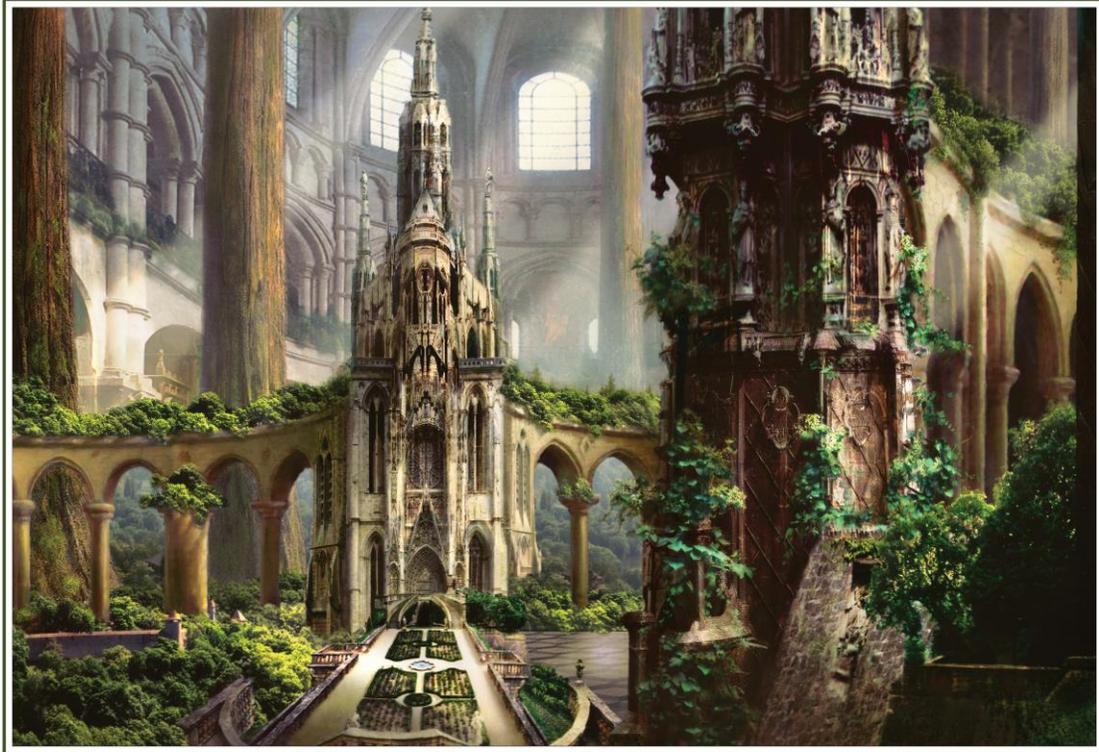


Master Ravnica Document V2



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The Temple Garden
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Guilds – Restrictions

- Azorius Senate: White Blue, Lawful
- House Dimir: Blue Black
- Cult of Rakdos: Red Black, Non Lawful
- Gruul Clans: Red Green, True Neutral or Chaotic
- Selesnya Conclave: Green White, Neutral, Non Chaotic
- Orzhov Syndicate: White Black, Non Chaotic
- Izzet League: Red Blue
- Golgari Swarm: Black Green
- Boros Legion: Red White, Non Evil
- Simic Combine: Green Blue
- Guildless: Maybe any race and any alignment, can not be divine caster classes, except for Paladin, Vampire hunter or any spellless ranger archetype.

Class restrictions

- Divine Classes (except Paladin and Vampire Hunter) Must be in a guild
- Paladin any guild where they can be LG or Guildless
- Vampire Hunter non Orzhov guild or Guildless
- Gunslinger must be Izzet league, Orzhov syndicate or Azorius senate
- Alchemist Simic, Golgari, Rakdos and Dimir only
- Bards are Rakdos, Boros, Azorius or guildless
- Wizard & other INT Casters can't be Gruul
- Druids, Rangers, Hunters, Shamans, and Shifters must be in a Green guild (some exceptions for specific architypes)
- Barbarian, Skald, Bloodrager must be in either a Green, Red, Black but not Izzet or Dimir

Races

Player

Elves – Elf {Green}

Goblins – Goblin or Hobgoblin {Red or Black}

Humans – Human {any}

Minotaur- Half Orc or Orc {Red} (replace bite, with gore)

Vampires – Dhampires {Black}

Viashino – Lizardfolk or Kobold, except medium and stats are +2 DEX, +2 Wis, with either a -2 to STR or INT {Red}

Vedalken – Gnome except medium or Drow {Blue}

Fairy(Greater) – Halfling except replace Sure Footed with a 10 ft fly speed with poor maneuverability {Blue}

Simic Mutants – Grippli, Gillmen, Nagaji {Simic only}

Nagaji

Alternate Racial Trait

- True Serpent: More experimented on than others you no longer have legs. You instead have a snake like body and tail. You have a 25ft movement speed, and a primary natural attack (tail) that does 1d4 damage if you are medium. The replaces Base Speed and Resistant

Loxodon {White}

- Use either Oread or Dwarf Ability Scores
- Can use either Oread or Dwarf Racial abilities can be chosen differently than ability scores but can't mix and match racial abilities. So, they must all be Dwarf or Oread.
- Can use dwarf or Oread racial weapons or take dwarf or oread archetypes/feats
- Can't take Crystalline Form

Root Kin {Green}

Ability Score: +2 Con, +2 Wisdom and -2 Dexterity

Size: Medium

Type: Outsider Native

Base Speed: 20 ft

Languages: Common and Sylvan

Racial Traits

Defense Racial Traits

Plant Immunities: Root Kin don't need to sleep and are Immune to Magic Sleep effects.

Feat and Skill Racial Traits

Natural Environment: +4 to stealth in Forest and other plant heavy areas

Magical Racial Traits

Plant Magic: Can cast good berry and Speak with Plants 1/day with CL equal to HD

Offense Racial Traits

Thorns: A creature that strikes you with an unarmed strike, or a natural weapon takes 1d4 +1 for every 4 hd you possess points of damage unless they make a DC 10+HD+Con mod saving throw. If you are unarmored or not wearing bulky clothing these count as armor spikes and you are proficient with armor spikes

Sense Racial Traits

Low Light Vision: Can see twice as far as humans in conditions of low light

See Variants Below

- Wood Kin – Gruul
Ability Score: +2 STR, +2 CHA and -2 DEX
Replacing Magical Racial Trait
Spell Resistance: Wood Kin spell resistance equal to 7 + their character level. This resistance can be lowered as a free action, it does not come up till you spend 1 standard action to raise it.
Wood Kin with this racial trait take a -2 penalty on all concentration checks made in relation to arcane spells.
- Woodwraith – Golgari
Replacing Magical Racial Traits
Nasty Thorn: can Cast Nauseating Dart 3/day with DC equal to 10+Con mod+ HD
Replacing Offense Racial Trait
Corruption: whenever it would do negative energy damage it does that much damage +1 for every 4 hd you possess after 1 unless it is against plants in which case it is that much damage +2 for every 4 hd you possess after 1.
Senses Replacing Low Light Vision
Dark Vision: Can see perfectly in the dark up to 60 feet.

- Cytoplast Kin -Simic
 Ability Score: +2 CON, +2 Int, -2 CHA
 Replacing Feat and Skill Racial Trait:
Adapt: 3/day you may gain a +2 to a skill check of your choice and may make that check as though you were trained in it.
 Replacing Magical Racial Traits
Cytoplast Guidance: 3/day you may cast guidance as a swift action on a creature that isn't yourself.
- Flame Kin – Boros
 Ability Scores: +2 DEX, +2 CHA, -2 WIS
 Base Speed: 30 ft
 Replacing Defensive Racial Traits
Armor Born: Increase the maximum Dex bonus of Armor and Shields by 1 and decrease their Armor Check penalty by 1. Stacks with Armor training and other similar affects.
 Replacing Magical Racial Trait
Radiance: Once per day when you are effected by a moral, luck, sacred or untyped bonus 1 ally, per every 4 HD after 1 you have, within 20 ft may also gain this bonus.
 Replacing Offense Racial Trait
Immolation: 1/day as a swift action you may make a burst of flames shoot out of you. This does 1d8 fire damage for each level you have in a 5 ft burst around you. DC 10+CHA+Level reflex save to halve damage. You are dealt this damage but you do not get a reflex save to halve the damage, you can not reduce damage from this ability except once you reach level 10 this ability can only put you at -1 HP minimum as long as you have 10 HP when you cast this ability.
- Vitu Ghazi Kin –Selesnya
 Ability Score: +2 CON, +2 CHA, -2 INT
 Replacing Feat and Skill Racial Traits
Grown Diplomats: Gain a +3 bonus to diplomacy and a +3 bonus on Handle Animal Checks
 Replacing Magical Racial Traits
Vitu Ghazi Crystals: 2/day you may cast Cure Light Wounds and Entangle with CL equal to your HD
 Replacing Offense Racial Trait
Hard Bark: Gain a +1 Bonus to natural armor

Non Player Races & Languages

- Fairies(lesser) (Auran)
- Ogres, Giants, Trolls, Cyclops (giant)
- Shapeshifters (Aklo)
- Ghosts (none)
- Gorgon (Undercommon)
- Dryad (sylvan)
- Angels (celestial)
- Devils (infernal)
- Demons (abyssal)
- Sphinx (Sphinx)
- Centaurs (tauren)
- Elves (elvien)
- Goblins (goblin)
- Human (Common)
- Loxodon (loxodon)
- Minotaur (tauren)
- Vampire (common)
- Viashino (draconic)
- Vedalken (aquan)
- Fairy (greater) (Auran)
- Simic Muntants (none)



Guild Languages

- Azorius High Common
 - Basically what like old English compared to modern English
- Dimir Cant
 - An entirely coded language that what sounds like a normal conversation is actually a secret one
 - Always starts with a question
- Rakdos Romance Langue
 - Needlessly complex
 - Always in verse
- Gruul Creole
 - While all guild languages are a creole of the mixed languages this one is the most.
 - Has no real rules to it
- Selesnya sign language
 - The only non verbal language
 - Can also be communicated through touch
 - Hieroglyphic writing
- Orzhov Orthodox
 - Complicated language, very context based
 - Must be a priest or above to read it
 - So only they can interpret the texts
- Izzet metniviz
 - Kind of a joke language
 - Language only consists of the letters in nivmizzet
 - Sorta like pig latin
- Golgari Undercode
 - Able to be used by insects, plants and undead
 - Like morass code
 - Proficient listeners are valued over speakers as listeners allow the language to be transmitted quicker.
- Boros Tactical
 - Non Written
 - Doesn't handle complex concepts well
 - Mostly used to verbally communicate military maneuvers in secret
- Simic cytoplasmic
 - Requires a cytoplasm graft to "speak" it
 - Non written
 - Cytoplasm transmit to other cytoplasm

Can be picked up by nearby cytoplasm based on "how loud it is"

Achetypes

Azorius Archetypes

Lyev Spell Arrester (Wizard) (Azorius)

Must select the Abjuration school and the Counterspell sub school
As an additional talent of this school you may counter spell like abilities as well

Profession (lawyer) is now a class skill.

Bonded Item Must be a Light Hammer, Familiar must be a non flightless bird

Your DCs are treated as 1 lower and you have a -1 to hit with Ranged Spells.

Replaces the Bonus Feat at level 5

No Escape: You gain the Disruptive feat. When a target, fails a save or is hit, by a spell you cast that either has a save or chance to miss, or has a spell or spell like ability countered by you is it under your No Escape Ability until the end of their next turn. Your Threatened area, for making an attack of opportunity against the target for them casting a spell or spell like ability is considered to be 30 ft only for the targets effected by your No Escape ability. You can make an attack of opportunity against them if they do not cast defensively as if you used The Hand of the Apprentice Universalist ability, you can use this ability a number of times equal to your intelligence mod per day. At 10th Level you can use this ability equal to 3+ your intelligence mod per day. At 15th level you can use this ability equal to 3+ double your intelligence mod per day.

Replaces the Bonus Feat at Level 10

Long Arm of the Law: You gain the Spellbreaker Feat. When a target affected by your No Escape ability fails a concentration check, you can make an attack of opportunity against them as if you used The Hand of the Apprentice Universalist ability, you can use this ability a number of times equal to your intelligence mod per day. At 15th you can use this ability equal to 3+ your intelligence mod per day. At 20th level you can use this ability equal to 3+ double your intelligence mod per day.

Replaces the Bonus Feat at level 15

I Am the Law: You gain the Parry Spell Feat. If you were to successfully counter a spell, you may make a DC 25+Double Spell level of the countered spell profession (lawyer) check. If you succeed the check, the spell you used to counter the spell is not used. If you fail the check, the spell is used normally and you cannot use this ability for 1 hour, and your spells DC are treated as one lower for that hour as well. Your No Escape and Long Arm of the Law abilities adds your Int to damage instead of STR.



Order Master (Paladin) (Azorius)

Replacing Must be Lawful Good, May be any Lawful

Replacing Aura of Good

Aura of Law: The power of a Order Master's Aura of Law is equal to her Paladin level.

Replacing Detect Evil

Detect Chaos: At will, a paladin can use detect chaos, as the spell. A Order Master can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is chaotic, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the paladin does not detect chaos in any other object or individual within range.

Replacing Smite Evil

Smite Chaos: Once per day, a paladin can call out to the powers of good to aid her in her struggle against chaos. As a swift action, the paladin chooses one target within sight to smite. If this target is chaotic, the paladin adds half her Cha bonus (if any)(min1 for positive modifiers) to her attack rolls and adds half her paladin level to all damage rolls made against the target of her smite. If the target of smite chaos is an outsider with the chaos subtype, an chaos-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 1 points of damage per level the paladin possesses. Regardless of the target, smite chaos attacks automatically bypass any DR the creature might possess.

In addition, while smite chaos is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the paladin targets a creature that is not chaotic, the smite is wasted with no effect.

The smite chaos effect remains until the target of the smite is dead or the next time the paladin rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the paladin may smite chaos one additional time per day.

Changing Lay on hands

The Order Master gains either lay on hands & mercy or touch of corruption & Cruelties based on their alignment. A neutral Order Master may choose, once chosen this choice can't be changed.

Replacing Aura of Courage, Aura of Resolve, Aura of Justice, Aura of Faith, Aura of Righteousness & Holy Champion

Aura of Battlefield Mastery: The Order Master gains an Aura with a range of 30 ft. At the following levels the aura gains the following benefit. The Order Master benefits from these as well, so long as the conditions are met, she considers herself her own ally.

3rd level: Allies who are in flanking gain a +2 to damage.

8th level: Allies who are adjacent to one another gain +2 to AC

11th level: Allies who are adjacent to an ally and an enemy gain a +2 to hit, Allies in flanking gain an additional +2 to hit.

14th level: Allies not adjacent to another ally gain a +2 to reflex saves.

17th level: Allies within 15 ft of an ally that is not the Order Master gain an additional +2 to all saves.

20th level: The previous bonuses are double.

Changing Spell:

An Order Master only gains access to her 1st and 2nd spell slots, choosing either the paladin or antipaladin spell list based on the choice she made at level 3. At 8th level and every 4 levels after the Order master gain an addition spell per day for any spell levels they can cast.

Bonus Feats: At 10th level and every three levels after the Order Master may choose an additional feat.

Azorius Investigator (Investigator) (Azorius)

Changing Alchemy

The Azorius Investigator cast spells, gains a spell book and learn spells off the sorcerer/wizard spell list. A Azorius Investigator begins play with a spellbook containing all 0-level wizard spells plus three 1st-level spells of his choice. The Azorius Investigator also selects a number of additional 1st-level spells equal to his Intelligence modifier to add to the spellbook. At each new Azorius Investigator level, he gains two new spells of any spell level or levels that he can cast (based on his new Azorius Investigator level) for his spellbook. At any time, an Azorius Investigator can also add spells found in other spellbooks to his own

This does not change the number of spells he can cast each day.

it also Replaces the Alchemist Discovery Investigator talent with Arcanist Exploits, where one inspiration use can be used as one arcane reservoir point. Unless otherwise noted the DC is 10+1/2 investigator level+ Int mod

Replacing Trapfinding

Well Read: When they would roll the highest number on the inspiration die for a knowledge check they may roll another inspiration die, and add it to the result of the check, until the roll of the dice is no longer the max number on the die.

Replacing Poison Lore

Document Master: You gain a bonus equal to ½ your level on perception checks in Libraries, court rooms, and to inspect books and other documents. They also gain a bonus equal to ½ their level on Linguistic checks to make and detect forgeries.

Replacing Poison Resistance

Chaos Resistance: at 2nd level Gain a +2 bonus on all saving throws caused by chaotic creatures or spells with the chaotic descriptor. This bonus increases to +4 at 5th level, +6 at 8th, and +8 at 11th. At 14th level treat him as having succeeded at saving throws caused by chaotic creatures and spells with the chaotic descriptor

Replacing Trap Sense

Rune Sense: At 3rd level they gain a +2 bonus on reflex saves vs Spells or Traps who's activation is based on reading or looking at writing or a document or a picture. At 6th level and every 3 levels after these bonuses increase by 2.

Replacing Swift Alchemy

Swift Paperwork: at 4th level an investigator can create and detect forgeries in half the normal amount of time. They can also fill out and processes non forgery paper work in ¼ the time. To detect his forgeries a person must spend 1d6 minutes per page. The DCs of magical glyph, symbol, or other magical spell effect (referred to in this spell description as a rune) cast by the investigator increase by 1, if they are cast on a forgery you have made, the spell only activates if the creature is able to determine it is a forgery, and increase the DC of the spell by an additional 2 unless they beat the linguistics check by 5 or more or possess the Document Master Ability.

Order of Azorius (Cavalier Order)

Must be Lawful

Edicts: You must always speak truthfully and honestly. Whenever you break your word (either purposefully or unintentionally), you become sickened for 24 hours or until you meet your obligation, whichever comes first.

Challenge: Your weapon is treated as Axiomatic against the target of your challenge. You gain a +1 bonus on will saves after level 4 and every four levels after on spells and spell like abilities cast by the subject of his challenge

Skills: Adds Knowledge(local), Knowledge(nobility), Linguistics to his list of class skills

He gains a bonus equal to half his level (minimum +1) on Sense Motive checks to determine whether someone is bluffing and to determine whether a creature's behavior is being influenced by an enchantment.

Order Abilities:

My Oath is my Power: once per day at 2nd level as a free action you can make a vow to yourself that grants a +4 morale bonus on any one roll you make while trying to fulfill a promise made to another individual.

Seek Justice: At 8th level, once per day after receiving a request for aid from a legal authority or an aggrieved party regarding the breaking of an oath or law, whenever the cavalier encounters the oath-breaking or criminal creature, he can choose to vehemently exact retribution. As a swift action, the cavalier can grant himself a competence bonus equal to his Charisma modifier on all attack rolls, weapon damage rolls, and opposed checks against the oathbreaking or criminal creature. These bonuses last for 1 round per level.

My enemies are always wrong: at 15th level the cavalier is under a constant detect chaos. He and his allies treat enemies who the cavalier challenges as chaotic for the duration of the challenge. He also gains a DR 5/ chaotic.



Dimir Archetypes

Insidious Brawler (Brawler)(Dimir)

Alters Class Skills

Acrobatics, Climb, Craft, Escape Artist, Disable Device, Disguise, Knowledge(all), Perception, Sense Motive, Swim.

Alters Weapon and Armor Proficiency

An Insidious Brawler is proficient with Torches, Lamps, Ladders, Blow Darts, All Simple Weapons and Short Swords. They are proficient with all Light armor and shields (except Tower).

