



*The Applesorcerer's*

# Feats for Ravnicans



Customization options for the unique denizens of the City of Guilds  
*by T. R. Appleton*





## These Streets Require Smarts

The citizens of Ravnica must deal with challenges unlike those found on any other plane of existence. This world-spanning city is home to unique races, cutting-edge magical research, and ten guilds all vying for control in an inscrutable web of intrigue. It necessarily follows that those denizens must cultivate an uncommon set of skills.

Feats, described on page 165 of the *Player's Handbook*, allow for just that kind of character customization. Feats are an optional rule — check with your DM before selecting one of these for your character.

Presented here are 16 feats available to those who call Ravnica home. Each of them has a particular

guild membership prerequisite or requires a character to be one of the races described in the *Guildmaster's Guide to Ravnica*. At the DM's discretion, a character may automatically acquire a guild feat upon meeting a certain level of renown in that guild.

Please let me know how these feats work around your table. I'd love to hear how you use them!

May these options serve you and your characters well. You'll need all the help you can get out there — after all, when you hit the streets of Ravnica, the streets might just hit you back!

-T. R. Appleton

## Ghor-Clan Savage

*Prerequisite: Centaur*

Your hooves strike with greater ferocity than most. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- When you Charge a creature, that creature must make a DC 15 Strength save or be knocked prone.
- Unarmed strikes you make with your hooves deal bludgeoning damage equal to 2d4 + your Strength modifier.

## Madcap Skills

*Prerequisite: Goblin*

Your gangly digits make it trivial for you to clamber over any obstacle in your way. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- As long as you have bare feet, moving through difficult terrain and climbing no longer cost you extra movement.
- When making a grapple check against another creature, you can make a Dexterity (Acrobatics) check rather than a Strength (Athletics) check.

## Civic Stalwart

*Prerequisite: Loxodon*

Your massive bulk allows you to treat the city's hustle and bustle as little more than a gentle breeze. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have advantage on Strength (Athletics) checks you make when shoving or being shoved by another creature.
- You may move or carry a grappled creature that is the same size as you or smaller without halving your speed.

## Alpha Authority

*Prerequisite: Minotaur*

The Tenth District's citizens will listen when you're passing by — or else you'll make them. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You gain proficiency in either the Intimidation or Persuasion skill. If you are already proficient in either of those skills, you gain Expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.
- If a creature successfully hits you with an attack, you have advantage on your next melee weapon attack roll against that creature if the attack is made before the end of your next turn.

## Biogenic Upgrade

*Prerequisite: Simic Hybrid*

You have become the subject of excessive experimentation, even by Simic standards.

You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- Choose one of the Animal Enhancement options you didn't take at a prior level, or one of the following options:

**Poisonous Skin:** Any creature that grapples you or otherwise comes in direct contact with your skin must succeed on a DC 12 Constitution saving throw or become poisoned for one minute. A poisoned creature no longer in contact with your skin can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Chromatic Epidermis:** You have advantage on Dexterity (Stealth) checks you make to hide. Additionally, while unarmored, you may attempt to hide even without being lightly or heavily obscured as long as you remain motionless.

**Ink Sac:** As an action, you can make a Special ranged Attack to blind a creature you can see within 15 feet of you. If you're able to make multiple attacks with the Attack action, this Attack replaces one of them. Creatures that do not rely on sight are unaffected by this attack.

This ability functions differently when you are underwater: As a bonus action, you can create an area of heavy obscurement within a 5-foot radius of you.

Once you have used this ability, you can't use it again until you finish a short or long rest.

You may select this feat multiple times.

## Stealer of Secrets

*Prerequisite: Vedalken*

Your supremely rational mind can easily overpower the minds of others. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You learn the *message* and *friends* cantrips and can cast them at will.
- You learn *detect thoughts* and can cast it without verbal, somatic, or material spell components. Once you cast it, you must finish a long rest before you can cast it again.

Choose Intelligence or Wisdom as your spellcasting ability for these spells.

## Righteous Authority

*Prerequisite: Renown 4+ with the Azorius Senate*

You wield the necessary tools of law enforcement. You gain the following benefits:

- As long as you're wearing fine clothes, you have advantage on Charisma (Persuasion) and Charisma (Intimidation) checks.
- You learn the *thaumaturgy* cantrip and can cast it at will.
- You learn *hold person* and can cast it without verbal, somatic, or material spell components as a 2nd-level spell. Once you cast it, you must finish a long rest before you can cast it again.

