

A player's crash course to: Ravnica

A short intro for your players

Introduction: This is a handout to help your players to jumpstart their way into Ravnica Lore and character creation. It contains a short description of the city, a summary of the guilds, a short list regarding races and classes, details about backgrounds and renown. Each resource has references to Guild Masters' Guide to Ravnica.

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Intro

I wanted to pick up Ravnica as universe and give it a shot but I felt overwhelmed by the amount of information I needed to know to get the feeling of the world. This is why I have decided to create for my players (and not only them) a shot of what Ravnica as a world entails, without getting too much into the specifics.

By reading this you should be able to jumpstart without any fuss a new character in Ravnica. This way you can spend more time with your players developing the actual personalities.

All page references are to the book *Guild Master's Guide to Ravnica*.

The Guilds

One of the main flavors of this universe is the fact that is ruled by the 10 guilds. They are all bound together by a "contract" called "The Guild Pact". Each guild has a role in the city. You can choose to be a member of one of these guilds. If you choose a guild you will automatically get the background of that guild (see more at backgrounds).

You can also go *guildless*. In this case you will build your character as you normally would. You can choose any background in this case (according to what your DM allows).

Here's a short list and description in a nutshell of the guilds:

- **Azorius Senate** (pg. 32) - the governors, the lawmakers of the city
- **Boros Legion** (pg. 38) - the military force, they enforce the law
- **House Dimir** (pg. 45) - the messengers and the spy network of the city
- **Golgari Swarm** (pg. 51) - take care of basic sustenance and food and take care of the dead
- **Gruul Clans** (pg. 58) - the raiders and destroyers of the city
- **Izzet League** (pg. 64) - the scientists, the gadget inventors, the infrastructure builders
- **Orzhov Syndicate** (pg. 71) - the church and the bank and the mob (yes, all in one)

- **Cult of Rakdos** (pg. 77) - the entertainers, street performers
- **Selesnya Conclave** (pg. 84) - they're all about the harmonious union of nature and civilization
- **Simic Combine** (pg. 91) - the experimental biologists, the researchers

Each guild has an insignia and two specific colors that they usually wear and they look like in the picture below. As you can see in the image below, the main colors are: black, white, blue, green, red (the land colors from MAGIC the Gathering).



The city

The city itself is huge, there is no map that displays all of it. Most of its borders are known only to the people that live on the fringes. When thinking about this city keep in mind that the perspective should be both horizontal and vertical. While it's a large and wide ranged place, the underground and the skyscrapers give it also a vast vertical dimension.

The core of Ravnica is split up into **ten districts**. All guilds are active in all of the districts. All the guilds have their headquarters in the **10th district**.

The tenth district is a very vivid place. It is split up into **6 precincts**. Each of them has different characteristics. In a nutshell:

1. **Precinct One** - precinct of the wealthy and powerful. Here you can find headquarters of the Orzhov Syndicate and the Chambers of the Guildpact.
2. **Precinct Two** - working class professionals live here. New Prahv building in here hosts the Azorius Senate headquarters.
3. **Precinct Three** - called the Greenbelt, has ample parks and gardens. This serves as the main food source and livestock of the district. The Selesnya Conclave has its headquarters here.
4. **Precinct Four** - a very hectic place. If you want a fight this is the place to go. Headquarters of the Boros Legion and the Izzet League are here. There is also a rubble belt where you can find many Gruul Clans.
5. **Precinct Five** - the place for studying. There are many schools, universities, laboratories and libraries. The Guildhall of the Simic Combine. House Dimir agents abound here as well.
6. **Precinct Six** - the place for manufacturing, storage, shipping and merchants. There is an entry way towards the Golgari Swarm subterranean network. The Cult of Rakdos also has a number of clubs and pain houses.

The detailed description of the precincts hand be found in Chapter 3 of *Guild Master's Guide to Ravnica*.

The races

Most races from the Player's handbook are unknown to Ravnica. But no worries, this universe comes with some cool choices:

- **Human**
- **Elf**
 - **High elf**
 - **Wood elf**
 - **Dark elf** (called devkarin)
- **Half-elf**
- **Goblins**
- **Centaurs**

- **Minotaurs**
- **Loxodons** - elephant people
- **Simic Hybrid** – human / elf / vedalken genetically enhanced with animal traits
- **Vedalken** - blue skinned, curious, inventive humanoids

New subclasses

This new universe brings up 2 new subclasses, one for Clerics and one for Druids.

Cleric: Order Domain

You are passionate about order and discipline. You must abide the law at all costs, not caring about others and anything around you. Procedure is your middle name. You will follow hierarchies and those above you by the letter.

Usually such clerics can be found in the *Azorius Senate* or the *Orzhov Syndicate*.

The goodies you get are on *page 25*.

Druid: Circle of the spores

Fungi, mold and spores are your best friends. Life and death are part of an endless beautiful cycle for you. Nothing ever begins or ends for you. It's just a process. You are not as appalled as your other druid brothers and sisters by undead though, the relationship is more complex than that.

These druids are associated mainly with the *Golgari Swarm*.

All the subclass fluffiness can be found on *page 26*.