Replaces Brawlers Cunning

Cunning Movement: An Insidious Brawlers Dexterity must be at least 10. Their Dexterity is treated to be equal to their intelligence for all things that care about dexterity or its modifier. If an Insidious Brawler were to experience a penalty to dexterity, it would lower its replacement modifier by an equal amount. An Insidious Brawler does not receive any benefit for a dexterity score over 10. (as an example, a Insidious Brawler has an DEX of 10 with a modifier of 0 and an INT of 20 and a modifier of +5. They have the Weapon Finesse Feat and are at first level, with a BAB of +1. They roll an attack roll with a dagger. They roll 1d20+1+5 to hit. They Miss. They then move in to a square where there is a poison pit spike trap. They roll a Reflex save to avoid damage against a DC of 20. They Roll 1d20+2+5. They fail and take damage. They then fail their Fort save and become poisoned. The poison does 2 points of dexterity damage. He then tries to roll an acrobatics check to escape the pit. He has a single rank in it and it is a class skill. He rolls 1d20+1+3+4. Due to the penalty to DEX. His ally then casts Cat's Grace on him. Before the Brawler makes another attack with his dagger. He rolls 1d20+1+5. Even though he would have an effective 12 to DEX. The Brawler wears no Armor or Shield, Their AC is 15.)

Alters Unarmed Strike

An Insidious Brawlers Unarmed Strike damage is treated as though they were one size category smaller. (1d4 at first level for a medium Insidious Brawlers)

Alters Martial Training

Perfect Double: An Insidious brawler counts their total brawler levels as levels in any other class for the purpose of qualifying for feats. They also count as all classes for feats and magic items that have different effects based on whether the character has levels in those classes.

Replaces Bonus Combat Feats

Dirty Fighter: At 2nd Level the Brawler Gains the Improved Dirty Trick Feat. At 5th level the Brawler gains the Equipment Trick Feats for Boot, Ladder, Lantern, Smokestick and Magic Trick Mage Hand feat. At 8th level the Brawler gains the Greater Dirty Trick Feat. At 11th level they gain the Quick Dirty Trick Feat. At 14th Level they gain the Dirty Trick Master Feat. At Levels 17 & 20 they gain a bonus feat as normal. If they already have the feat, they may gain the next Dirty Fighter Feat "level" or a bonus feat.

Replaces Maneuver Training

Dirty Maneuvers: At 3rd level She gains a +1 bonus on combat maneuver checks when performing a Dirty Trick Combat Maneuver and a +1 bonus to her CMD when defending against that maneuver. At 7th level and every 4 levels thereafter, the brawler increases bonuses by +1. At 7th level they may also attempt a dirty trick for free to a foe adjacent to the one being dirty tricked. It must be the same penalty. At 11th level and every 4 levels after, when the brawler does a dirty trick maneuver, they may choose one additional target adjacent to themselves or an opponent being targeted by a dirty trick to do a free dirty trick to. A target can only have one dirty trick maneuver done to them in this way and all dirty tricks must be for the same status effect. This can form a chain. So Original target, target adjacent but behind them and then target adjacent but behind the original adjacent but behind target.

Replaces Knockout

Magehand: An Insidious Brawler can cast mage hand any number of times per day. An Insidious Brawler can cast Pilfering Hand a number of times per day equal to his intelligence modifier minus -2. At 10th level, he can cast Pilfering Hand one more time per day and at 16th level he can cast it an additional time per day.

Replaces Close Weapon Mastery

Cunning Mastery: When Wielding a weapon he has a proficiency with from his class she uses the unarmed strike damage of a brawler 4 levels lower instead of the base damage for that weapon. The weapon also benefits from his Brawler's Strike Class.



Dimir Doppelganger (Vigilante) (Dimir)

A Dimir Doppelganger must be true Neutral

Replacing Dual Identity

Triple Double Agent: at 1st level you start with 3 identities. Your Real Identity, which should remain secret, if anyone sees you change into your real identity or change from your real identity your cover is blown and you lose all class skills and abilities. You also have a Primary Identity which “everyone” knows you as and you can be seen in freely and certain trusted individuals can see you change from any of covers to others or even the Primary Identity. For the Primary Identity choose a one from the table below. You also have 1 cover, for the cover choose one from the table below, however it must be either an Avenger or Stalker if your Primary Identity is Social or Social if your Primary Identity is Avenger or Stalker.

You start each day in your Real Identity, you must spend 3 minutes a day per Vigilante level, in your Real Identity as you prep your various abilities and disguises for the day. After that you may choose to enter your Primary Identity or your any of your covers.

Changing from one identity to another takes 1 minute and must be done out of sight from most other creatures to preserve the vigilante’s secret. Changing identities is more than just changing outfits and clothing (although that is certainly a part of it); the process often also involves applying make-up, altering his hair, and adjusting other personal effects. Furthermore, the change is as much a state of mind as of body, so items such as a hat of disguise and similar spells and effects that change the user’s appearance do not reduce the time required to change identities. Most social talents require the vigilante to be in his social identity, but a vigilante who uses vigilante talents in his social identities risks exposing his secret. Once a cover is blown a Dimir Doppelganger loses access to that cover and can no longer assume that identity or the powers associated with them. The Primary Identity can only be lost if you reveal your Real Identity. If you lose a cover it can be replaced 1 week later through a specialized ritual to the dimir network that costs 200 gp per Vigilante level. The ritual takes 8 hours to complete.

Despite being a single person, a vigilante’s nature allows him to have multiple alignments, one for each of his identities and covers. When in an identity or cover, he is treated as having that identity’s alignment for all spells, magic items, and abilities that rely on alignment. For the purpose of meeting a qualification for a feat, class, or any ability, he is only eligible if his Primary Identity’s alignment meet the requirements. If a vigilante is the target of an effect that would change his alignment, it changes all of his alignments to the new alignment. This could blow some of his covers as some guilds have alignment restrictions. All Identities and Covers must have valid alignments for the guild they belong too. Primary Identities and Covers must also match race restrictions for the guilds, (No Orzhov fairies or Gruul vampires) so you must disguises yourself as a member of a different race to assume that cover, you may also choose to assume a different race for any of your primary identities or covers when you gain them, but once chosen this choice can not be changed.

Any attempts to scry or otherwise locate the vigilante work only if the vigilante is currently in the identity or cover the creature is attempting to locate. Otherwise, the spell or effect has no effect, revealing nothing but darkness, as if the target were invalid or did not exist.

Replacing: Vigilante Specialization

Giving it your all: Due to the amount of effort you put into your identities and covers at 1st level you can only change into one of your covers once per day, you may always change back into your Primary and Real Identity for free. At 3rd level and 2 levels after you gain an additional use of this ability. You gain either the Avenger or Stalker Bonus based on which Identity you are currently in.

(Assuming you are level 3. You have your Primary Identity and 2 covers and 2 uses of this ability. You start the day, After prepping in your Real Identity, in cover 1, you then change into your Primary Identity. You still have two uses of this ability. From your Primary Identity you change into cover 2, you have one use of this ability left. From cover 2 you change you into cover 1. You have no uses of this ability left. You must spend the rest of the day in cover 1 or change into your Primary Identity you would then be stuck as your Primary Identity for the rest of the day.)

Replacing Seamless Guise

Under Cover: A vigilante knows how to behave in a way that appears perfectly proper and normal for his current identity. Should anyone suspect him of being anything other than what he appears to be while either in his Primary identity or covers, he can attempt a Disguise check with a +20 circumstance bonus to appear as his current identity or cover, and not as his other identities or covers.

Replacing the Vigilante Talents at levels: 4,6,10,16
 & the Social Talents at levels: 3,7,11,15

Expanding Infiltration: at 3rd, 4th, 6th, 7th, 10th, 11th,15th,16th levels you gain a new cover. Your DM will randomly assign you a cover from the list below from a group you currently do not have a cover for. They will also assign you a race or alignment if your current race and alignment would make you unacceptable to that guild. You may choose a race, alignment, or gender if one is not chosen for you. (DMs the Dimir leaders try to get the most out of their assets. Pairing medium creatures with other medium covers and small creatures with small or child covers)

Replacing Vengeance Strike

I am Everyone: at 20th level you gain unlimited uses of "Giving it you all". Also you may switch between Covers and Identities as a Swift action so long as no "non trusted" creatures will an intelligence of 5 or greater can see you. Also creatures will not be able to put together that any of your covers or Primary Identity are actually the same person regardless of evidence to the contrary as long as they don't see you change between the covers and Primary Identity, or if they already knew, or you tell them.

	<i>Social</i>	<i>Avenger</i>	<i>Stalker</i>
<i>Azorius</i>	<i>Elocutor</i>	<i>Arrester</i>	<i>Soulsworn</i>
<i>Rakdos</i>	<i>Jester</i>	<i>Bouncer</i>	<i>Acrobat</i>
<i>Gruul</i>	<i>Emissary</i>	<i>Crusher</i>	<i>Prowler</i>
<i>Selesnya</i>	<i>Evangel</i>	<i>Safeguard</i>	<i>Peacemaker</i>
<i>Orzhov</i>	<i>Pontiff</i>	<i>Knight</i>	<i>Absolver</i>
<i>Izzet</i>	<i>Savant</i>	<i>Staticaster</i>	<i>Chemist</i>
<i>Golgari</i>	<i>Shaman</i>	<i>Thug</i>	<i>Decoy</i>
<i>Boros</i>	<i>Instructor</i>	<i>Commando</i>	<i>Swiftblade</i>
<i>Simic</i>	<i>Sage</i>	<i>Biomancer</i>	<i>Creeper</i>
<i>Guildless</i>	<i>The Help</i>	<i>Hooligan</i>	<i>Beggar</i>

Azorius

Elocutor: You gain a bonus on Diplomacy and Linguistic checks equal to Class level. At 10th level, when you are talking to a target they do not notice your allies casting spells with them as a target.

Arrester: When you make a full attack action against a single target you may make a free grapple check against them, it does not provoke an attack of opportunity, you use your hit die as you BAB and can use your dex modifier in place of your strength one.

Soulsworn: As a free action, for one round you may treat your weapons as though they had the Brilliant Energy Enchantment on them. Gain an additional use of this ability at 8th, 12th, 15th 20th level.

Rakdos

Jester: You can use Intimidate instead of preform Comedy. Creatures that you coerce through intimidate are only unfriendly towards you, not hostile.

Bouncer: When you make a full attack against a single target you can move them any direction 10 ft, this movement does provoke attacks of opportunity. When you make a single attack against a target they are pushed back 5ft if they fail a DC 10+HD+Str mod or Dex if you have weapon finesse and this movement does not provoke an attack of opportunity.

Acrobat: When an attack would hit you, you can instead make a dex saving throw, DC equal to the attack roll, if you were to pass, you may move 5 ft and take half damage from the attack. 1/day plus one additional use for every 3 levels you have past level 1.

Gruul

Emissary: You can use intimidate instead of diplomacy. At 6th level any creature that is hostile or unfriendly to you due to a charm, compulsion or possession effect, if you were to succeed an intimidate or diplomacy against them, you allow them to reroll their save against that effect with a bonus equal to 1/3rd your level rounded down.

Crusher: You gain a bonus on sunder maneuvers equal to your levels in Vigilante. At 6th level if you were to attempt to sunder a magical item treat their hardness and HP as though they were one +1 enchantment lower. If you would give the magic item the broken condition its magical abilities are suppressed for a number of hours equal to your level. At 12th level if you were to make a full attack and all attacks are against the same enemy, you may make a sunder attempt against an item in their possession.

Prowler: You gain a +4 bonus on your initiative, when you attack a creature that has yet to go in combat, treat their imitative as being 4 less until their turn. Deal 2 extra precision damage to creatures denied their dex bonus.

Selesnya

Evangel: When you succeed at a diplomacy check against a creature, its feelings towards you can change any number of steps. At 10th level gain a bonus on Diplomacy checks equal to half your level, you can also use diplomacy in place of handle animal.

Safeguard: Whenever you would take damage from an enemy for the first time each round, heal an ally within 15ft of you a number of hit points equal to you Con Modifier. This is magical healing.

Peacemaker: If you would succeed a Diplomacy or bluff check against a creature, during the next combat against that creature you do precision damage to the creature as though it was not aware of your presence.

Orzhov

Pontiff: You can use speak with dead 1/day with CL as you class level. At 10th level you gain the Command Undead feat and the ability to channel negative energy only for the purpose of commanding undead. Your levels in vigilante count as levels in cleric. You can Channel a number of times per day equal to 1+Cha Modifier

Knight: Once per day you can challenge as though you were a Cavalier of the same level. You may choose any order. Gaining all abilities of the order for the duration of the challenge.

Absolver: Any time you would be the target of a spell or spell like ability and pass the saving throw, gain hit points equal to the spell level, or if you are at max hp, temporary hit points equal to spell level. These Temporary hit points stack with themselves. If you would fail, gain a bonus to your next attack equal to spell level and damage equal to double spell level for a number of rounds equal to spell level. These bonuses do not stack.

Izzet

Savant: Gain a bonus on Knowledge checks equal to 1/4th your level and can attempt knowledge checks untrained. At 6th level you gain a bonus on UMD equal to 1/3rd your level.

Staticaster: You may treat any damage you do as electricity. Gain Resist Electricity 10. Any time you would take electricity damage you may have a creature within 30 ft take equal electricity damage as you.

Chemist: you can make 1d6+ int mod bombs per day, and treat their damage as through your level in Vigilante was your levels in Alchemist. Against creatures denied their dex bonus, your bombs do double damage. At 10th level you may have your bombs do acid damage.

Golgari

Shaman: You can use speak with plants 1/day with CL as you class level. You can also use diplomacy on creatures without an intelligence score, this includes mindless undead.

Thug: You can reduce you AC by 1 to gain a +2 bonus to all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. At 4th level you may reduce your AC any number of times, for every 1 you reduce it by gain +2 damage. This last until the start of your next turn.

Decoy: Whenever you confirm a crit against an enemy or do precision damage to an enemy, they feel compelled to attack you. They get a -1 penalty to attack targets that aren't you. This penalty increases by 1 at 4th, 8th, 12th, 16th, and 20th level.

Boros

Instructor: When you preform the Aid Another action the creature you are aiding receives an additional +2 bonus for every 10 you beat the DC by. At 8th level the first time you become this cover a day choose Avenger or Stalker you may use talents of that option without raising suspicion.

Commando: You gain a +4 bonus on your initiative. If you have no allies adjacent to you or the enemy you are attacking, You may make an additional attack at your highest base attack bonus and all your attacks deal 2 extra points of damage, this bonus increases by 1 for every 3 levels you have past level 1.

Swiftblade: Crits against enemies without a natural weapon or not wielding a non-broken melee weapon are automatically confirmed. At 8th level double the amount of precision damage you do against enemies without a natural weapon or not wielding a non-broken melee weapon.

Simic

Sage: 1 per day you may wild shape into a familiar of your choice. This ability lasts a number of rounds 1+1/2 level+Cha mod. At 10th level you can attempt to change the attitudes of all animals or magical beasts within 60ft of you with a burst of pheromones. They must all be changed attitude in the same direction. They roll a will save to resist. DC 10+1/2 level+ Con mod

Biomancer: When you would make a full attack against a single creature creature they must make a Fort Save equal to 10+HD+Con Mod or gain a penalty of your choice.

- -1 to hit
- -1 to damage
- -1 to a save of your choice
- -1 to DR of your choice
- -1 to resist of your choice
- -1 to fast healing

You gain a bonus equal to the penalty inflicted. These penalties increase by 1 for every 4 levels you have after level 1. You only gain the bonus while the penalty is inflicted, the bonuses and penalties stack with themselves. The penalties last for 24 hours or until the creature is dead whichever comes first.

Creeper: At the start of the day choose Flight, burrow, swim, climb you gain movement speed equal to half your base speed. (flight you have Poor Maneuverability) If you do hidden strike damage to a creature with the same "bonus" movement type as yourself, until the end of their next turn they treat that movement speed as though it was 0. You do double hidden strike damage against creatures of the plant and animal types.

Guildless

The Help: instead of Stealth you may perform a Craft or Profession roll with the opposed Perception check getting a penalty equal to your level. You are treated as being invisible for 1 hour +1 for every 5 you beat the opposing perception check by, breaking invisibility under the same conditions. You are however still recorded by magical and mundane means.

Hooligan: When you would perform a full attack against a single creature you may make a steal and dirty trick maneuver against them, in that order, one of which does not provoke an attack of opportunity. You gain a +5 bonus on the Steal maneuver. You also gain Hidden strike damage against creatures you flank but it now only does 1d3 damage.

Beggar: Anything you wear appears to be valueless, and you always look dirty and poor. Gain Evasion, or improved evasion if you already have it, and improved uncanny dodge class features.



Nightveil Infiltrator (Swashbuckler) (Fairy) (Dimir)

Changing Panache

Panache is instead based on Intelligence and all other Swashbuckler abilities that refer to Charisma are instead based on Intelligence.

Changing Opportune Parry and Reposte

At 1st level, when an opponent makes a melee attack against the swashbuckler, she can spend 1 panache point and expend a use of an attack of opportunity to attempt to parry that attack. The swashbuckler makes an attack roll as if she were making an attack of opportunity; for each size category the attacking creature is smaller than the swashbuckler, the swashbuckler takes a –2 penalty on this roll. If her result is greater than the attacking creature's result, the creature's attack automatically misses. The swashbuckler must declare the use of this ability after the creature's attack is announced, but before its attack roll is made. Upon performing a successful parry and if she has at least 1 panache point, the swashbuckler can as an immediate action make an attack against the creature whose attack she parried, provided that creature is within her reach. This deed's cost cannot be reduced by any ability or effect that reduces the number of panache points a deed costs.

Replacing Charmed Life

Sneak in: at 2nd level you may cast reduce person on yourself as a swift action, with a caster level equal to your Swashbuckler level. You can do this 3/day at level 2, and an additional time per day at 6th level and every 4 levels after. At 10th level you may reduce yourself down to diminutive with a single cast of this ability.

Replacing the Bonus Feat @ 4th level

Better Flight: You gain 10 ft of fly speed and average maneuverability. At 10th level this increases to 30 ft and good maneuverability and at 15th level your flight speed increases to 40ft.

Replacing Swashbuckler Weapon Training @ 5th level

Tiny Cut, Perfect Place: at 5th level when you would have your size reduced, thus reducing your weapon damage die, instead increase your damage die for each size category you were reduced. Increasing your size now reduces your weapon damage die for each size category it would have increased it.

Rakdos Archetypes

Hellbent magus (Magus) (Rakdos)

A hellbent magus uses their Charisma instead of their intelligence for the purpose of determining what spells they can cast and the number of points in their arcane pool, in addition to the number of additional 1st level spells they start with. They also do not gain 5 spells per day, if the table would say they gain a 5th spell slot they remain at 4. They can still have more than 4 spells per day for high charisma scores

Replacing Medium and Heavy armor

Arcana Unleashed: the magus gains access to an arcane school or elemental school, gaining the benefits of having an arcane school with an additional spell slot and the abilities. They must select the appropriate opposition schools.

When a Hellbent magus prepares a spell from an opposition school, the duration of that spell is increased by 50% and the spell does additional damage equal to $1+1/4^{\text{th}}$ the magus level in magus per damage dice.

At levels 3rd, 6th, 9th, 12th, 15th, 18th, 19th, 20th a hellbent magus can learn two spell, off the wizard spell list, from an opposition school of any level of spell he is able to cast.

Changing Spell Recall

In addition to spell recall, if the magus attempts to recall a spell from an opposition school, he must expend an additional two points from his arcane pool.

Replacing knowledge pool.

Hellbent: at 1st level whenever the magus would use up all the spell slots of a certain level then gain a +1 bonus to AC.

If the spell slots were of an odd level the magus gains a +1 bonus on weapon damage rolls.

If the spell slots were of an even level the magus gains a +1 to hit on attack rolls.

If a magus has no spells left, except cantrips, the bonuses to damage and hit are doubled.

Havoc Raiser (Skald) (Rakdos)

Replaces Inspired Rage

Demonic Delights: At 1st level, affected allies gain a +2 morale bonus to Strength and Constitution and a –1 penalty to AC. While under the effects of Demonic Delights, allies other than the skald cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. At 4th level they grant their allies weapons the Vicious weapon enchantment except it does Fire damage instead of untyped damage. At 12th level the allies can choose for the weapon to do 3d6 fire damage to an opponent and 1d6 to the wielder or the normal vicious damage as untyped damage. At 8th and 16th levels, the song's bonuses to Strength and Constitution increase by 2. (Unlike the barbarian's rage ability, those affected are not fatigued after the song ends.) If an ally has her own rage class ability (such as barbarian's rage, bloodrager's bloodrage, or skald's inspired rage), she may use the Strength, Constitution, and Will saving throw bonuses, as well as AC penalties, based on her own ability and level instead of those from the skald (still suffering no fatigue afterward). However, Demonic Delights does not allow the ally to activate abilities dependent on other rage class abilities, such as rage powers, blood casting, or bloodrager bloodlines; the ally must activate her own rage class ability in order to use these features.

Replaces Song of Marching

Reveal Secrets: At 3rd level, a Skald can use Raging song to inspire his allies to gather information or start a rumor more effectively. They gain a +5 to Bluff, Diplomacy, or Preform(Act, Oratory, or sing) For the purposes of Gathering information or spreading a rumor. It also reduces the time to gather information to 1d4-1 hours, and the time to plant a rumor to 1d8-2 days or when spreading it to a settlement to a town or smaller, 1d4-1 days.(minimum of 1 hour or day). The Skald expends 1 round of raging song per hour to gather information or 2 rounds of raging song per day to spread a rumor.

Replaces Song of Strength

Song of the Performer: at 6th level a Skald can use raging song to inspire his allies to superhuman feats of agility. Once each round while the skald uses this performance, allies within 60 feet who can hear the skald may add ½ the skald's level to a dexterity check or dexterity-based skill check.

Replaces Dirge of Doom

The Show Must Go On: At 10th level an ally under the effect of the Skalds raging song are not staggered, disabled, unconscious or dying when they reach 0 or negative hit points, because of reaching 0 or negative hit points. They can still be staggered by spells and abilities, and killed by non hit point death. They only die when their negative hit points reach 3 times their constitution score or the song ends with them having more or equal negative hit points to their constitution score, if their hit points are between 0 and the negative hit points equal to their constriction score, they begin dying as normal. If they have more than zero the song ends with no effects. A Sklad that has an ally currently benefiting from raging song and with 0 or less hit points may do 1d10 points of damage to himself to gain one addition round of raging song as a free action. Allies who die from reaching 3 times their constitution score in negative hit points or die from having raging song end while they have more negative hit points then their constitution modifier can only be brought back by Wish or Miracle.

Replaces Song of the Fallen

Frightening Stage: At 14th level a skald can create a sense of growing dread in his enemies, causing them to become Shaken. This only effects enemies that are within 30 feet and are able to hear the skald's performance. The effect persists for as long as the enemy is within 30 feet and the Skald continues his performance. This can cause a creature to become frightened but not panicked. This is a sonic mind-affecting fear effect, and relies on audible components.

Replaces Scribe Scroll

Discordant Voice: at 10th level a Skald gains the feat Discordant Voice even if he wouldn't normally qualify.

Replaces the level 3 rage power

Chaotic Cauterization: Allies under the effects of Demonic Delights gain the benefits of the Feat Fire God's Blessing.

Replaces Spell Keening

Rakdos Riot: Functions as Spell Keening but can take spells off any list so long as they have the fire descriptor or are from the Necromancy School.



Cult Uncager (Cavalier) (Rakdos)

Must choose the order of Rakdos

Replacing Challenge

Taunt: A Cult Uncager can taunt his enemies with extreme efficiency. As a swift action, the Cult Uncager taunts all enemies that can see or hear him. Each turn the effected enemies must make a will save equal to 10+ Cavalier level+ Charisma mod or they must attempt to make a melee attack against you, make a ranged attack against you, target you with a spell or spell like ability, or include you in the area of a spell or spell like ability. The effect ends if the creature is prevented from attacking you or attempting to do so would harm it severely (for example, if you are on the other side of a chasm or a wall of fire, but not being hit by thorns from striking you). If the Cult Uncager attacks a creature that is affected by his taunt the Cult Uncager gains a moral bonus on his attack equal to 1/4 his cavalier level rounded down, minimum 1. This effect last until the cavalier is unconscious, combat is over, or 3 minutes has passed whatever comes first. The Cult Uncager can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level.

Replaces Mount

One Hell of a Story: A Cult Uncager gains a +1 dodge bonus to AC against creatures larger than he is. This bonus increases by 1 at 6th level. The bonus increases to +3 at 12th level. The bonus increases to +4 at 18th level.

Replaces Tactician & Greater Tactician & Master Tactician

Martial Flexibility: as the Brawler ability.

Replaces Cavaliers Charge

Into the Fire: When a rakdos uncager charges he gains a +2 bonus to damage in addition to the other benefits. And takes no penalty to his AC after a charge. He may also make a 90 degree turn anywhere along the path of his charge, if he does he receives a -2 to AC.

Replaces Expert Trainer

Gift of Gab: A Rakdos Uncager gains a bonus on Cha based skill checks equal to 1+ ¼ his class level rounded down. Minimum 1.

Changing Banner

A Cult Uncager uses a Knave Standard. When they have this standard in addition to the normal effects when they wave it the allies are treated as having improved feint and can use either their charisma modifier or the Cult Uncagers, whichever is higher.

Replacing Mighty Charge

Deadly Dance: At 11th level, a Cult Uncager gains the Pounce ability when he charges.

Replacing Supreme Charge

Burst Through: A Cult Uncager, takes no penalties caused by difficult terrain while charging. His movement is still hampered by obstacles, poor visibility, and other conditions. This ability doesn't allow him to move through impassible terrain. In addition, if he confirms a critical hit on a charge, the target is stunned for 1d4 rounds. If the target succeeds at a Will save (DC = 10 + the cavalier's base attack bonus), it is instead staggered for 1d4 rounds.

Order of Rakdos (Cavalier Order)

Edict: You must follow the orders of Rakdos and his bloodwitches. You must also try to create the most interesting stories. You must try to become immortal through fame.

Taunt Ability: The Cavalier gains the benefits of the spell *Deadly Juggernaut*, except there is no limit to the bonus to melee attack rolls, melee weapon damage rolls, strength checks, and strength based skill checks, and the duration is changed, see *Taunt*. He still must reduce qualifying opponents to 0 or fewer hit points to gain these benefits.

Skills: Acrobatics, Linguistics, and Perform are added as class skills and you lose ride as a class skill. You gain a bonus on Perform equal to $\frac{1}{2}$ your level and on Acrobatics equal to $\frac{1}{4}$ your level.

At 2nd level, the cavalier learns how to dodge the attacks of his foes and allies. He gains a bonus equal to his Charisma bonus on saves against abilities and spells that have an area of effect.

At 8th level, whenever the cavalier confirms a critical hit with a melee weapon, as an immediate action he can attempt an Intimidate check to demoralize all foes within 15 feet who can see him. This ability can be used only once per combat.

At 15th level, when he taunts a Large or larger creature, the cavalier can also prepare to interrupt the creature's special attacks or special feat actions. The taunted target provokes an attack of opportunity from the cavalier whenever it activates an extraordinary or a supernatural attack or special feat action (such as a breath weapon or gaze attack). If the cavalier deals damage with this attack, the creature must succeed at a Will save (DC = 10 + half the cavalier's level + his Charisma modifier) or it fails to activate the special attack and loses the action it took to do so. The cavalier can perform three such attacks of opportunity over the course of a taunt.



Gruul Archetypes

Zhur Taa Striker (Bloodrager) (Gruul)

Changes Weapon Proficiencies

Zhur Taa Striker's are Proficient with the Club, Dagger, Handaxe, Short bow, sling, spear, and all stone and bronze age weapons and are proficient with light, medium armor and shields (except tower shields)

Catch off Guard

Zhur Taa Striker's gain the Catch off Guard feat.

Replacing Blood Sanctuary

Savage Smash: at 3rd level a Zhur Taa Striker's improvised weapons are treated as one size category larger, and have a crit range of 19-20. They also gain the fragile weapon quality. Zhur Taa Striker's also gain the Chairbreaker and Splintering weapon feat. Splintering Weapon's damage is multiplied on a crit for a Zhur Taa Striker.

Replacing Blood Casting

The Old Ways: at 1st level Zhur Taa Striker's gain a reservoir of mystical arcane energy that they can draw upon. To enhance their weapon. The arcane pool has a number of points equal to 1/2 his blood rager level (minimum 1) + his Cha modifier. The pool refreshes once per day when the Zhur Taa Striker sleeps for 8 hours.

At 1st level, a Zhur Taa Striker can expend 1 point from his arcane pool as a swift action to grant any weapon he is holding a +1 enhancement bonus for 1 minute or the duration of his bloodrage. At 1st level this can only be done when he is raging at 4th level this can be done at any time. For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following weapon properties: dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed, or vorpal.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the Zhur Taa Striker uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the Zhur Taa Striker.

A Zhur Taa Striker can only enhance two weapons in this way at one time. If he uses this ability again, the first use immediately ends. This functions as an arcane pool. An improvised weapon enchanted this way is still considered an improvised weapon.

Replaces Bloodline Spells and Damage Reduction

Innate Magics: at 7th level and every 3 levels after you may select a Magus Arcana and a Barbarian rage power with your bloodrager level counting as your level in the perspective classes. You may use the arcana even while raging.

Replaces Eschew Materials

Giant's Grip: at 6th level a Zhur Taa Striker can wield improvised weapons for a large or small creatures at no penalty. If the improvised weapon would gain the broken condition, the Zhur Taa may instead treat it as a non broken improvised weapon one size category smaller.

Replaces Greater Bloodrage

Rubblebelt Rage: At 11th level, when a bloodrager enters a bloodrage, the morale bonus to his Strength and Constitution increases to +6 and the morale bonus on his Will saves increases to +3. In addition, upon entering a bloodrage, he may add a total of a +3 enchantment to his weapon for the duration of the bloodrage, this stacks with any enchantment it may already have and with enchantment that comes later from his arcane pool.

Rubblebelt Rage counts as the barbarian's greater rage ability for the purposes of feat prerequisites, feat abilities, magic item abilities, and spell effects.

Improvised weapons damages

Small Weapon Damage	Medium Weapon Damage	Large Weapon Damage	Huge Weapon Damage
1d3	1d4	1d6	1d8
1d4	1d6	1d8	2d6
1d6	1d8	2d6	3d6



Enduring Trog (Monk) (Gruul)

(Must be True Neutral)

Modifies Weapon Proficiency

Enduring Trogs are Proficient with the Club, Dagger, Handaxe, Short bow, sling, spear, and all stone and bronze age weapons. A Enduring Trog can not take Style feats that require an Intelligence or Charisma score greater than 10, or a wisdom over 13, even if he would normally qualify for them.

Modifies AC Bonus

When Unarmored and unencumbered the Enduring Trog adds his Constitution bonus, instead of wisdom, if any to his AC and CMD in addition to other modifiers. Everything else is the same

Replaces Stunning Fist

Massive Assault: As a swift action an Enduring Trog can become one size category larger till the start of his next turn. He can do this a number of times equal to ½ his monk level (minimum 1). Getting a +2 to Str, -2 to dex, -1 to Hit and a – 1 to AC due to size and a +1 to natural armor. With a size of 10 ft and a range of 10 ft for originally medium creatures.

At 16th level he can become two size categories larger instead. Getting a +4 to Str, -4 to dex, -2 to Hit and a – 2 to AC due to size and a +1 to natural armor. With a size of 15 ft and a range of 15 ft for originally medium creatures.

Replaces Ki Pool

Raging Ki: at 3rd level he gains a pool of Raging Ki points, The number of points in an Enduring Trogs Raging Ki pool is equal to 1/2 his Enduring Trog level + his Constitution modifier+2. He gains two additional points for every level of Enduring Trog he has past level 3. As long as he has at least 1 point in his raging ki pool, he can make a ki strike.

At 3rd level, ki strike allows his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

At 7th level, his unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction.

At 10th level, his unarmed attacks are also treated as chaotic weapons for the purpose of overcoming damage reduction.

At 16th level, his unarmed attacks are treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

The ki pool is replenished each morning after 8 hours of rest; these hours do not need to be consecutive.

Modifies Ki Power

Can't take: Qinggong Power, Zephyr Blow, Diamond Mind, Ki Guardian, Racing Current, Water Sprint, Breaking-down Koan, Building up Koan, Floating Breath, Master-Thought Koan, One touch, Quivering Palm.

Replaces the Ki Power at 4th level: Rage, This functions as the barbarian ability except he can still use other Ki powers, Flurry and Massive Assault. He also spends 1 point from his Raging Ki pool to keep the rage going and can spend Raging Ki as though they were rounds of rage. He does not gain an AC bonus from the temporary constitution bonus from his own rage. Other Temporary constitution bonuses do increase his AC, as does coming under the effects of the rage spell.

Can Take ki powers: Rage Powers with his monk levels counting as his barbarian level, Greater rage can be taken at level 11, Tireless Rage can be taken level 17, Mighty Rage can be taken at level 20, must have taken Greater Rage. Dark vision: Spend 1 ki point to have 30ft dark vision for 1 hour. Freedom of movement: cast freedom movement for 2 ki points, must be 10th level.

Replaces Still Mind

Raging Mind: At 4th level when a Enduring Trog is the target of an enchantment spell or effect the caster takes 1d4+1/2 monk level as damage. This makes the caster roll a concentration check of 10+damage delt+Spell level.

Replaces Tongue of the Sun and Moon

Tongue of the Land: Can Speak to any animal or sentient plant.

Replaces Flawless mind

Fight for Freedom: at 19th level when you attempt a will save you can take damage equal to the spell's level, to get a bonus on the will save equal to ½ your monk level + any damage you have done to the caster this turn.

Replaces Perfect Self

Crush them: The monk gains one additional attack at his highest base attack bonus and can spend a raging ki point to get an additional attack at his highest base attack bonus when using flurry of blows. He also gains a +2 dodge bonus to AC. His raging mind ability also does 2d4+1/2 monk level as damage.

Skarrgan Earthbreaker (Cleric) (Gruul)

Changed Domains

You must select the Gruul Domain,

Your other Domain must either be Earth, (Strength[Ferocity]) or (Liberation[Freedom])

Changes Channel

Groundshaker: This works like channeling except in the following ways. Instead of Channeling in a 30 ft circle, you instead channel in a 30 ft cone, and two 60ft lines in any direction. You also do not channel negative or positive energy. You instead Channel Bludgeoning damage, this is treated as magic damage. You must be touching the ground, worked stone or material no more than a 1ft thick, that is also touching the ground to use this ability. This effects all creatures touching the ground, unattended objects and creature flying no more than 15 ft above the ground as the earth rolls and buckles. At 3rd level add Fire damage to the list of damage you can do with this ability. At 5th add Slashing and Piercing. At 7th Acid, and at 9th this damage is treated as Silver, Cold Iron, and Adamantine for overcoming damage resistance. You are treated as channeling negative energy for all feats regarding channeling energy. Creatures can make a reflex save to halve this damage. This damage is not effected by evasion or greater evasion. Channel resistance goes give bonuses on saves vs Groundshaker.

Gruul Domain

You gain the feat Power Attack.

The Weak Shall Fear the Strong: You do not provoke attacks of opportunity from creatures you have dealt damage to with a melee attack since the end of your last turn. You may treat your level as your base attack bonus for determine the effects of Power Attack.

Browbeat: at 8th level Create a 30 ft aura around you as a swift action, creatures other than you that take any action in this aura other than attack are dealt 1 damage. Creatures other than you that would use a skill check, other than intimidate and perception, or cast a spell take additional damage equal to 1d6+ your cleric level. You can use this for a number of rounds per day equal to equal to your cleric level. These rounds do not need to be consecutive.

Spells:

- 1) Thunderstomp. 2) Mindshock. 3)Earth Tremor. 4) Enlarge Person, mass. 5) Release the Hounds(boars). 6)Primal Regression.
- 7) Legendary Proportions. 8) Whirlwind. 9) Clashing Rocks.

Selesnya Archetypes

Silentman (Warpriest) (Selesnya)

Changing Armor Proficiencies

A Silentman can only wear non metal armor of the appropriate type.

Changes Blessings

A Silentman can only take the Selesnya and Plant Blessings.

Changing Channel Energy

A Silentman Channels energy opposite of his Fervor Choice.

Replacing Sacred Armor

Selesnya Welcomes You: At 7th level and every 3 levels after the number of hit dice a Silentman's enchantment spells could effect is increased by 1. At 8th level and every 4 levels after the DC of a Silentman's enchantment spells increases by 1.

Selesnya Blessing

Expanded Spells (lesser): At 1st level add hypnotism to your list of spells known. At level 4 add Touch of Mercy. At level 7 add Suggestion, at level 10 add Lesser Geas, at level 13 add Dominate Person, at level 16 add Geas to your list of spells known.

Privileged Position (major): At 10th level, you can surround yourself with a tangible aura of majesty for 1 minute. While this aura is active, once per round as a swift action you can issue a command (as the command spell) to one creature within 30 feet; the creature must succeed at a Will saving throw or submit for 1 round.

Nature Bonded (Hunter) (Elf) (Selesnya)

Changes Animal Companion

Your animal companion is a wolf

Replaces Track

You gain a familiar and your level is treated as 1 lower for advancement, your familiar must be an animal or a plant. Any abilities that work with your animal companion work with your familiar.

Replaces Woodland Stride

Your wolf gains the benefits of your Familiar as long as you are benefiting from your familiar.

Replaces Swift Tracker

Your Familiar Gains the same benefits as yourself or your wolf gets from the Animal Focus Ability



Regenerative Sagittar (Ranger) (Selesnya)

Changing Combat Style:

A Regenerative Sagittar must take the Archery Combat Style

Replacing Favored Terrain

Lesser Channel: At 3rd level Regenerative Sagittar can Channel positive energy as a cleric 2 levels lower. Also instead of rolling 1d6 on a channel they roll 1d4 instead. Any feats that refer to a number of d6s being channeled as a prerequisite maybe be taken when you are have the equivalent number of d4s. A Regenerative Sagittar may channel a number of times equal to 1+ his wisdom modifier.

Changing Spells: a Regenerative Sagittar gains 1 bonus spell slot at each level of spell when he gains access to that level of spell. The bonus spell slot must be used to prepare the following spells.

1 Cure Light Wounds Mass. 2 Cure Moderate Wounds Mass. 3 Breath of Life. 4 Heal.

Replacing Hunters Bond, Camouflage & Hide in Plain sight

Worldsoul's Blessing: at 4th level Whenever you cast a spell that heals someone or channel energy your next attack until the end of your next turn does additional damage. This damage is equal to the number of targets healed plus the number of dice rolled to heal any one individual target. At 12th and 17th level increase the number of attacks this bonus damage applies to by 2.

Replacing Quarry and Improved Quarry

Quick Revenge: at 11th level when a Regenerative Sagittar casts a spell with Cure in its name, or Breath of Life, Heal or Channels Positive energy to heal. He, as a swift action, may make an attack at his highest base attack bonus. At 16th level he may fire two arrows at once, like manyshot. Apply the damage from Worldsoul's Blessing's only once.