Renown

In order to advance in your guild, you will need to earn some renown points. The more renown points you get, you will become a more important person in your guild. You start off at 1 point. Anything you do that furthers the interests of the guild will help you climb up the ladder. This might be missions or they might be downtime tasks.

Why would I want to get renown?

The better known and seen are you in a guild, you can gain access either to more information in the guild or to more help from the guild. Also the guild will start taking care of some things like burial, legal fees (in case you run into trouble), some will provide you with shelter when you are in need.

Each guild has its own hierarchy. Some have a more elaborate one, others don't. Each rank you get in your guild will come with more benefits and responsibilities. For some positions you will need to apply, for others you can just get there by fulfilling the number of points. Either way your DM will let you know what's what when you get there.

Backgrounds

Along all the available backgrounds, Ravnica features 10 new backgrounds, one for each guild. They are very flavorful and can help you really develop your character in relationship with a guild. Also it will help create a place for you in that particular guild. The list of backgrounds, with the *meta* stuff, is below:

Guild	Proficiency
Azorius Functionary	Insight, Intimidation
Boros Legionnaire	Athletics, Intimidation
Dimir Operative	Deception, Stealth
Golgari Agent	Nature, Survival
Gruul Anarch	Animal Handling, Athletics
Izzet Engineer	Arcana, Investigation
Orzhov Representative	Intimidation, Religion
Rakdos Cultist	Acrobatics, Performance
Selesnya Initiate	Athletics, Intimidation
Simic Scientist	Arcana, Medicine

Being part of a guild will give access to some contacts in your guild and one outside of your guild. If you choose to go guildless you will have to

discuss with your DM who your contacts are going to be.

How to create your first character?

In this universe I think you can go for three main approaches which I recommend. Since it's a lot of info to cover as a beginner in Ravnica, you might want to go for a shortcut until you get used to the setting.

1. *Pick a guild that is attractive* (or at least make a shortlist of 2 max 3). If you choose a guild, it's quite easy to decide on a Class and a Race afterwards. Some Classes go better than others with guilds, you can find in the class description usually what classes are present. Below is a table of what you usually find in each guild:

Guild	Classes
Azorius League	Bard (Lore), Cleric (Knowledge, Order), Fighter (Battle Master, Cavalier, Champion, Eldritch Knight), Paladin (Crown, Vengeance), Wizard (Abjuration, Divination, Enchantment)
Boros Legion	Barbarian (Zealot), Cleric (Forge, Life, Light, War), Fighter (Battle Master, Cavalier, Champion, Eldritch Knight), Monk (Sun Soul, Kensei), Paladin (Crown, Devotion), Ranger (Hunter), Sorcerer (Divine Soul), Warlock (Celestial), Wizard (Evocation, War Magic)
House Dimir	Bard (Whispers), Cleric (Trickery), Monk (Shadow), Rogue (Arcane Trickster, Assassin, Inquisitive, Mastermind, Thief), Sorcerer (Shadow), Wizard (Divination, Enchantment, Illusion)
Golgari Swarm	Cleric (Grave), Druid (Spores, Land),

	Fighter (Champion), Monk (Long Death), Ranger (Beast Master, Gloom Stalker), Paladin (Oathbreaker), Rogue (Assassin, Thief), Warlock (Undying), Wizard (Necromancy)
Gruul Clans	Barbarian (almost all), Cleric (Tempest), Druid (Moon), Fighter (Champion), Ranger (Beast Master, Hunter), Warlock (Great Old One), Rogue (Scout)
Izzet League	Cleric (Arcana, Knowledge), Fighter (Eldritch Knight), Sorcerer (Draconic, Storm, Wild), Wizard (Conjuration, Evocation, Transmutation)
Orzhov Syndicate	Cleric (Order), Fighter (Battle Master, Champion), Paladin (Conquest), Rogue (Assassin, Thief), Wizard (Abjuration, Divination, Enchantment, Necromancy)
Cult of Rakdos	Barbarian (Berserker, Zealot), Bard (Swords, Valor), Fighter (Champion, Eldritch Knight), Monk (Way of The Drunken Master), Rogue (Swashbuckler, Thief), Warlock (Fiend, Hexblade)
Selesnya Conclave	Barbarian (Storm Herald), Bard (Lore, Glamour), Cleric (Life, Nature), Druid (Dreams, Land, Shepherd), Fighter (Champion, Arcane Archer, Battle Master), Monk (Open Hand), Paladin (Redemption, Ancients, Crown), Ranger (Beast Master, Hunter), Warlock (Archfey)
Simic Combine	Druid (Land), Fighter (Champion), Monk (Elements - Air or Water, Open Hand), Wizard (Conjuration, Transmutation)

2. *Pick a class see to which guild it fits.* In the book you will find several tables in which classes are broken down into subtypes and then they are matched to a guild. For example, a Trickery Domain Cleric will fit in very well at *House Dimir*, but a *Grave Domain* would rather fit in at the *Golgari Swarm*. You can find classes by guild on page 25.
3. *Be a misfit.* You just like a certain class and like a certain guild. That doesn't mean they can't go together. You can work with your DM for a nice story to explain why you are there.