Orzhov Archetypes

Tithedrinker (Oracle) (Dhampir) (Orzhov)

Must have the fangs racial Trait or have taken the unusual origin feat at first level.

Tithedrinkers must select the blood mystery

Replacing the revelation at 1st level and mystery spells.

In the Blood: unlike vampires of other worlds, you have always had a plentiful and diverse supply of blood. You gain the Blood drinker feat and it applies to all PC races and Centaurs. You may still take the Diverse Palate feat but instead select any type off the ranger's favored enemy list. The enemy must still have blood or a blood like substance for your feats and abilities to be effective though.

At 2nd level your bite attack does 1d4 points of bleed damage if it already does bleed damage increase it one step

At 4th level your bite attack damage increases 1 step.

At 6th level you gain the blood feaster feat.

At 8th level you gain a +1 to hit in addition to the normal benefits of blood feaster vs living creatures.

At 10th level whenever you would benefit from the blood drinker or blood feaster feat your allies gain the same benefits.

At 12th level your bleed damage increases by one step.

At 14th level your bite attack increases by one step.

At 16th level, your constitution damage becomes constitution drain.

At 18th level your bonus you get from the blood drinker and blood feaster feat are doubled.



Blood Mystery

Adds Bluff, Stealth, Perception and Survival to her list of class skills.

Armor of golden blood: you can conjure armor made of golden blood that grants you a +4 armor bonus. At 7th level and every four levels thereafter this bonus increased by +2. At 13th level this armor protects you from the harmful effects of the sun/bright light. This ability lasts 1 hour per level, it does not need to be used all at once but must be used in 1 hour intervals.

Bleeding Wounds (Su): Whenever a creature takes damage from one of your spells or effects that causes negative energy damage (such as inflict light wounds or the death's touch revelation), it begins to bleed, taking 1 point of damage each round stacking with other bleed damage you may do, but not itself. At 5th level, and every five levels thereafter, this damage increases by 1. The bleeding can be stopped by a DC 15 Heal check or any effect that heals damage.

Death's Touch (Su): You can cause terrible wounds to appear on a creature with a melee touch attack. This attack deals 1d6 points of negative energy damage +1 point for every two oracle levels you possess.

Soul Siphon (Su): As a ranged touch attack, you can unleash a ray that causes a target to gain one negative level. The ray has a range of 30 feet. This negative level lasts for a number of minutes equal to your Charisma modifier. Whenever this ability gives a target a negative level, you heal a number of hit points equal to your oracle level. You can use this ability once per day, plus one additional time at 11th level and every four levels thereafter. You must be at least 7th level to select this revelation.

Spirit Walk (Su): As a standard action, you can become incorporeal and invisible. While in this form, you can move in any direction and through any object (except for those made of force). You can take no action other than to move while in this form. You remain in this form for a number of rounds equal to your oracle level, but you can end this effect prematurely with a standard action. You can use this ability once per day at 11th level, and twice per day at 15th level. You must be at least 11th level to select this revelation.

Dangerous bite: You gain Improved Grapple as a bonus feat, even if you do not meet its prerequisites. Once per round when you succeed at a grapple combat maneuver check and do damage with your bite attack, you can deal 1d6 points of negative energy damage to the target of your grapple. This damage increases by 1d6 at 5th level and every 5 levels thereafter, to a maximum of 5d6 at 20th level.

Hypnotism: You may cast Hypnotism as a spell like ability once per day. It can effect creatures up to the number of hit dice you have. CL is equal to your number of HD. The DC is 11+1/4 oracle level+ CHA mod.

Stop Resisting: Your CMB for grappling is based off your HD+STR mod+Cha mod. If you succeed at a grapple and damage or drain a creatures constitution they get a penalty on their CMD and CMB or escape artist check to resist the grapple equal to your cha modifier. Must be at least 5th level to take this revelation.

Unnatural Speed: Gain lightning reflexes, when benefiting from Blood feaster gain 10 ft of movement speed and an extra +2 on reflex saves.

Need for Blood: While benefiting from blood feaster treat your crit range as being one greater, stacks with keen. If you would roll a 20 on your grapple check to maintain a grapple your bite attack does triple damage. Must be 13th level to select this revelation.

Final Revelation

When benefiting from the blood drinker feat you gain SR 15+cha, regen 5, and DR 2/.

Debt Enforcer (Samurai) (Orzhov)

Changes Weapons and Proficiencies

Debt Enforcers are proficient with all simple and martial weapons and Whips. Debt Enforcers are proficient with all types of armor (heavy, light, and medium) and shields (except tower shields).

Replaces Mount

Indebted Martyr: At 3rd level you gain the Squire Feat and are treated as having all the teamwork feats your cohort has. Your cohort may take teamwork feats in place of other feats as long as they qualify. You do not suffer the normal penalties for when your cohort dies however if they do die you may pay 10% of your expected wealth per level to immediately get a new cohort.

Replaces Weapon Expertise

Whip Master: At 3rd level, a Debt Enforcer gains an unparalleled expertise with his chosen weapons. At 3rd level, the Debt Enforcers selects the whip. The Debt Enforcer can draw the selected weapon as a free action as if he had the Quick Draw feat. In addition, whenever he threatens a critical hit with the selected weapon, he gains a +2 bonus on the confirmation roll. Finally, his Debt Enforcers levels count as fighter levels and stack.

Replaces Mounted Archer

Dirty Deeds: At 4th level your cohort gains the Ally Shield and the Wild Flanking Feats.

Changes Banner

Sigil of the Orzhov: At 5th level, a Debt Enforcers's banner becomes a symbol of power to his allies and companions. As long as the Debt Enforcers's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack roll and damage rolls made as part of a flank. At 10th level, and every five levels thereafter, these bonuses increase by +1. The banner must be at least Small or larger and must be carried or displayed by the samurai or his cohort to function.



Order of the Orzhov (Cavalier Order)

Edicts: You must always earn money for both you and your (Orzhov unit), Collect debts and impose them whenever possible. You must not give to charity.

Challenge: Whenever an Order of the Orzhov issues a challenge, they may make an immediate intimidate check against the target of his challenge. As long as his opponent is suffering from a fear effect he and his cohort gains +1 circumstance bonus on damage rolls against them. This bonus increases by +1 for every four levels the cavalier possess. This ability can effect foes Immune to fear.

Whip it Good

Gain the Whip Mastery and Demoralizing Lash Feats even if they would not normally qualify.

No Lazing About

At 8th level the Debt Enforcer can target an ally with one of the Debt Enforcer's attacks against the allies flat foot AC. If it hits and does damage, as an immediate action the ally the Debt Enforcer attacked can make an attack with a weapon at their highest BAB with all normal bonuses, with a bonus to hit equal to the amount of damage done to them and a bonus on the damage roll equal to the amount of damage done.

Feared and Respected

At 15th level for every 5 you beat the DC of an intimidate check to demoralize an opponent and make them shaken instead of increasing the duration for 1 round you instead increase the duration for 1d3 rounds. For every 10 rounds of shaken you bestow on the target the severity increases but the number of rounds decreases by half. So 10 rounds of shaken becomes 5 rounds of frightened, 20 rounds of shaken becomes 10 rounds of panicked. 30 rounds of shaken becomes 15 rounds of terrified.

Arm of Alms (Monk) (Orzhov)

An Arm of Alms must take a Vow of Poverty...for others

Vow of Poverty... for other

Restriction: The Monk after taking this Vow cannot willingly depict themselves as poor or without means. They must also use their personal wealth to cover themselves in finery. By level 2 they must be spending 30% of their wealth per level on fine clothing, jewelry, tattoos and perfumes. (so 300gp at level 2) At least half of this amount must be spent on rings. Enchanted or alchemical items of the above listed items add their value to the cost. Enchanted pieces still must be made of valuable materials (usually metals, but some rare hides or furs may suffice or contain gems.) Often forcing the monk to find or have unique pieces made.

Benefit: A monk with this vow increases their ki pool by 1 ki point for every monk level they possess

Replacing Still Mind

Kiss the ring: At level 2, if the Monk possess at least 10 rings, with no more than 2 of them being enchanted. The monk may treat them as Brass Knuckles except doing the monks Unarmed strike damage. The monk may also get this set of 10 rings enchanted as though they were a set of Masterwork Brass knuckles. This enchantment counts towards your Vow of Poverty ... for others and does not interfere with any other enchantment on the rings. The enchantment persists as long as no more than 4 of the rings are replaced in a single day or separated by a mile for 72 hours.

Replacing Style Strikes

Time is Money and Money is Power: Orzhov monks have long lived by the saying Time is Money and Money is Power so all actions they take must be worth the investment. This has granted them a unique set of monk powers at their disposal.

You may only use one Alms Power as a free action, and only once per turn. You may not use any other free actions or immediate actions until your next turn.

At 5th level and every 3 levels after choose an Alms power.

- **Ki Blast**
 - Free: Deal 1 force damage to an enemy within 5 ft
 - Swift: Deal 1d4 force damage to an enemy within 30 ft
 - Movement: Deal your unarmed strike damage as force damage to all enemies around you or in a 15 ft line. Reflex for half. $10+1/2\text{level}+\text{wis mod}$
 - Standard: Deal Double your unarmed strike damage as force damage to all enemies in a 15 ft cone or 30 ft line. Reflex for half. DC: $10+1/2\text{level}+\text{wis mod}$
 - Full: Deal triple your unarmed strike damage as force damage to all enemies in a 30 ft cone or 60 ft line, Reflex for half. DC: $10+1/2\text{level}+\text{wis mod}$
- **Ki Movement**
 - Free: Before the start of the next enemies turn you may move 5ft.
 - Swift: Move 10 feet this movement does not provoke attacks of opportunity
 - Movement: Move your move speed as any form of movement, if you don't end your turn on the ground you fall. (Flight is perfect)
 - Standard: Move up to 4 times your movement speed, the first and last distance of your movement speed does not provoke attacks of opportunity.
 - Full: Move as though you used Dimension Door, and you can choose to make a single attack action where ever you arrive.

- Ki Counter
 - Free: Until the start of your next turn for every 2 attacks against you by the same opponent, by an opponent within your reach, deal 1 damage to them.
 - Swift: Until the start of your next turn for every attack against you by the same opponent, by an opponent within your reach, deal 2 damage to them.
 - Movement: Until the start of your next turn for every 2 attacks against you by the same opponent deal your unarmed strike damage to them.
 - Standard: Until the start of your next turn you are treated as though you had the Opportune Parry and Riposte Class feature and additional attacks of opportunity equal to your wis modifier (stacking with other additional attacks of opportunity you may have), using Ki as Panache and the first attack against you does not take ki to Parry.
 - Full: Until the start of the next turn you may spend 1 ki point to have an attack rolled against you reflected back at the attacker, after rolling but before results are revealed. You do not take damage, and their attack roll is used against their AC, they roll damage normally. If they would crit, roll crit confirmation as normal. They may not parry or react to their attack unless they could normally. The first use of this ability does not cost ki.

- Ki Punch
 - Free: Deal 1 bludgeoning damage to an enemy within reach.
 - Swift: Deal your unarmed strike damage to an enemy within reach.
 - Movement: Roll an attack at your Highest BAB, if it hits deal your unarmed strike damage to an enemy within reach and push them up to your movement speed away. Solid objects or other creatures stop this movement, they get a save to avoid hazards.
 - Standard: Roll an attack at your Highest BAB, if it hits deal Triple your unarmed strike damage, this damage is multiplied on a crit.
 - Full: Roll two attacks at your Highest BAB against a single target, if it hits deal double your unarmed strike damage, this damage is multiplied on a crit. The enemy must make a Fort and Will save. If they fail the Fort save they can't cast spells or use spell like abilities until the end of their next turn, if they fail the will save they become fatigued. As the wind is knocked from them and their head battered.

- Ki Chant
 - Free: Gain a +1 bonus to will saves until the start of your next turn.
 - Swift: You and Allies within 10 ft have +1 to all saves vs spells until the start of your next turn.
 - Movement: Gain the Disruptive Feat until the start of your next turn. If you already have this feat, gain a feat that has disruptive as a prerequisite until the start of your next turn instead. If you have all those feats double the bonus granted by disruptive until the start of your next turn.
 - Standard: Spell casters within 30 ft of you have a 20% chance for spell failure until the start of your next turn.
 - Full: Create a zone of silence equal to your movement speed it lasts a number of rounds equal to your Wis mod.

- Ki Debilitation
 - Free: Choose an enemy within reach, you and that opponent take a -1 to hit until your next miss. This ability does not stack for opponents but does stack for you.
 - Swift: Your Combat maneuvers do not provoke attacks of opportunities until the start of your next turn. If you would do a maneuver that doesn't provoke an attack, from a different source, gain a +2 on that maneuver instead.
 - Movement: An enemy within your movement speed, must make a will save DC 10+1/2 level+Wis Mod. If they fail they cannot use their movement speed until you do. If they pass they cannot move more than your movement speed away per turn, this effect also ends when you use your movement speed to move. (this includes teleporting and similar effects)
 - Standard: Roll an attack at your Highest BAB, if it hits do half damage from your unarmed strike. For a number of rounds equal to your wis Modifier that enemy takes -2 to all rolls.
 - Full: Roll an attack at your Highest BAB against every enemy in your reach, if it hits do half damage from your unarmed strike. The enemies hit can't take more than a move action next turn, they are immune to this ability for the next 24 hours.

- Ki Swift Exchange
 - Free: Steal 1 coin from an enemy within reach if they have one or more coins on them.
 - Swift: Attempt a Steal Combat maneuver Check
 - Movement: Transfer any 3 items from or to, up to two allies within 30 ft of you.
 - Standard: Attempt a Steal Combat Maneuver Check against a Closely worn Item, the Enemy gets a +10 against this check. This provokes an attack of opportunity, unless performing a steal combat maneuver would not.
 - Full: Attempt a Steal Combat Maneuver Check to Exchange your shirt for what an enemy within 30 ft is wearing in a similar location. You must be wearing something to use this ability, the enemy must be within one size category of you, the ability chooses the most expensive item in both these slots to trade. You are wearing their item and they are wearing yours.

- Ki Elemental Mastery
 - Free: You do not take damage from a Fire Elementals Burn or other similar abilities until the start of your next turn.
 - Swift: your attacks do 1 additional point of an elemental damage of your choice until the start of your next turn.
 - Movement: Gain Elemental Resist 10, at level 10 this increases to Elemental Resist 20 for a number of turns equal to your wis modifier.
 - Standard: Your attacks gain the Corrosive, Flaming, Frost or Shock enchantment for a number of rounds equal to your wis modifier. This becomes the Burst Enchantment of the same type at level 10.
 - Full: Make a flurry of blows your damage is dealt as either fire, acid, cold or electricity damage.

- Ki Weather Mastery
 - Free: Strong and above winds do not incur a fly penalty until the start of your next turn.
 - Swift: You incur no penalties related to weather until the start of your next turn.
 - Movement: Move up to 15 ft and you and your allies incur no penalties related to weather, they may still have to make Checks or be blown away.
 - Standard: You may call down a bolt of lightning as per the spell Call lightning
 - Full: Change the wind in an area equal to your movement speed, to whatever you choose. This lasts a number of turns equal to your wis modifier. Increase the Check and blown away size to the flowing. You are not affected by this wind
 - Light: Diminutive – Fine
 - Moderate: Tiny - Diminutive
 - Strong: Small - Tiny
 - Severe: Medium - Small
 - Windstorm: Large - Medium

- Ki Defense
 - Free: Treat your AC as 1 higher for the purpose of determining if an enemy crits against you.
 - Swift: Get +1 to AC until the start of your next turn
 - Movement: gain a +2 shield bonus to AC until the start of your next turn, this bonus increases by 2 for every 3 levels after level 5.
 - Standard: Become intangible until the end of your next turn.
 - Full: Make a Furry of Blows, without one attack at your lowest base attack bones, for every attack that hits roll damage normally, and get a +2 to AC until and a +0.5 on saves until the start of your next turn.

Orzhovan Gouger (Bloatmage) (Orzhov)

Insider Trading: at 2nd level you continue to learn spells as though you were still one of your existing arcane classes.

Passive Income: At 5th level your levels in Bloatmage stack for determining the powers of your Arcane schools and Bloodlines.

Feast: at 6th level you may consume food equal to 50gp per HD to regain one blood point. This feast takes 1d4 hours to complete.

Interest Due: At 9th level you pay spend 1 blood point to create a 30 ft aura for 3 rounds where creature who cast spells in this aura take damage equal to your blood surge after they complete casting the spell. You heal equal to the amount of damage they take and can gain temporary hitpoints equal to your hitpoints from this ability. As these temporary hit points stack.



Izzet Archetypes

Niv Idolist (Inquisitor) (Vashino) (Izzet)

The Niv Idolist gains access to the following inquisitions. Black powder, Conversion, Illumination, Secrets, Spell killer. You also qualify for Elven Battle Training, and Elven Battle Style and any feats that list those as prerequisites, even though you aren't an elf.

Changing Spells, Inquisitions and Domains.

Niv Idolist's are Intelligence based casters, they are still divine casters. Any domain or inquisition abilities that reference wisdom are instead based off intelligence.

Replaces Monster Lore

Niv's knowledge: A Niv Idolist adds ½ his inquisitor level to all knowledge checks.

Replaces Cunning Initiative

True Cunning Initiative: at 2nd level a Niv Idolist adds their intelligence modifier to all initiative checks in addition to their dexterity modifier.

Replaces Detect Alignment

Detect Intelligence: at 2nd level a Niv Idolist may detect intelligence, at will, in a similar manor to detect evil.

Replaces Track

Identify: at 2nd level a Niv Idolist adds half their level to appraise checks and are considered to have the Skill Unlock for it, and may use the appraise skill in place of use magic device.

Replaces Solo Tactics

The City is My Ally: The Izzet guild has built or worked on almost every square inch of the city and your vast knowledge of these workings gives you advantage over your foes. In most parts of Ravnicca you may take a move action to make a knowledge engineering check, targeting a foe within 30 ft or yourself, with a DC equal to 15+HD to give one of the conditions from the dirty trick list or 10% concealment on all attacks made by that creature. This lasts one round plus one additional round you beat the DC by 5. At level 10 you may use this ability as a swift action.

Replacing Teamwork Feats

Niv's Breath. At 3rd level a Niv Idolist may release a 30 ft line of electrical energy that does 1d6 + ½ INT points of electric damage as a standard action. Reflex DC 10+1/2 inquisitor+int mod to halve the damage. At 6th level and every 3 levels after the damage is increased by 1d6. At 3rd level a Niv Idolist may use this 1/day. At 9th level and every 4 levels after the Niv Idolist may use this one additional time per day.

Replaces True Judgement

Perfect Plan: At 20th level, an inquisitor can call true judgment down upon a foe during combat. Whenever an inquisitor uses her judgment ability, the inquisitor can invoke true judgment on a foe as a swift action. Once declared, the inquisitor can make a single melee (or ranged attack, if the foe is within 30 feet) against the target. If the attack hits, it deals damage normally and the target must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the inquisitor's level + the inquisitor's intelligence modifier. Regardless of whether or not the save is made, the target creature is immune to the inquisitor's true judgment ability for 24 hours. Once this ability has been used, it cannot be used again for 1d4 rounds.

Firebrand (Gunslinger) (Izzit)

As the Firebrand gunslinger archetype but instead of using Wisdom or Charisma they use their Intelligence instead.

Also Replacing Nimble at levels 6 and 14

6th: Niv's Fire: Your Fire burns hotter than most scorching even the most resistant of foes. Enemies Fire resistance is treated as 5 less for attacks with your gun or bombs.

14th: Even More of Niv's Fire: Your fire over comes even more. Enemies fire resistance is treated as being 15 less. Enemies immune to fire now have fire resistance 15, this is not further reduced, by this ability or the Niv's fire ability. For attacks with your gun or bombs.



Probability Bender (Alchemist) (Izzit)

Replacing Mutagen

Wild Magic Bombs: When the Probability bender throws a bomb, he may choose to make it a wild magic bomb by mixing the ingredients haphazardly without regard for proper technique. When he does this, the bomb deals half its normal damage, but the Probability bender rolls on the primal magic event table to determine its additional effect, using his alchemist level as the event's CR. If the effect chosen affects an area, use the bomb's area rather than the area listed on the table. If it affects a single target, use the target struck by the bomb; if no creature was struck directly, randomly determine a creature in the area to be the target.

Replacing Persistent Mutagen

Improved Wild Magic Bombs: At 14th level, when the Probability bender throws a wild magic bomb, he may roll twice on the table and choose which result to use.

Replaces Poison Resistance, Poison Use, Swift Poisoning

Experimental Formula: You may apply meta magic feats to your extracts, if you do you may increase their prepared extract level as normal or you may make them an experimental formula. For an Experimental Formula You do not increase the spell level and when the extract is used roll on the Wild magic table with a -5 for each level the spell did not increase by, rolls that would become 0 or less are treated as 1. All wild magic events that refer to the spells level refer to the spells level + what the level increase from the meta magic feats would put it at. Only one meta magic feat can have its spell level increased negated in such a manner. Additional meta magic feats can still be added to an extract but they increase the spell level as normal.

Order of Niv Mizzit (Cavalier Order)

Edicts: You must recognize Niv Mizzit as the greatest mind ever, in addition to being equally beautiful and powerful. You must share these ideas with others when appropriate.

Challenge: Your weapon does an additional +1 point of either fire, acid, cold, or electric damage to targets of your challenge. (Your choice on issuing the challenge) this increases by +1 for every 4 levels of cavalier you have. This stacks with all other damage your weapon would do and is multiplied on a critical hit.

Skills: A cavalier can attempt knowledge checks untrained and adds his int modifier in addition to his charisma modifier on all charisma based skill checks.

Order Abilities:

Knowledge is power: At 2nd level choose either to use your Int modifier to your AC in place of dex, this is lost when you would lose your dex modifier to ac, or use your int modifier to hit and damage.

Know thy enemy: At 8th level when you challenge an enemy you can make a knowledge check against the appropriate DC, adding ½ your cavalier level when you do. If you are successful, crits against the creature automatically confirm and weakness the creatures have, if exploited by the cavalier or his allies are multiplied by 2.

Science of war: At 15th level add your Int modifier to your CMB and CMD. This stacks with other bonuses you may have. You gain HP equal to your HD times your int modifier and every time you would gain a level in cavalier you add your int modifier to your HP

Gulgari Archetypes

Ochran Assassin (Rogue/Ninja) (Gulgari)

This class gains all abilities from the unchained rogue and the ninja classes but only gains either 1 rogue talent or 1 ninja trick at the appropriate level. It uses the unchained rogues BAB, Saves, Hit Dice, Skill Ranks, Class Skills, weapon and armor proficiencies and either's favored class bonus.

Changing Weapon Proficiencies

The Ochran Assassin is proficient in all weapons normally available to unchained rogues, in addition to the shortbow, but loses proficiency in the hand cross bow.

Replacing Trapfinding

Masters of the Undercity: The Ochran Assassin gains 15 ft of dark vision. If they already have dark vision, they gain an additional 15 ft of dark vision.

Changing Finesse Training:

It Takes all Kinds: They gain 3 options at level 1, once this option is selected it can't be changed.

They can gain Finesse Training as normal.

They can gain Power Attack at level 1 and at levels 3, 11, and 19 choose a melee weapon not previously chosen to gain +2 damage with or a melee weapon previously chosen to gain +1 damage with.

They can use STR instead of DEX to hit with thrown weapons and at levels 3, 11, and 19 choose a weapon to gain a 10 ft range increment increase. This stacks with all other increases they could gain.

Replacing the level 2 rogue talent

Explosive Vegetation: A Ochran Assassin can cast entangle by spending 1 ki point. With DC equal to 11+CHA mod. At level 6 by spending an additional ki point the DC becomes 11+Cha mod+ Levels of Ochran Assassin.

Replacing Dangersense

Perfectly Placed Poisons: If the Ochran Assassin is using a poisoned weapon and would hit an enemy, the DC of the poison is increased by the amount their hit was over the targets AC.

Replacing Lightsteps

Masters of their Domain: Starting at 6th level, a Ochran assassin may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, may still affect her if the caster level is greater than her level. Her own magically manipulated areas of plant growth never affect her.

Changing Debilitating Injury

Hampered gains the additional properties: choose one save the target gets a -1 to it, at 10th and 16th level these penalties increase by -1.

Replacing the level 10 rogue talent

True Death: anyone slain by an Ochran assassin becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using raise dead or similar magic must make a caster level check with a DC equal to 15 + the Ochran assassin's level or the spell fails and the material component is wasted. Casting remove curse the round before attempting to bring the creature back from the dead reduces the DC to 5+ the Ochran assassin's level. The DC of the remove curse is 10 + the Ochran assassin's level.

Additional rogue talents

Die alone: By spending 1 ki point the Ochrans Assassin may make an area of magical darkness with a radius of 10ft in a location within 30 ft of them, with a cl equal to their level-2, within 30 ft of them. This effect lasts for 1 round per level and the Ochrans Assassin is not effected by it. Must be level 6 before taking.

Aggressive vines: When an Ochrans Assassin attacks a creatures entangled they gain the benefits of sneak attack.

Getting Stiff: When making an sneak attack an Ochrans Assassin may reduce the target's base land speed to 5 feet for a number of rounds equal to your Charisma modifier unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your charisma modifier).

To stone: When you make attack against a foe whose speed is reduced If the attack hits, you deal damage normally and the target is staggered until the end of your next turn unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your cha modifier). This feat has no effect on targets that are staggered. Must be level 8 before taking this talent.

Statue Breaking: Whenever you use the full-attack action, you can make two additional strikes at your highest base attack bonus. These bonus attacks must be made against a dazed, flat-footed, paralyzed, staggered, stunned, or unconscious foe. Must be 12th level before taking this advanced talent.



Street Swarm Spore Druid (Druid)(Gulgari)

As Per the Fungal Pilgrim Architype except

Changes Natures Bond

They must select either the Plant Domain or a Plant Companion. The Plant companion has an Int of 2.

This ability replaces resist nature's lure.

At 4th level, a druid gains a +4 bonus on saving throws against death effects, energy drain, and necromancy effects, and on stabilization checks when dying.

This ability replaces venom immunity.

At 9th level, once per day, a druid may reroll a save against a death effect, energy drain, or necromancy effect before the result of the roll is revealed, or reroll a failed stabilization check while dying. She must take the result of the second roll, even if it is worse than the original roll. She gains another use of this ability at 13th level and every 4 levels after.

Replaces A Thousand Faces at 13th level

A druid No longer suffers the ability score penalties for aging and can not be aged magically. They no longer die of old age as well. They only take 50% damage from negative energy but only heal 75% as much from positive energy.

Replaces Timeless Body at 15th level

A Street Swarm Spore Druid can use Speak with Dead a number of times a day equal to ½ their druid level with caster level equal to their character level.

Golgari Scavenger (Shaman) (Golgari)

Changing Spirit Animal

A Golgari Scavenger must choose a vermin or plant as their spirit animal.

Changing Spirit

A Golgari Scavenger must choose the Street Scavenger Spirit as their spirit.

Street Scavenger Spirit

Spirit Magic Spells: Entangle(1st), Summon Swarm (2nd), Vermin Shape 1 (3rd), Wall of bone (4th), Vine Trap (5th), Blood Boil (6th), Creeping doom (7th), Death Clutch (8th), Summon Elder worm (9th)

Hexes:

Wisdom of the Ages (Su): The shaman can call upon her ancestors for lore and guidance. She can use her Wisdom modifier instead of her Intelligence modifier on all Intelligence-based skill checks.

Ancestral Blessing (Su): The shaman can grant the blessings of her ancestors to any ally within 30 feet. The blessed creature receives a +1 competence bonus on attack and damage rolls. This blessing lasts until the blessed creature hits with an attack or deals damage to a target. The shaman can have only one ancestral blessing active at a time. If the shaman uses this ability again, the previous blessing immediately ends. At 8th level and 16th level, the bonuses provided by this blessing increase by 1.

Accident (Su): The shaman causes a target within 30 feet to stumble and fall. The shaman attempts a caster level check with a DC equal to the target's CMD against trip attempts. On a successful check, the target falls prone and takes 1d6 points of damage. If the target is adjacent to a pit or similar drop-off, he must also succeed at a Reflex save (with a DC equal to the shaman's caster level check) or fall into the pit. Observers must succeed at a Perception or Sense Motive check with a DC equal to the shaman's caster level check to identify her as the source of the accident.

Bone Lock (Su): With a quick incantation, the shaman causes a creature within 30 feet to suffer stiffness in the joints and bones, causing the target to be staggered 1 round. A successful Fortitude saving throw negates this effect. At 8th level, the duration is increased to a number of rounds equal to her shaman level, though the target can attempt a save each round to end the effect if its initial saving throw fails. At 16th level, the target can no longer attempt a saving throw each round to end the effect, although it still attempts the initial Fortitude saving throw to negate the effect entirely.

Erosion Curse (Su): The shaman summons the powers of nature to erode a construct or object within 30 feet. This erosion deals 1d6 points of damage per 2 shaman levels, ignoring hardness and damage reduction. If used against a construct or an object in another creature's possession, the construct or the creature possessing the object can attempt a Reflex saving throw to halve the damage. Once an object or a construct is damaged by this erosion, it cannot be the target of this hex again for 24 hours.

Spirit Animal: The Shamans Spirit animal looks especially unkempt, dirty and malnourished. Her animal Companion gains a +2 con modifier and +2 resist vs disease and poison

Spirit Ability

Make the Most of it: Any Alchemical Creation costing 80 gp or less gains the following benefit of your choice.

- It last 1 unit of time longer, and an additional 1 for every 4 levels you have after level 1.
- Its damage die is increased one step and it does 1 additional point of splash damage (if it does splash damage), these bonuses increase by 1 for every 4 levels you have after level 1.
- Its DC to save against is increased by 2, this bonus increases by 2 for every 4 levels you have after level 1.
- It produces Bright Light when used, making Darkness Normal Light, Dim Light Bright Light and Normal Light Bright Light. This option can only be chosen for items that already produce light when used.

Once per day you may cast a spell from a wand without using a charge from the wand. This ability can not be used if the wand has 0 charges left.

Greater Spirit Ability

Self Sufficient: You can craft potions of 4th level spells and wands for 5th level spells. They cost the same to craft as 3rd and 4th level of that item respectively but sell as 2nd and 3rd level items respectively. You gain a +4 bonus to initiative checks. You can cast 1 extra spell per day from a wand without using a charge from the wand.

True Spirit Ability

Squeeze a little more out: Whenever you or an ally would drink a potion, use a wand, scroll or staff you may choose to benefit it with one of the following abilities. This is a free action.

- Its duration is doubled
- Its static numerical values are double but its duration is quartered. It must have a duration longer than 1 round
- Its die increases by 1 step.
- Its DC is increased by +4
- Change the damage or energy type it uses.

Potions, wands, scrolls and staves with a lower CL than yours, use your CL to determine their effects.

You can cast 1 extra spell per day from a wand without using a charge from the wand.

Manifestation

At 20th level you and your spirit animal no longer have to eat, breathe or sleep, and are immune to disease and poison. You cannot become exhausted from non magical means. If you or your animal companion would die, you can choose to instead come back to life 1 day later.

Boros Archetypes

Ordrun Commando (Fighter) (Minotaur) (Boros)

Must have taken the Horns/Gore (Toothy) Racial Trait

Replacing the 1st level bonus feat

Powerful Charge: You gain the Powerful Charge Special Ability; on a charge, you do additional damage. At 1st level this damage is 1d4, and 3rd and every two levels after this damage increase by 1d4.

Replacing Bravery

Agility: At 2nd level, a Ordrun Commando gains a +1 bonus on saving throws made against effects that cause him to become paralyzed, slowed, or entangled. This bonus increases by +1 for every four levels beyond 2nd.

Changes Armor Training

You only gain armor training 1, this still allows you to move at full speed in medium armor, and then heavy armor at 7th level.

Replacing Weapon Training 1

Boros Training: At 5th level, a Ordrun Commando gains a +1 bonus on attack and damage rolls with natural weapons, unarmed strikes and saps. This bonus also applies to CMB and CMD for grappling. This bonus increases by +1 for every four levels beyond 5th.

Replacing Armor Training 2

Impaling Charge: You gain the Impaling Charge Feat. You can attack the creature impaled on your horns with any weapon you wield and your hands are considered free. You do not take the normal penalties for grappling with less than two hands. If they take control of the grapple they are no longer impaled. They are only impaled after succeeding a grapple check after a charge. No other grapples may impale a creature, it is still a free action to end the grapple impaling a creature, they are no longer impaled if the grapple ends. You and the impaled creature are considered to take up the same space. You may only impale one creature at a time. A Impaled creature may choose an adjacent space to take when the grapple ends for any reason.

Replacing Weapon Training 2

Burst Through: At 9th level, when a Ordrun Commando attacks with a natural weapon at the end of a charge, he gains a bonus on his natural weapon attack rolls equal to half his fighter level, while suffering a penalty to his AC equal to half his fighter level. These replace the normal attack roll bonus and AC penalty for charging. This bonus also applies to his CMB maneuvers made when charging.

Replacing Armor Training 3

Swiftness: You gain 5ft of movement speed, a +2 to AC against attacks of opportunity while charging, and a +1 to initiative.

Replacing Weapon Training 3

Adding Injury to Injury: When you succeed at maintaining a grapple against a creature you impaled, the target of your grapple automatically takes damage equal to your horns gore attack. You no longer take the penalties of grappling when you are grappling a creature you impaled. You may move at half your speed when grappling an impaled creature.

Replace Armor Training 4

Run them Down: At 15th level, Ordrun Commando's charge is not blocked by friendly creatures or difficult terrain.

Replaces Weapon Training 4

Improved Burst Through: At 17th level, when using burst through, the AC penalty is reduced to 1/4 his fighter level instead of 1/2 his fighter level. You have no penalty to AC for charging against creatures you have currently impaled. Creatures impaled by you take a penalty to equal to your STR mod to attack you or escape your grapple.

Replaces Armor Mastery:

No Honor Among Thieves: You gain a bonus to AC, equal to the enemies FF AC -10, this bonus is lost if you would be denied your dexterity to AC. If an attack made by a creature you don't have impaled would miss you by 5 or less, they roll damage normally but damage is applied to the impaled creature. If you were to succeed a reflex saving throw by 5 or more any damage you would take is instead applied to the impaled creature.

Replaces Weapon Mastery:

Ordrun Veteran: Your Gore attack as a crit range of 18-20, and automatically confirms crits. If you crit as part of a charge you are treated as if you rolled a 20 on your grapple attempt.

Inspired Wojek (Warpriest) (Boros)

Changing Weapon and Armor Proficiencies

Is proficient with all simple weapons along with saps, Short Swords, Longswords, Short bow and gain the Improved Unarmed Strike as a bonus feat.

Replaces Focus Weapon

Take Them Alive: Gains Weapon Focus(sap) & Weapon Focus(unarmed Strike).

Changes Sacred Weapon

Only Weapons You'll Ever Need: Sacred Weapon only works with your unarmed strikes and your Sap.

At 4th level, a Warpriest allows his unarmed and Sap attacks to be treated as magic weapons for the purpose of overcoming damage reduction, as long as he has an unused 1st level spell slot or greater.

At 7th level, a Warpriest's unarmed and Sap are also treated as cold iron and silver for the purpose of overcoming damage reduction as long as he has an unused 2nd level spell slot or greater.

At 10th level, a Warpriest's unarmed and Sap are also treated as lawful weapons for the purpose of overcoming damage reduction as long as he has an unused 3rd level spell slot or greater.

At 16th level, a Warpriest's unarmed and Sap are treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness as long as he has an unused 5th level spell slot or greater.

Changes Bonus Languages

An Inspired Wojek bonus languages options include any of the guild languages and celestial.

Replaces the Bonus Feat at 3rd level

Strength of the Legion: At 3rd level, the Inspired Wojek gains Augment Summoning as a bonus feat and can call upon reinforcements. He adds summon monster I to his list of 1st-level cleric spells known. Whenever he gains access to another spell level, he adds the next-higher summon monster spell to his list of cleric spells known. The warpriest adds the following creatures to the summon monster list. They come dressed in boros gear, and have a sap that they are proficient in, they only fool people into thinking it is a real person from a great distance or poor visual conditions. 1st—Foot Soldier, Pickpocket, Survivor; 2nd—Greenscout, Resolute Guard, Umbral Flagellant; 3rd—Burglar, Human Fighter 3, Whiteclaw Sorcerer; 4th—Gang Sorcerer, Greatclub Barbarian, Knight; 5th—Mounted Archer, Noble Crusader, Wayward Crusader; 6th—Mud Shaman, Slayer, Sainly Knight.

Replaces the Bonus Feat at 6th level

Merciful Spell: You gain the Merciful Spell Feat and add Burning Arc, Force Punch, and Controlled Fireball to your list of spells known.

Replaces the Bonus Feat at 9th level

Legion of the Legion: at 9th level the inspired Wojek Gains the Superior Summoning feat. And your summoned monster's Sap's have the same properties and enchantments as your sap but the damage of the sap is not increased by Sacred Weapon.

Light of the Legion (Inquisitor) (Human) (Boros)

Replacing Domain

Higher Calling: You gain *Low Light Vision* and are treated as an *Aasimar* for qualifying for feats. You also can use *daylight* once per day as a spell-like ability (caster level equal to the aasimar's class level)

Bring Light to the Dark: At 5th level you gain *dark vision* up to 30ft, at 10th level it expands to 60 ft.

Wings: at 10th level you gain the *angel wings* feat, except you do not suffer lower move speed or worse maneuverability for wearing medium or heavy armor while flying.

Replacing Monster Lore:

Angel Immunities: At level 2 gain a +2 on saves vs *Acid, Cold and Petrification*. At 6th level and every 4 levels after these bonuses increase by 1.

At 4th level gain a +1 bonus on saves vs *Electricity and Fire*. At 8th level and every 4 levels after these bonuses increase by 1.

Replacing Slayer:

Protective Aura (Su) Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals your HD)



Simic Archetypes

Cytoplast Alchemist (Alchemist) (Simic)

As Beastmorph Alchemist in addition too

Changing Bombs

A Cytoplast Alchemist can only create a number of bombs per day equal to $\frac{1}{2}$ his class level + $\frac{1}{2}$ his int mod. (min 1)
The bombs start at 1d6 points of damage, at 5th level and every 4 levels after the bombs do 1d6 more damage.

Replacing Brew Potion

A Cytoplast Alchemist gains a number of evolution points to use when he drinks a mutagen. He may select eidolon evolutions using these points. Getting half the number of evolution points of an eidolon of equivalent level.

Replacing the Discovery at 2nd level

A Cytoplast Alchemist gains the Feral Mutation discovery.



Alpha Predator (Barbarian) (Nagaji) (Simic)

Must have take the True Serpent Racial Trait

Replacing Fast Movement & Damage Reduction

Powerful Body: You are not slowed by armor or carrying a medium load. This also increased your Tail attack damage increases by one step for every 5 levels you have to a maximum of 3d6 @ level 20.

Replacing Rage

Predator Instincts: Your experiments have left you more in touch with your primal nature. This functions identically to rage except the barbarian can also benefit from sneak attacks

Replacing Rage Power @ level 2

Raging Venom: You gain the Spit Venom nagaji racial feat, at 3rd level you do not provoke an attack of opportunity for using the ability granted by Spit Venom. At 5th level he can use the ability granted by Spit Venom as a standard action; at 9th level, he can use it as a move action; and at 13th level, he can use it as a swift action.

Replacing Rage Power @ level 4

Viscous Venom: You gain the Viscous Venom Feat

Replacing Rage Power @ level 6

Toxic Spray: You gain the Toxic Spray Feat

Replacing Rage Power @ level 12

Virulent Venom: You gain the Virulent Venom Feat

Replacing Rage Power @ level 14

Hemorrhaging Venom: You gain the Hemorrhaging Venom Feat

Replacing Trap Sense +1

Final Embrace: You gain the Final Embrace Feat even if you would not qualify

Replacing Trap Sense +2

Final Embrace Horror: You gain the Final Embrace Horror Feat even if you would not qualify

Replacing Trap Sense +4

Final Embrace Master: You gain the Final Embrace Master Feat even if you would not qualify

Replacing Trap Sense 3,5,6

Sneak Attack: at 9th level, an Alpha Predator deals 1d6 an additional points of precision damage to targets within 30 ft that he flanks or that are denied their Dexterity bonus to AC against him. This damage increases by 1d6 every 3 levels beyond 9th.

Replacing Greater Rage

Viper Strike: at 11th level, upon making a successful attack with a slashing or piercing weapon, the Alpha Predator can spend a use of the ability granted by the Spit Venom feat as a swift action to spray his toxin into the wound. This imposes a -4 penalty on the victim's saving throw against the poison and causes the target to take 1d6 additional points of damage from all successful attacks for 1 round. This is a poison effect.

Replacing Indomitable Will

Cytoplast Rapid Mutation: Your poison over comes immunity but they get a +6 to the save, creatures with poison resistance only get a +2 to the save instead of +4. Your natural attacks count as Magic, Cold Iron, Silver, Adamantine and can do B/S/P Damage.

Replacing Mighty Rage

Greater Instincts: Functions the same as Greater rage but you can also benefit from sneak attacks.



Rogue Grafter (Witch) (Simic)

Changing your Familiar

Your Familiar must take the Parasite Familiar Archetype

Changing Spells

Instead of knowing all spells, you only know certain spells and learn spells as through you were a wizard. With your familiar acting as your spell book.

Evolving Familiar

At 1st level and every 3 levels after you gain the evolved familiar feat even if you normally wouldn't qualify.

Replacing the 2st level hex

Beneficial Graft: You gain the Scale and Skin Feat & the Tenacious Transmutation Feat even if you wouldn't qualify.

Replacing the 6th level hex

Greater Cytoplasmic Mastery: You gain the Energy Attunement Feat even if you normally wouldn't qualify. Except you can change the choice for any Transmutation you have cast, regardless of target. the halving in duration still applies. In addition, when you cast a Transmutation spell you may have the target benefit from your Scale and Skin Feat.

Replacing the 10th level hex

Enhanced Cytoplasm: Any Transmutation spells or spell like abilities you cast have their duration doubled. This also adds an additional round to length of Tenacious Transmutations Feat. In addition their DC is increased by 1. Also as long as you have active transmutation spell on an "alive" target you gain the benefits of the Scale and Skin Feat. You also gain a +1 bonus on saves vs transmutation spells and polymorph effects.



Guildless Archetypes

Street Hooligan (Swashbuckler) (Goblin) (Guildless)

Must have goblin stat block.

Changing Swashbuckler Finesse

At 1st level, a swashbuckler gains the benefits of the Weapon Finesse feat with light or one-handed bludgeoning melee weapons, and she can use her Charisma score in place of Intelligence as a prerequisite for combat feats. This ability counts as having the Weapon Finesse feat for purposes of meeting feat prerequisites.

The ol' Goblin Special: You treat a torch as a light weapon that deals bludgeoning damage equal to that of a light mace of its size plus 1 point of fire damage, and you do not incur penalties as you would for using it as an improvised weapon. It has a crit range of 19-20 and a 3 times crit modifier. Any torch held by a Street Hooligan is considered to be an everburning torch, although it still sheds heat and can be used as a weapon. In addition, a Street Hooligan can cast spark as a spell-like ability at will.

Changing Deeds:

Any deeds that reference single light or one-handed piercing melee weapon instead works with a light or one-handed bludgeoning melee weapon. They may also not take any deeds of renown.

They lose access to the following deeds: Precise Strike, Swashbuckler's Grace, and Bleeding Wound.

They gain access to the following deeds: Intense Light, Explosive Torch, and Big Fire.

Intense Light: 3rd level As long as they have 1 panache point, The radius of normal and increased illumination of any torch held by a Street Hooligan increases by 10 feet. Once per day as a standard action, the blazing torchbearer can create a brilliant flash of light that blinds everyone within 10 feet (including the torchbearer) for 1 round.

Explosive Torch: at 7th level spending a panache point as a swift action, a Street hooligan can drop a special blend of explosive powders onto his torch before using it as a weapon. His next successful melee attack with the torch deals an additional 3d6 points of fire damage and sets the target on fire. This attack must be made within 1d4 rounds or the torch prematurely explodes at the end of the Street hooligan's turn, dealing damage to the Street hooligan and setting him on fire.

Big Fire: at 15th level by spending a panache point a Street hooligan's torch does 1d20 points of additional fire damage, stacking with existing fire damage for 1 minute.

Replacing Nimble:

Torch Magic: at 3rd level the Street Hooligan treats their torch as a +1 magic weapon. At level 6 and every 3 levels after and at level 20 they may treat the weapon as one greater enchantment level. At 5th level, these bonuses can be used to add any of the following weapon properties: dancing, flaming, flaming burst, beaming, Leg Breaker, Impact, shock, shocking burst, speed, or Brilliant Energy.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses do not function if the weapon is wielded by anyone other than the street hooligan.

These bonuses can be changed after the Street Hooligan sleeps for 8 hours.

A little extra heat: at 5th level the amount of fire damage the torch does increases. At 5th level it does 1d2, at 10th it does 1d3, at 15th it does 1d4, at 20th it does 1d6.

Replacing Swashbuckler Weapon Mastery:

Pow, Right in the Kisser: At 20th level, when a swashbuckler threatens a critical hit with a light or one-handed melee weapon bludgeoning damage, that critical is automatically confirmed. Furthermore, the critical modifiers of such weapons increase by 1

Guildbreaker (Ranger) (Guildless)

As Per the normal Guildbreaker Ranger archetype except

Replaces Spells

Sneak Attack (as per the rogue ability): At level 4 and every 3 levels after the Guildbraker gains an extra 1d6 of sneak attack damage.

Rogue Talents: At 9th level and every 3 levels after the guildbreaker gains a rogue talent with his ranger levels counting as levels in rogue. Can also take Advanced talents after level 10.

At 14th Level the Guild Breaker Gains SR HD+Wis Modifier against spells cast by members of his favored organization, with an additional bonus equal to his Wis modifier for each time he selected the same favored organization.



Instigator (Bard) (Guildless)

An Instigator does not gain spells

At 1st level, 4th level, 8th level, 10th level, 13th level, 16th level and 20th level an Instigator gains a bonus feat. You may also treat your HD as your basic attack bonus for qualifying and using feats.

Replacing Counter Song

Guildless Healing: You gain the Feat Godless healing 3 times and at 4th level and every 3 levels after you gain it again. At 6th level increase the amount healed to 2d8+HD, at 12th level increase the amount to 3d8+HD, at 18th level increase the amount to 4d8+Double HD. They treat wands of cure light wounds as though they could still cast spells and it was on their spell list, at 6th level this increases to include cure moderate wounds. At 12th level this increases to include Cure Serious Wounds.

Replacing Suggestion and Mass Suggestion

For the People: at 6th level when an Instigator starts a performance they move more quickly. He is treated as though he was under the haste spell. He also gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and on Reflex saves. At 9th level, and every three bard levels thereafter, these bonuses increase by +1, to a maximum of +5 at 18th level. These bonuses stack with the haste spell.

Replacing Fascinate

Instigate(SU): At 1st level an instigator can use this performance to empower his allies and rise up against oppression. Allies within 30ft are treated as they had 1 feat of the Instigator's choice that Instigator also has. Allies also within 30ft may have their BAB become equal with the bard's if they so choose. They may also treat their BAB and HD as the bard's of the purpose of using the feat given to them by Instigator. At 5th level and every 4 levels after the Instigator can give his allies within 30 ft an additional feat.

Don't take try to take leadership, yes I know how that would interact with this class. I will just say no.

Nephilim Heretic (Cleric) (Guildless) (Nephilim) (Non-Player Character)

Mix and match to build your character, points must total to zero. Points are in ()

HD: 1d4(-2), 1d6(-1), 1d8, 1d10(1), 1d12(3), 1d20(4)

Skill Ranks: 1(-1), 2, 4(1), 6(2)

BAB: Worthless(-3), Slow(-1), 3/4ths, Fast(2), 101% (5)

SAVES: Poor(-1), Normal, Good (2)

Channel: None(-2), Weak (-1), Normal, Powerful (3)

Domains: None (-2), 1 (-1), 2, 3 (1)

of spells a day: None(-4), Bard (-1), Cleric, Sorcerer (2)

of Spells known: Sorcerer(-2), Wizard (-1), All

Spell List: Bard (-1), Cleric, Wizard (1), Mix (5)

Casting Style: Prepared, Spontaneous (2)

Explanation of some above terms

Worthless: 0,1,1,1,2,2,2,2,3,3,3,3,4,4,4,4,5,5,5,6

101%: 2,3,4,5,7,8,9,10,11,13,14,15,16,17,19,21,22,23,24,26

Saves: Poor (all slow progression), Good (all Good Progression)

Channel: Weak (only go up every 4 levels), Powerful (go up every level)

of spells a day: bard (only learn up to and prepare 6th level spells), None (can no longer select other options below this one)

of spells known: Sorcerer(per table: Sorcerer spells known), Wizard (start with all 0 level spells, 3 first level spells + an additional 1st level spell for your wisdom mod, then gaining two new spells of any level you can cast)

Spell list (all spells are still divine spells): Bard (can prepare spells in higher level spell slots if available, can still sacrifice spell slots to cast either cure or inflict spells), Wizard (can still sacrifice spell slots to cast either cure or inflict spells), Mix (chose from Cleric or Wizard spell list)

Nephilim Domain

Available to characters who worship the Nephilim, These Characters should be Guildless. Clerics who worship the Nephilim can choose any other domain as their second domain other domain rules still apply. NPCs that worship the Nephilim can choose any domains they want, even contradictory domains, or ones that are in odds with their alignment. Characters who worship the Nephilim should be seen as outsiders by even the guildless and thus have a poor reputation, people are weary of them. They often work in groups of 5, this is especially true of NPCs.

Domain Spells: Bless, Shield other, Prayer, Globe of Invulnerability, lesser, Telepathic Bond, Heroes' Feast, Refuge, Cure Critical Wounds (Mass), Miracle

Domain Powers

Domain Strike: Touch an Ally as a standard action until the end of their next turn the next attack they make with a weapon get +1 to hit for each ally within 30 ft that does not share a Subtype or type if they do not have a subtype and a +1 to damage for each ally that has a unique class. You can use this ability a number of times per day equal to 3 + your wisdom Modifier.

Rip of colors: At 8th level, You may shoot a cone of colored beams from your hand. This is a 60ft cone, each creature in the cone is struck by one or more beams. Roll to determine which beams strike a creature. DC is $10 + \frac{1}{2}$ your cleric level + your Wisdom modifier. You may use this ability once per day at 8th level, and one additional time per day for every four cleric levels beyond 8th level.

1-13 Red: 1d8 points of fire damage per cleric level

14-27 Green: As per the spell Poison

28-41 Blue: As per the spell Irregular Size

42-55 Black: As per the spell Enervation

56-69 White: As per the spell Calcific Touch

70-83 Colorless: As Per the Spell True Form

84-90 Struck by two rays: reroll ignoring results higher than 84

91-96 Struck by three rays: reroll ignoring results higher than 84

97-100 Struck by four rays: reroll ignoring results higher than 84



New Oracle Curse

Indebted: The Ozhov own you, body and soul, once you die both of these things will come work for them. Therefore, they are eager for you to die, but will still milk you for everything you are worth in life.

You take -2 penalty on saving throws against death effects and to stabilize. When you go from negative to non negative hit points you lose 1% of your current coins you have ownership of. (0 is non negative)

5th: When you would fall to negative hit points you may automatically cast cure light wounds on yourself as an immediate action, by sacrificing a prepared spell slot. The most this can increase your HP to is $0 + \text{Con Mod}(\text{min } 0) + 1$ for every 4 levels you have in Oracle, you are still prone.

10th: Any effects that would instantly kill you (non hp death) instead put you to -1 hp instead. This does not trigger the above ability

15th: Add Unwilling Shield to your list of spells known, you may cast it with an gem worth only 125gp.

Bloodlines

These bloodlines can only be taken by Sorcerers of their respected organization.

Dogma: Azorious

The unchanging rules of laws are have been passed down in your blood. You are one with the spirit of the Azorious senate, Often manifesting in the Azorious's most loyal Vedalken

Class skill: Knowledge History

Bloodline spells: Forbid Action, Castigate, Magic Circle Against Chaos, Rebuke, Greater Forbid Action, Hold Monster, Dictum, Shield of Law, Overwhelming Presence

Bloodline feats: Detect Expertise, Persuasive, Rhetorical Flourish, Skill Focus (Knowledge History), Iron Will, Drow Nobility {Vedalken}, Improved Drow Nobility {Vedalken}

Bloodline Arcana: When you Cast a spell of the summoning Subschool, the creatures summoned gain DR/Chaos equal to $\frac{1}{2}$ your Sorcerer level, this does not stack with any DR the Creature might have

1st: Starting at 1st level, you can unleash a ray of Lawful energy as a standard action, targeting any foe within 30 feet as a ranged touch attack. Against chaotic creatures, this ray deals 1d4 points of damage + 1 for every two sorcerer levels you possess. This damage is lawful and not subject to energy resistance or immunity. This ray heals lawful creatures of 1d4 points of damage + 1 for every two sorcerer levels you possess. A lawful creature cannot benefit from your lawful energy more than once per day. Neutral creatures are neither harmed nor healed by this effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

3rd: You can touch a willing creature as a standard action, infusing it with the power of divine order, allowing it to treat all attack rolls, skill checks, ability checks and saving throws for 1 round as if the natural d20 roll resulted in a 13. You can use this ability number of times equal to 3+ your Charisma modifier.

9th: You can attempt to gain control over a summoned creature by disrupting the bond between it and the caster who summoned it. You must make a caster level check (1d20 + caster level) equal to 10 + the summoning caster's level. If you know the summoned creature's name, you receive a +2 circumstance bonus on the check. If the check is successful, you can control the summoned creature as if you had summoned it for a number of rounds equal to $\frac{1}{2}$ your Sorcerer level (minimum 1 round). This does not increase the duration of the original summoning. This is a swift action. The original summoning caster can attempt to regain control of the summoned creature as a standard action by making a caster level check against your caster level + 10. When your control ends, the creature reverts to the control of its summoner. You can use this ability to bargain with called creatures as if you were the caster who conjured them. You can use this ability a number of times per day equal to 3 + your Charisma modifier. Creatures you gain control of this way gain the bonus from your Bloodline Arcana and deal bonus damage equal to $\frac{1}{2}$ your sorcerer level against the creature that summoned them.

15th: You may reroll any caster level check made to overcome spell resistance, you must decide to use this ability this ability before the results are revealed by the GM. You must take the second result, even if it is worse. You can use this ability at will.

20th: Creatures within 60 ft of you can not move towards you in a straight line, Creatures can not teleport within 30ft of you. You can not be hit by spells that are a ray or a line.

Boros: Justice

The desire of Justice burns in your blood. This blood forces you to be lawful good, if you lose this alignment, you lose access to your Bloodline Arcana, Blood line Powers, Your highest level spell slots and 1 spell slot from all other sorcerer spell levels.

Class skill: Sense motive

Bloodline spells: Cure light Wounds (3rd), Cure Moderate Wounds (5th), heroism (7th), blessing of fervor* (9th), death ward (11th), greater heroism (13th), Greater Restoration (15th), Cure Critical Wounds, Mass(17th), overwhelming presence** (19th).

Bloodline feats: Arcane Armor Mastery, Arcane Armor Training, Light Armor Proficiency, Martial Weapon Proficiency, Toughness, Skill Focus (Sense Motive), Weapon Focus (Ray), Improved Initiative

Bloodline Arcana: Whenever you take damage in battle, your effective caster level increases by 1 during your next turn. If the creature who did the damage is chaotic evil increase this bonus by 1. This effect does not apply more than once per round.

1st: You can touch an ally as a standard action, or yourself as a swift action, the next attack against an evil enemy within 60 ft has a bonus equal 1/4th your charisma modifier, min 1 and does bonus damage equal to 1/4th your level, min 1. This ability is usable a number of times per day equal to 3 + Charisma modifier.

3rd: At 3rd level, as a standard action once per day, you can shout a cry instilled with the noble sacrifices of your ancestor. You and any allies within 30 feet who can hear you gain a +1 morale bonus on attack and damage rolls for a number of rounds equal to half your sorcerer level (minimum 1). At 7th level and every four levels thereafter, this bonus increases by +1, to a maximum of +5 at 19th level.

9th: At 9th level you become immune to charm spells and spell-like abilities. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against charm effects. This ability only functions when you are conscious and alive.

15th: Your Spells gain the Good descriptor if they don't already have them, any damage your spells do may also be treated as good for the purpose of overcoming DR. Spells you cast with the Lawful Descriptor are cast at +1 Caster level and a DC +1 and effect neutral creatures as though they were Chaotic. Healing Spells you cast, heal for the maximum amount if the target is good, or do maximum damage if the target is chaotic evil.

20th: Gain DR 20/ evil, whenever a spell you cast would strike an evil outsider, the outsider is also subject to a banishment.

Moroi: Dimir

Touched by the psychic vampires of Ravnica your magic warps and destroys minds.

Class skills: Stealth

Bloodline Spells: Bungle, Touch of Idiocy, Pugwampi's Grace, Control Summoned Creature, Mind fog, Phobia, Crime Wave, Life of Crime, Dominate Monster

Bloodline Feats: Skill Focus(Stealth), Iron Will, Dodge, Silent Spell, Improved Counterspell, Improved Iron Will, Fleet, Improved Initiative, Deceitful

Bloodline Arcana: When you cast a mind effecting spell or a spell that does intelligence damage the target makes a will save equal to the save of the spell, if they fail they take 1 point of intelligence damage. This is a mind effecting effect and can't lower a creatures intelligence score below 1.

Bloodline Powers

1st: At 1st level, you can overwhelm the minds of those nearby. You can target one creature within 30 feet that you can see; that creature must succeed at a Will saving throw (DC = 10 + 1/2 your sorcerer level + your Charisma modifier) or it takes 1d6 points of damage + 1 point for every 2 sorcerer levels you possess and becomes shaken for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

3rd: At 3rd level if you have affected a creature with your bloodline arcana within 24 hours the next time you make a skill check you get a +4 bonus on that check.

9th: At 9th level, you can create a sheet of cascading colors. This power acts as a wall of fire, but it inflicts cold damage and does not radiate heat. However, one side of the aurora designated by you fascinates creatures within 10 feet, up to a maximum of 2 HD of creatures per sorcerer level. A Will save negates this fascinate effect. The save DC is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. You may use this ability for a number of rounds per day equal to your sorcerer level. These rounds do not need to be consecutive.

15th: At 15th level, spells with the Mind effecting descriptor have the DC for any spells you cast increased by +2. This bonus stacks with the bonus granted by Spell Focus. Mind effecting spells can also effect undead with an intelligence score greater than 5.

20th: At 20th level, Whenever a creature would kill you, you can attempt to use mind swap against that creature as an immediate action just before dying.

Blood Witch: Rakdos (Female only)

Rakdos has bestowed upon you some of his powers, which is only amplified by your desire for the spotlight.

Class skill: Acrobatics

Bloodline spells: ventriloquism (3rd), hideous laughter (5th), suggestion (7th), shout (9th), dominate person (11th), mass suggestion (13th), Greater Polymorph (15th), Polymorph any object (17th), Symbol of Strife(19th).

Bloodline feats: Skill Focus (Acrobatics), Lightning Reflexes, Dodge, Improved Lightning Reflexes, Mobility, Combat Casting, Acrobatic SpellCaster, Canny Tumble, Sliding Dash, Fearsome Spell

Bloodline Arcana: You are proficient with a Scythe, Spells that can crit have a *3 multiplier.

Bloodline Powers

1st: At level 1, You can drain your Charisma to 8 until the start of your next turn as swift to boost your strength score by equal to the amount drained. At level 10 you may do this as a free action. You can use this ability a number of times per day equal to 3+ your Charisma Modifier.

3rd: at 3rd level as long as the person in question did not see you commit the crime they are treated as wanting to believe you and the lie can not be treated as more than unlikely, for bluffing about if you didn't commit a crime you actually committed. You also get a +5 bonus to feign harmlessness.

9th: At 9th level, You cause torrents of roiling blood to push your opponents away from you. This wave attempts a bull rush combat maneuver against all creatures within its area of effect, a 30 ft cone, and you bull rush creatures of any size in this way. Attempt a single combat maneuver check and apply the result to each creature within the area. Your CMB for this bull rush is equal to your caster level plus your Charisma modifier +5. This bull rush doesn't provoke attacks of opportunity. Any creature in the area must also succeed at a Fortitude saving throw (DC 10+1/2 sorcerer level+ Charisma modifier) or become sickened for 1d6 rounds by the tide of blood.

The area covered by the cone remains slick for 1 round, requiring a successful DC 10 + ½ Sorcerer level Acrobatics check from any creature attempting to move within it (as if moving on uneven ground).

Any creature that falls prone due to failing the check must succeed at a Fortitude save or become sickened until it stands back up. You can use this ability a number of times per day equal to your Charisma Modifier.

15th: At 15th level, once per day as a free action your next d20 roll is a natural 20. If this is an attack it is considered a confirmed crit. 18th level get a second use of this ability a day. 20th level get 2 more uses of this ability a day

Golgari: Vermin

Class skill: Survival

Bloodline spells: 1st—ant haul, 2nd—summon swarm, 3rd— vermin shape I, 4th—vermin shape II, 5th—insect plague, 6th—swarm skin, 7th—creeping doom, 8th—verminous transformation, 9th—summon nature's ally IX (1d3 purple worms only).

Bloodline feats: Arcane Strike, Blind-Fight, Combat Reflexes, Disruptive Spell, Improved Initiative, Nimble Moves, Skill Focus (Survival), Stealthy.

Bloodline Arcana: Your Mind affecting effects, effect vermin as though they weren't mindless, but animals. Gain a +1 bonus on saves vs Disease and Starvation.

1st: You can inflict a lingering, painful sting as a swift action that requires a successful melee touch attack. This sting deals 1d4 points of piercing damage plus 1 point for every 2 Sorcerer levels you have, and the target must succeed at a Fortitude save (DC = 10 + half your Sorcerer level + your Constitution modifier) or become sickened for 1 round at 10 level this becomes Nauseated. This is a pain effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

3rd: you gain a +2 bonus on saving throws against disease, death spells, and death effects, this bonus increases by 1 for every 4 levels you have after level 3.

9th: At 9th level, you gain a +1 bonus to natural armor, a +2 racial bonus on saves against poison, and a +2 bonus on Escape Artist checks. At 13th level and 17th level, these bonuses increase by +1

15th: At 15th level, you gain a burrow speed of 30 feet. The scent ability and Tremorsense 15 ft.

20th: You become immune to all mindaffecting effects, can speak to any vermin, and no longer have to eat or breathe. Any creature that bites you or drinks your blood must make a Fortitude save (DC = 10 + Half your Sorcerer Level + Charisma modifier + Half your Constitution Modifier) Or be nauseated for 10 rounds.

Gruul: Ulasht

The hate seed has blessed your line with the powers of hate and destructions. Its unique hydra & hellion blood changing your body as its hate changes your magic.

Class skill: Climb & Swim

Bloodline spells: burning hands (3rd), bull's strength (5th), rage (7th), wall of fire (9th), cloudkill (11th), transformation (13th), delayed blast fireball (15th), Earthquake (17th), Storm of Vengeance 19th).

Bloodline feats: Combat Casting, Power Attack, Improved Grapple, Improved Initiative, Furious Spell, Die Hard, Centered Spell, Skill Focus (Climb), Skill Focus (Swim)

Bloodline Arcana: When you cast a spell that effects an area or multiple creatures increase the DC by 1 for every ally affected by the spell. If the spell has reduced but not negated effect on a passed save, your allies have that as what happens to them when they fail the save. If they pass the save regardless of what normally would happen on any spell, no effect.

1st: At 1st level, you can touch a creature as a standard action, giving it a morale bonus on attack rolls, damage rolls, and Will saving throws equal to 1/2 your sorcerer level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

3rd: At 3rd level, your reach increases by 5 feet whenever you are making a melee touch attack. This ability does not otherwise increase your threatened area. At 11th level, this bonus to your reach increases to 10 feet. At 17th level, this bonus to your reach increases to 15 feet.

9th: At 9th level, you gain a +2 inherent bonus to your Strength. This bonus increases to +4 at 13th level, and to +6 at 17th level.

15th: Increase your move speed by 5 ft. This 30-foot-radius burst does 1d8 points of fire or acid damage per sorcerer level. Those caught, unintended objects and structures in the area of your blast receive a Reflex save for half damage. Creatures that fail their saves gain vulnerability to your energy type until the end of your next turn. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. At 15th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This ability is centered on yourself, and benefits from your Bloodline Arcana. You do not take damage from this ability.

20th: At 20th level, the full power of a Hydra manifests from within you if you perish. When you die, you are brought back to life, as true resurrection, after 1 minute. This ability can be used only once every 24 hours, and if you are slain again within this period, your death is permanent.

Innovation: Izzet

The Firemind has blessed you with the curse of always trying to find new and better ways to do things, it's in your blood and you could no more stop it, then stop breathing.

Class skill: Knowledge engineering

Bloodline spells: Dancing Lantern (3rd), make whole (5th), shrink item (7th), Bloatbomb (9th), fabricate (11th), animate objects (13th), Morning Sun (15th), polymorph any object (17th), wish (19th)

Bloodline feats: Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Deft Hands, Exotic Weapon Proficiency, Skill Focus (Fly), Skill Focus (Craft), Toughness

Bloodline Arcana: When you cast a spell if it is a spell from a different school than the last spell you cast, within 8 hours, that spell has an increased DC by 1. Gain 1 bonus skill rank per level.

1st: At 1st level, you gain, Knowledge (history), Knowledge (Planes), Knowledge (Religion), and another knowledge skill of your choice and two craft skills of your choice as class skills. In addition, when using these skills to learn, study, or gather information, you add an insight bonus equal to your Charisma bonus on such checks.

3rd: At 3rd level treat all Craft skills you have, as though they had the same number of ranks as the number of ranks in the craft skill with the highest number of ranks. You gain the class skill bonus as well, as long as that craft skill you are using is a class skill. You do not suffer a penalty for using improvised tools, increase the bonus masterwork tools give by an additional +2.

9th: At 9th level, you gain a breath weapon. This breath weapon deals 1d6 points of damage fire damage per sorcerer level. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. The shape of the breath weapon is either a 30 ft cone or a 60 ft line, chosen on use. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day.

15th: At 15th level gain the Spell Focus & Greater Spell Focus & Spell Denial Feat, when you prepare spells you may change what school these feats, and feats you have with the same name apply too.

20th: On any roll you may always roll twice, but must take the second result even if it is worse. If you could already roll twice, you may choose to use the better result. If you could roll twice and use the better result you may roll 3 times and keep any result you choose. You must decide to use this ability before the results are revealed by the GM.

Money: Orzhov

Money is in your blood, you come from a long line of Orzhov members, and are accustomed to the gold coated darkness of the guild.

Class skill: Knowledge Nobility

Bloodline spells: Grasping Corpse (3rd), create pit (5th), Golden Guise (7th), animate dead (9th), Torpid Reanimation (11th), Wall of Iron (13th), Perceive Betrayal (15th), Orb of the void (17th), Bind Soul (19th).

Bloodline feats: Lingering Spell, Magical Aptitude, Persuasive, Steadfast Personality, Deceitful, Iron Will, Skill Focus (Knowledge Nobility) Master of the Ledger

Bloodline Arcana: Spells that use a material component that isn't free are treated as having caster level +1 and a DC 1 higher. Spells with a material component that cost 25,000 or more, you can either double the previous effects or apply one meta magic feat you have, without increasing spell level or casting time

1st: At 1st level, you can draw upon your heritage to spin amazingly convincing lies. Activating this ability is a swift action. You gain a +5 bonus on one Bluff check made to convince another of the truth of your words (similar to using glibness). If a magical effect is used against you that would detect your lies or force you to speak the truth, the user of the effect must succeed on a caster level check (DC 10 + your sorcerer level) to succeed. Failure means the effect does not detect your lies or force you to speak only the truth. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

3rd: Your guild has long had Dominion over death, you are no different. At 3rd level, you gain resist cold 5 and DR 5/— against nonlethal damage. At 9th level, your resistance to cold increases to 10 and your DR increases to 10/— against nonlethal damage

9th: Your magic prepares you for your coming ascension to a ghost Patriarch. At 9th level, you can transform into a cloud of ectoplasm. Treat this as gaseous form, except that you can fly at a speed of 30 feet, and you can solidify your form sufficiently to carry small objects, though fine manipulation is impossible. You can use this ability for a number of minutes per day equal to your sorcerer level. These minutes need not be consecutive, but must be used in 1-minute increments

15th: It is easier for you to find materials for spells. Treat the settlement size as one greater. And get a 10% discount on purchasing spell materials.

20th: At 20th level, you are more ectoplasm than flesh. You become immune to sneak attacks and critical hits and gain DR 5/slashing and DR 5/magic.

Mat'Selesnya: Selesnya

The chorus speaks through you and your magic.

Class skill: Handle Animal

Bloodline spells: entangle (3rd), barkskin (5th), speak with plants (7th), command plants (9th), wall of thorns (11th), greater dispel magic (13th), banishment (15th), sunburst (17th), overwhelming presence (19th).

Bloodline feats: Diehard, Endurance, Train Plants, Unimpeachable Honor, Improved Initiative, Greater Fortitude, Animal Affinity, Skill Focus (Handle Animal).

Bloodline Arcana: Replace your Summon Monster spells with Summon Natures Ally of the appropriate level. Anytime you would cast a spell to summon a monster it gets +4 INT and +4 CHA.

1st: At 1st level, as a standard action, you can create a 15-foot-long, animated vine that springs from your hand. This vine lasts for 1 round and can be used to make a single disarm, steal, or trip combat maneuver, using your sorcerer level plus your Charisma modifier in place of your normal CMB. You can use this power a number of times per day equal to 3 + your Charisma modifier.

3rd: at 3rd level if you would roll a dice to determine the number of monsters you summon you may instead summon a number of monsters equal to the average of the dice plus modifiers.

9th: At 9th level if you were to summon monster on a list 2 levels lower than Summon Natures Ally you are casting instead summon 1d6+2 monsters.

15th: At 15th level, whenever you summon a creature, it gains acid resistance 10 (if it already has such resistance, its resistance increases by +5), and its natural attacks deal an additional 1d6 points of damage of the same energy type. In addition whenever you summon creatures with a conjuration (summoning) spell, you can decide that they appear green and leafy. The natural armor bonus of such creatures is increased by +2, and they gain a +4 bonus on saves against paralysis, poison, polymorph, sleep, and stunning.

20th: At 20th level, you cease aging; no longer need to eat, drink, or sleep; and gain immunity to death effects and energy drain.

Simic: Cytoplast

Cytoplast hasn't been around long, but it has already been found as micro particles in the blood, someone should worry about that, but for now it has awakened magical abilities in some. There isn't enough to form a connection with Cytoplast network, but you do feel highly mutable.

Class skill: Heal

Bloodline spells: hydraulic push (3rd), invisibility (5th), speak with plants (7th), Touch of Slime (9th), Ooze Form (11th), Ooze form II(13th), summon monster VII (15th), animate plants (17th), shapechange (19th)

Bloodline feats: Alertness, Blind-Fight, Combat Casting, Dodge, Brew Potion, Silent Spell, Skill Focus (Heal), Endurance

Bloodline Arcana: Whenever you cast a spell with a range of "personal" gain a bonus to natural armor equal to the spells level for 1 round. This bonus stacks with other natural armor not from this source you may have.

1st: At 1st level, you can grow fangs as a free action. These fangs are treated as a natural weapon inflicting 1d4 points of damage plus your Strength modifier (1d3 if you are Small) plus poison (Bite—injury; save Fort DC 10 + 1/2 your sorcerer level + your Constitution modifier; frequency 1/round for 6 rounds; effect 1 Con damage; cure 1 save). At 5th level, these fangs are considered magical for the purpose of overcoming DR and the poison damage increases to 1d2 Con. At 7th level, your poison requires 2 successful saves to cure. At 11th level, your poison damage increases to 1d4 Con. You can use your fangs for a number of rounds per day equal to 3 + your Charisma modifier.

3rd: At 3rd level, you gain the ability to change shape (as the spell alter self) for a number of minutes per day equal to your sorcerer level. These rounds need not be consecutive. At 17th level, the duration of this effect is no longer limited, and you may remain in your chosen form as long as you want.

9th: At 9th level, you can turn invisible for a number of rounds per day equal to your sorcerer level. This ability functions as greater invisibility. These rounds need not be consecutive.

15th: At 15th level, you learn to eschew the use of your hands when casting spells. Whenever you cast an arcane spell with a somatic component, you can do so even with your hands full or if you are without hands, by twisting and gyrating your body. This doubles the arcane spell failure chance from your armor (if any), and you can't use this ability if you are pinned or immobile.

20th: At 20th level, you gain blindsense 60 feet and your body is covered with fine, slippery scales granting DR 10/piercing, resist cold 20, and continuous freedom of movement. Underwater, you gain evasion and blindsight 120 feet, and you are immune to pressure damage from deep water.

City: Guildless

Ravnica has always been a city of magic, and as much as the guilds try to control it or suppress it, there will always be those who feel the city in their blood, who bow to no guild.

Class skill: Escape Artist

Bloodline spells: Shield (3rd), Obscure Object (5th), Wall of Nausea (7th), Illusory wall (9th), Mage's Private Sanctum (11th), Vengeful Outrage (13th), Mage's Magnificent Mansion (15th), Clone (17th), Foresight (19th)

Bloodline feats: Improved Initiative, Free Spirit, Combat Casting, Arcane Armor Mastery, Arcane Armor Training, Light Armor Proficiency, Skill Focus (Escape Artist)

Bloodline Arcana: Add a quarter your sorcerer level (min 1) to the Spellcraft DC for others to identify spells you cast. If their checks fail by 5 or more, they mistakenly believe you are casting an entirely different spell. (chosen on cast)

If you succeeded at making an escape artist check against a creature that has you grappled, or has restrained you in another manner your next spell cast against that creature is treated as having a DC +2 if it does not do damage or doing 50% more damage if it does damage. These bonuses only apply to the previously mentioned creature.

1st: At 1st level, you can summon a small shiv as a free action. They are treated like daggers and gain any benefits you get from using daggers. They look of poor quality and no one will buy them. These shivs do 1d4 points of damage (1d3 if you are small) plus your Charisma Modifier. At 5th level these shivs are considered magic for the purpose of overcoming DR. At 7th level they are treated as having the Keen Property and thrown attacks are made against the targets touch AC. At 11th level treat them as having +3 enchantment on them.

3rd: At 3rd level reduce the Arcane spell failure chance due to the armor you are wearing by 10%, and shields you are wearing by 5%. This benefit stacks with Arcane Armor Training and all feats that list it as a prerequisite.

9th: At 9th level increase your innate move speeds by 20ft. Also reduce the armor check penalty and increase the max dex mod of the armor you are wearing by the enchantment modifier of the armor.

15th: At 15th level you can invoke, as a swift action, an invisible 30 ft sphere of magic to surround you, clouding the minds of creatures in the area so they regard even the strangest actions as innocuous. Will Negates, DC 10+1/2 Sorcerer level+ CHA Mod. For example, if you and your allies are beating a member of the city guard for information, creatures within the area don't think this is unusual or cause for alarm; if your ally is aiming a crossbow at the queen from a balcony, the affected creatures accept this as normal and unworthy of concern. Any hostile actions by you or your allies against a creature or its allies break the effect of the spell for that creature. When the spell ends (or when the affected creatures move outside of the range of the emanation), observers see things normally but altered perceptions from the earlier events remain. Each mention of the events as noteworthy (such as being questioned about them by an authority figure) allows the target another Will save to break the effect and remember things normally. You and your allies in the area are also treated as under the spell Urban Grave. You can use this ability for minutes equal to your sorcerer level each day, it does not need to be consecutive but does need to be used in 1 minute intervals.

20th: At 20th level you gain DR 10/non Guild member and SR 10+Flat Footed AC+CHA mod vs spells and spell like ability's cast by members of guilds.

Sorcerer

Bloodline- much like learned magical talent, the guilds have cultivated bloodlines they hoard carefully.

- Aberrant - Simic
- Abyssal - Rakdos
- Accursed - Rakdos
- Aquatic - Simic
- Arcane – Orzhov, Izzit
- Astral - Dimir
- Boreal - Simic
- Celestial – Boros, Orzhov
- Daemon – Rakdos, Orzhov
- Deep Earth – Golgari, Gruul
- Destined - Azorius
- Div - Orzhov
- Djinni – Azorius, Izzit
- Draconic - Izzit
- Dreamspun - Dimir
- Ectoplasm – Dimir, Orzhov
- Efreeti - Izzit
- Elemental – Any
- Fey - Selesnya
- Ghoul – Golgari, Orzhov
- Harrow - Dimir
- Imperious - Azorius
- Impossible – Dimir, Izzit
- Infernal – Azorius, Orzhov, Rakdos
- Kobold - Gruul
- Maerstro - Rakdos

- Marid - Simic
- Martyred –Boros, Rakdos, Selesnya
- Moroi - Dimir
- Nanite - Izzit
- Oni - Rakdos
- Orc – Boros, Gruul
- Pestilence - Golgari
- Phoenix - Boros
- Possessed – Dimir, Orzhov
- Protean – Any Guild with a Chaos Domain
- Psychic - Dimir
- Rakshasa – Dimir, Orzhov
- Salamander – Boros, Izzit
- Scorpion - Golgari
- Serpentine – Golgari, Simic
- Shadow – Golgari, Rakdos, Dimir, Orzhov
- Shaitan - Golgari
- Shapechanger - Dimir
- Solar – Selesnya
- Starsoul - Dimir
- Stormborn – Izzit, Gruul
- Undead – Orzhov, Golgari
- Unicorn - Selesnya
- Verdant – Selesnya, Golgari, Gruul
- Vestige - Any

Wizards

Arcane Schools – Guilds hoard their arcane knowledge so you are limited by schools

Abjuration - Azorius

Conjuration – Orzhov

Divination - Orzhov

Enchantment – Selesnya

Evocation – Izzit, Boros

Illusion - Rakdos

Necromancy - Golgari

Transmutation - Simic

Universalist – Guildless or any guild

Aether - Dimir

Air – Azorius

Earth – Golgari

Fire – Rakdos, Boros

Water- Simic

Metal- Izzit

Void - Dimir

Wood – Selesnya

Witches

Witch Patrons – Gruul can't be witches

- Agility – Rakdos, Dimir, Boros
- Ancestors – Any except Izzit and Simic
- Animals – Golgari, Simic, Selesnya
- Aurora - Izzet
- Autumn – Selesnya, Golgari
- Boundaries - Azorius
- Conspiracies - Dimir
- Death – Golgari, Orzhov
- Decadence - Orzhov
- Deception - Dimir
- Devotion - Orzhov
- Dimensions - Dimir
- Elements - Any
- Enchantment – Azorius, Selesnya, Dimir
- Endurance – Boros, Simic
- Entropy – Dimir, Rakdos
- Ethereal - Orzhov
- Fate – Dimir, Azorius
- Healing – Selesnya, Rakdos, Golgari
- Insanity –Rakdos, Dimir
- Jynx – Rakdos, Dimir, Orzhov
- Light – Selesnya
- Mercy - Boros
- Mind – Azorius, Dimir, Orzhov, Simic
- Moon - Orzhov
- Mountain - Boros
- Nightmares - Dimir

- Occult – Dimir, Orzhov, Golgari
- Peace – Selesnya, Boros, Azorius
- Plague - Golgari
- Plant – Golgari, Selesnya
- Portents - Any
- Protection – Boros, Azorius
- Recovery – Boros, Golgari, Selesnya
- Revenge – Rakdos, Golgari, Orzhov
- Rot - Golgari
- Shadow - Orzhov
- Space - Dimir
- Spirits - Orzhov
- Spring - Selesnya
- Stars – Dimir
- Storms - Izzet
- Strength – Boros
- Summer – Selesnya
- Thorns – Selesnya, Simic, Golgari
- Time - Izzet
- Transformation - Simic
- Trickery -Dimir
- Vengeance – Rakdos, Boros, Golgari, Orzhov
- Water - Simic
- Winter - Selesnya, Simic
- Wisdom - Any
- Woodlands – Selesnya, Simic, Golgari

Clerics

Domain Lists & Favored Weapons

Azorius Senate – Light Hammer

- Air, Community, Good, Evil, Law, Knowledge, Nobility, Protection, Rune

House Dimir - Blowgun

- Void, Trickery, Travel, Chaos, Madness, Knowledge, Darkness, Charm, Law

Cult of Rakdos – Dagger

- Charm, Death, Destruction, Fire, Glory, Healing, Madness, Liberation, Chaos

Gruul Clans – Terbutje, Great

- Animal, Chaos, Destruction, Earth, Erosion, Luck, Ruins, Strength, Weather

Selesnya Conclave - Quarterstaff

- Sun, Repose, Protection, Healing, Animal, Plant, Law, Weather, Community

Orzhov Syndicate - Whip

- Trickery, Travel, Law, Repose, Darkness, Nobility, Healing, Death, Magic

Izzet League – Flask Thrower

- Air, Artifice, Chaos, Fire, Knowledge, Weather, Madness, Scalykind, Luck

Golgari Swarm - Scythe

- Animal, Death, Earth, Healing, Plant, Vermin, Repose, Community, Evil

Boros Legion - Fist

- War, Trickery, Strength, Protection, Nobility, Good, Glory, Fire, Air

Simic Combine – Spear, Syringe

- Water, Trickery, Animal, Artifice, Strength, Protection, Community, Knowledge, Travel

Oracle

Oracle Mysteries are restricted, curses are not.

Ascetic - Boros

- Reaper – Golgari, Rakdos, Orzhov
- Juju - Golgari
- Whimsy - Rakdos
- Elemental - Any
- Ancestor – Any except Izzet and Simic
- Apocalypse - Rakdos
- Battle – Boros, Gruul
- Bones – Golgari, Orzhov
- Dark Tapestry - Dimir
- Dragon - Izzet
- Flame – Izzet, Boros, Rakdos
- Godclaw – Boros, Azorius
- Heavens – Selesnya, Orzhov
- Intrigue - Dimir
- Life - Selesnya
- Lore - Azorius
- Lunar - Orzhov
- Metal – Boros, Izzet
- Occult – Orzhov, Dimir
- Outer Rifts - Dimir
- Shadow – Orzhov, Dimir
- Solar – Selesnya, Orzhov
- Spellscar - Gruul
- Stone - Gruul
- Streets – Any except Azorius and Gruul

- Succor – Any except Dimir and Orzhov
- Time - Izzet
- Volcano - Izzet
- Waves - Simic
- Wind – Azorius, Izzet
- Winter – Simic, Selesnya
- Wood – Golgari, Selesnya, Gruul

Cavalier

Cavalier Order

- Reins – Gruul, Selesnya
- Green – Selesnya
- Hero – Selesnya, Boros, Rakdos
- Monument – Boros, Azorius
- Whip – Orzhov
- Blossom – Selesnya Dimir, Golgari
- Asp – Orzhov, Golgari
- Eel – Orzhov, Selesnya, Boros
- Waves - Simic
- Beast - Gruul
- Blue Rose – Boros, Azorius
- Cockatrice – Orzhov, Rakdos
- Dragon – Boros, Selesnya
- Eastern Star – Boros, Azorius
- Ennead Star - Boros, Azorius, Selesnya, Orzhov
- First Law – Non Boros, Selesnya, Orzhov
- Flame - Rakdos
- Guard - Any
- Hammer – Gruul, Boros, Orzhov
- Land – Rakdos, Golgari
- Lion – Boros, Azorius, Selesnya, Orzhov
- Paw – Selesnya, Golgari, Rakdos
- Penitent – Boros, Azorius, Selesnya
- Scales - Boros, Azorius, Orzhov
- Seal - Any
- Shield - Rakdos, Golgari
- Shroud – Boros, Selesnya

- Staff – Any except Gruul
- Star – Selesnya, Orzhov, Rakdos, Izzet
- Sword - Boros
- Tome - Azorius
- Vengeance – Azorius, Rakdos, Golgari
- Black Daimyo – Orzhov, Boros
- Eclipse – Dimir
- Songbird – Selesnya, Rakdos
- Warrior - Any
- Ronin – Guildless or Gruul

Order of Azorius - Finished

Order of Dimir – Not Started (get rid of mount)

Order of Rakdos - Finished

Order of the Clans – Not Started (Wild mount/Barbarian)

Order of Selesnya – Not Started (Charge/Teleport through plants)

Order of the Orzhov – Finished

Order of Niv Mizzit -Finished

The Swarm Knights – Not Started (Ride a big bug, become undead)

Order of Wojek – Not Started (ride a Roc)

Order of Advancement – Not Started (Mutate self and mount)

Lore Basic

A little about the setting and guilds

It is basically a giant city that covers everything, the lesser magics are common and even more advanced magics as you get deeper into the guild structure. However almost all magic is controlled by a guild in some way. City is also relatively advanced, with the good parts having internal plumbing and heating.

Like 60% of the people are in a guild, the guilds hold all the power. Nothing happens without a guild being involved.

Guilds

- Azorius Senate – “the government” judges, jury, cops, and bureaucrats
- House Dimir – Spies, work to have freedom of information and as an anti-tyranny against the guilds. If any one guild gets too strong, they will get rooted out, considered to have fallen apart
- Cult of Rakdos – Second largest guild, worships a big demon, most laborers, service jobs and entertainers.
- Gruul Clans – Basically a bunch of savages who hate the city. Live in ruined parts of the city
- Selesnya Conclave – manage parks and hospitals, also a cult.
- Orzhov Syndicate – Run by ghosts, basically the mob and big business and the church. They own everything.
- Izzet League – Ran by a big dragon with a big ego. Inventors and smiths. Run the public works
- Golgari Swarm – Run by 3 gorgon sisters who just killed the unkillable elf lich. The largest guild. Deal with cleaning up death, food, and the poor. Mostly live underground. But have members in every area of the city. Mostly to clean up death.
- Boros Legion – Run by an angel/ avatar of war. Basically, the military and the police
- Simic Combine – Biological inventors. Try to make new nature, people, medicine.

Notable Locations (Homebrew)

Natural territory.

Grand Market: While it is known for its many shops, it is more than just a market. Having many locations where the guilds can just meet, along with some nicer hotels, restaurants, and other amenities. High knowledge checks reveal that the land is actually owned by the Orzhov.

Megaannum Park: once an open area, tall building on every side now boxes it in. Still a decent place but if you are looking for “greenery” best to look elsewhere. A worn statue of the Gruul Praun stands in the back of it.

Azorius Territory

The Station: A large “rapid” processing courthouse that also acts as a train station, moving the Azorius staff and papers to where they need to go along with another line that moves prisoners to offsite holding facilities.

32* 43’ 91”, 11* 11’ 71” : Home to the Azorius Mapping building, which also tries its best to keep tabs on everything including citizens locations.

The Permanent Record: A Large private Library said to contain every scrap of information the Azorius has ever collected.

House Dimir

Nothing to see here

Move along

Museum of Failure: A series of booths with a curtain over the entrance, a small box asking for a copper donation is attached. Inside is a mirror painted over with the Dimir signet.

Cult of Rakdos

Sin Street: All your sin on 1 street. A place to make memories and horrible permanent life choices. One single long poorly lit street. Only opens after dark. *may end up dead

The Classy Place: When the Orzhov go out this is where they go, your money protects you here. Pay to enter than many complementary services. Large sprawling neighborhood.

Fool’s Brain District: Tightly packed maze of bars. Any type of bar you could want is here, if you can find it.

Gruul Clans

The Old Stones: Some of the oldest parts of Gruul territory build on an even more ancient Orzhov church.

The New Rubblebelt: The newest part of the territory, with many abandoned but still standing buildings.

Dragonfall: All the Trogs hang out around an ancient dragon skeleton.

Selesnya Conclave

The Canopy: Rich part of the area, located on the tops of trees. Able to look down on the city. One of the highest nearby points.

The Stables: Centaur training center, many of them live near this area as well. Trains order of Selesnya knights in all things

Dryad Grove: Large local park. Not very open, is heavily forested but not really over grown. Very easy to walk.

Orzhov Syndicate

Little Obzadat: Controlled by a single Oligarch, anyone who lives there is considered family and is not allowed to “fail”. The Oligarch is a plump ghost haunting his own gold plated bones.

Currency exchange: exchange your money for the potential of more money(it’s a bank). Or you can sell your soul or body to cover those overdraft fees or as collateral on loans.

Izzet League

Arcane Geometry Distance Learning: Due to wording in the original land lease of the main School of Arcane Geometry, this classroom is also located in the Station. Focuses on counter magic.

N.I.V.M.I.Z.Z.E.T: Needlessly Intricate Vertical Management Instillation Zealously Zapping Enemy Targets. The central station controlling water, heat, power, and excess magical energy for the whole district. The building was designed to look like Niv Mizzet and can even rotate with the mouth acting as a vent/ weapon shooting out a wide range of projectiles. (water, steam, fire, electricity, raw sewage, raw magic, weirds)

Lava Tunnels: Smelting facilities located in the tunnels with the heating pipes in them, used to create mizzium both legally and illegally. Have to wear the proper gear or you can find yourself melted going into them.

Golgari Swarm

The Drain: Tightly packed housing that spirals into a large hole leading to the under city. The cheapest housing is nearest the hole. So those doing very poorly and suffering continuous loss are considered to “circle the drain” as the move closer to the hole into cheaper housing.

Street Swarm Offices: Where both the local street swarm offices are and the communication hub for the street swarm in other districts is located. Cleans up the trash and dead bodies.

Boros Legion

Starbase: like a mini sunhome

The Market Where No One Gets Robbed: Market for weapons and Protection, very deep in Boros territory.

Simic Combine

The Chop Shop: Not exactly the most legal science lab, but if you want to buy, sell or mutilate organs this is the place to come too.

The Preserve: A large pseudo natural area. Protected by magic barriers to keep anything with a graft in. It acts as a testing ground and a sealed ecosystem for Simics new nature.

Lore In depth

Azorius Senate: made up of three parts, act as the government, enacting laws and enforcing laws. Boggled down in red tape and bureaucratic, letter of the law paperwork lovers.

- o Sova – Judges and arbitrators
- o Jelenn – Scribes, messengers, conflict mediators Bureaucrats and their aids along with writing and passing laws
- o Lyev – Surveillance, precognition, investigators, and counter mages. The Senates personal police force.
- o Lead by Grand Arbiter Augustin IV

House Dimir: fell apart thousands of years ago due to mismanagement, symbol often seen on libraries, museums and on newspapers. No one is exactly quite sure what they did though.

- Slight change to actual lore since, they don't make a whole lot of sense in the Old Pre Fall of the Guildpact lore.
- My change is they work that truthful information is still being sent out to the public
- They also act as an Anti-Tyranny force, not letting one guild ever become too powerful.
- However their leader Szadek still is immune from the guild pact and is working to usurp it.
 - Thus a constant game of letting things that let guilds grow in power so there are structures in place for him to directly rule from and not letting them get too strong lest he be rooted out.

Cult of Rakdos: One of the three actually useful guilds they make up the menial laborers and service industry and entertainers. Rakdos festivals are hated by the general public for they destroy a lot and kill a lot of people. Also known for unleashing unspeakable monsters for fun.

- o Guild is made up of 9 rings, run by a ring master, with his own gang to enforce his rule
- ▣ Menial Laborers
- ▣ Food Services
- ▣ Bathhouses
- ▣ The Stage
- ▣ The Circus (this is where things get culty)
- ▣ Tattooing and scarring
- ▣ Pit fighting
- ▣ Erotic services and other pleasures
- ▣ Torturers (highest ring)
- o Lead by the Demon Rakdos who for the benefit of everyone spends a lot of his time asleep
- o Guild is then lead by Blood witches current leader is Myreva

Gruul Clans: Were originally supposed to protect the natural parts of Ravinca. Failed real bad. Have had their responsibilities passed on to other guilds and are written out of most laws. Meaning they aren't protected from blatantly corrupt practices. Became a loose group of savage city destroyers and outsiders.

- o Burning Tree clan – largest and strongest, leader and “leader of all clans” Borborygmos
- o Scab Clan – most violent former slaves, tortured and non consensual Simic experiments
- o Ghor Clan – Leads the most raid on civilization
- o Bolrac Clan – made up of Ogres, cyclopes, trolls and giants. Likes destroying large buildings
- o Slizt clan – stealthy and smart made up of Vashino and humans
- o Zhur-Taa – Most religious, want to start there version of the apocalypse, good beast tamers
- o Troggs - loners who wander the rubblebelt

Selesnya Conclave: Preserve peace, life, unity and nature through brainwashing. In charge of city parks and hospitals.

- o Each area is led by a dryad
- o Whole thing is led by Mat' Selesnya

Orzhov Syndicate: Big business, is the Bank, Church, black market, and the mob all wrapped into one. Fall into debt and you will be forced to pay it off for the rest of your life then reanimated to pay it off. Wealth is shared between the family but never to charity.

- o Several Cartels with different territories and markets.
- o Each cartel has its own hierarchy from top to bottom of
 - ☐ Olicharchs Elite families
 - ☐ Pontiffs executive managers
 - ☐ Angles
 - ☐ Ministrants are the priests
 - ☐ Knights are the enforcers, some look like knights others are little more than thugs
 - ☐ Syndics are attorneys, advisors, accountants and couriers
 - ☐ Borrowers not part of the guild but can't escape debt even in death
- o All cartels report to the Obzedat ghost council

Izzet League: the second of three actually useful guilds. They represent the public works, building and maintaining roads, water supply systems, sewers, heating systems, boilers along with driving most scientific process forward. Done in several Laboratories

- o Pyrology – heat, fire, and explosions, in the main guild hall
- o Storms and Electricity – at the top floor of the guild hall
- o Metallurgy – in the smelting quarter makes mizzium
- o Orientation – Teleportation
- o Mineography – duplication
- o Continuism – temporal manipulation
- o Arcane Geometry – Counter magic and redirection, near the Azorius train facility
- o Gravitational Inversion - Flight
- o Plasma – Dermatology – Creates Weirds which are elementals of opposite types fused together.
- o Lead by the ancient dragon Niv-Mizzet, who is very smart and has a huge ego

Golgari Swarm: The Third of the three actually useful guilds in charge of farming, removal of dead bodies and protection of the poor. Very expansion focused but does it slowly. Largest Guild

- o Teratogen: The ruling class made up of Plants, mutants, harpies, nagas, Centaurs and Gorgons
- o Devkarin: Elves most hungry for expansion ruled by a high priestess or Matka
- ☐ Cillia: Shamans and rogues that act as a parliament and spy agency for the Devkarin
- o Lotleth: Necromancers, Fungus-binders, and undead. The main labor force. Does a lot of reclamation and expansion
- o Kraul: Six legged insects that are hard headed and literal minded. Outsiders even within the swarm. Back fill former areas
- o Street Swarm: Corpse scavengers, low ranking street shamans, rot farmers, tunnel trolls, elementals, fungal horrors, and spore druids. Each neighborhood has its own chapter of the street swarm led by a local swarm boss.
- o Orchrans: Rumored to be a group of mercenaries specializing in vengeance killings. Mostly filled with Devkarin and Gorgons. Known for their poisons.
- o Founded by the Lich Svogthir recently usurped by the Quintet of gorgons the sisters of stone death. However two of the sisters died in the process. Rumors exist that they were not even to fully kill Svogthir but did weaken and hide him away.

Boros Legion: the police and military of Ravnica operating out of their Fortress and place of worship known as Sunhome. More focused in the spirit of the law than the letter. Would rather have things their way than Auzorius's way. Highly stratified hierarchy and dogmatic

- o Powerband 1: Razia - Angelic demi god, military leader and icon. Well-known and respected
- o Powerband 2: Angelic Warleaders – wise and ancient angels serving as the tacticians and counselors setting the dogma for the guild.
- o Powerband 3: Firemane Angels – Incarnation of war not involved in strategy or politics
- o Powerband 4: Battleforce angels – The rank and files of the angel echelon
- o Powerband 5: Boros Guildmage – highest rank mortals can reach and the only ones who could initiate contact with the angels. They receive the orders and pass it out
- o Powerband 6: Commander Generals – One for the police (wojek) and one for the normal army
- o Powerband 7: Section Commanders – ten in total one for each of the districts.
- o Powerband 8: Shift captains and skyknight captains - highest ranks that patrols the streets. Skyknight captains fly giant rocs and communicate with the troops
- o Powerband 9: Wojek Embermage: Combat mages
- o Powerband 10: Lieutenants/skyknights – answer directly to powerband 9
- o Powerband 11: Wojek Sergeants and Sunhome enforcers - street patroller sergeants and those who guard sunhome
- o Powerband 12: Wojek Apothecaries and Flame kin - healers and elementals that have been touched by angels.
- o Powerband 13: Constables and Commandos – do the menial tasks that need taking care of.
- o Powerband 14: Thundersong trumpeters – messengers and moral boosters
- o Grunts: common ranks and file, make up most of the manpower.

Simic Combine: its mission is to preserve the natural world even as the cities continue to grow. Also dabbles in people augmentation and medicine and food production (though doesn't grow any, just produces new things to grow). Broken into several areas of study and research called Clades.

- o Hull Clade: Focusing on protections
- o Fin Clade: Movement and growth
- o Crypsis: Camouflage
- o Gyre: Focusing on redirecting or nullifying magic and advancing nature
- o Currently led by the elf Momir Vig