Charisma is your spellcasting ability for these spells.



## Darkblade Agent

*Prerequisite: Renown 4+ with House Dimir*

You are able to conceal your strikes with supernatural ability. When you successfully hit a creature with a melee weapon attack, if you had advantage on that attack, the area within a 5-foot radius of that creature is shrouded in *darkness* and *silence*, as with those spells. These effects last until the beginning of your next turn.

## Pain Magnification

*Prerequisite: Renown 4+ with the Cult of Rakdos*

You hold nothing back in battle, no matter who it hurts. You gain the following benefits:

- Whenever you successfully hit a creature with a melee attack, you may add your Strength modifier to the damage roll an additional time. If you do, you take damage equal to your Strength modifier.
- You may roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. If you do, you take damage equal to your Strength modifier.
- When you have less than half your maximum hit points, your melee attacks do an additional 1d6 damage.

## Killer Instinct

*Prerequisite: Renown 4+ with the Gruul Clans*

A primal aggression flows through your veins. When you successfully hit a creature with your first melee attack on your turn, you can make a second melee attack against the same creature. If you are able to make multiple attacks with the attack action, this attack is in addition to those.

## Collective Blessing

*Prerequisite: Renown 4+ with the Selesnya Conclave*

The strength of one is the strength of all. Whenever you regain hit points, up to two other creatures you can see within 30' also regain half that many hit points. (A creature cannot regain hit points beyond its hit point maximum.)

## Agent of Masks

*Prerequisite: Renown 4+ with the Orzhov Syndicate*

You're keenly aware of the vital importance of taxes. When you successfully hit a creature with an attack, you may force that creature to make a DC 15 Constitution save. If it fails, on the beginning of each of its turns, that creature takes 1d4 necrotic damage. You gain hit points equal to the damage dealt. That creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this ability, you may not use it again until you finish a short or long rest.

## Chemister's Trick

*Prerequisite: Renown 4+ with the Izzet League*

After spending too much time in dangerous laboratories, you've learned some simple wards of protection. You gain the following benefits:

- You gain resistance to fire damage.
- You make Dexterity saving throws with Advantage. You lose this benefit if you are incapacitated or your speed drops to 0.
- If you would be hit by a ranged spell attack, you may use your reaction to redirect that spell toward another creature or unoccupied space within 10 feet. Once you use this ability, you may not use it again until you finish a short or long rest.

## Deathrite Shaman

*Prerequisite: Renown 4+ with the Golgari Swarm*

Harnessing the latent energy in a recently deceased corpse allows you to heal yourself and your allies. By spending one minute in direct contact with a body that has been dead for no more than 24 hours, you generate a healing pool of 4d4 hit points. As an action, while remaining in contact with the corpse, you can touch a creature to restore a number of hit points to that creature up to the maximum amount remaining in your pool. Once you use this ability, you cannot use it again until you finish a long rest.

## Master Warcraft

*Prerequisite: Renown 4+ with the Boros Legion*

Sometimes it's more advantageous to command others rather than hurl yourself into battle. As an action, choose up to three creatures you can see within 60 feet. Those creatures have Advantage on the next attack they make if the attack is made before the beginning of your next turn. Additionally, that attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

## Biomantic Mastery

*Prerequisite: Renown 4+ with the Simic Combine*

Waste not, want not. You gain the following benefits:

- You have Advantage on Intelligence checks to recall information about creatures that are beasts, monstrosities, oozes, or plants.
- You gain proficiency with alchemist's tools. If you are already proficient with them, you gain expertise with them, which means your proficiency bonus is doubled for any check you make with them. (*Xanathar's Guide to Everything* page 79 has more information on what a player might do with alchemist's tools.)
- By harvesting biological material from fallen enemies, you can make a DC 12 check with alchemist's tools during a short or long rest to create a single dose of one of the following: acid, antitoxin, oil, or basic poison.

## Transguild Courier

*Prerequisite: Guildless*

Swearing allegiance to no guild, you are able to freely move among all of them. You gain the following benefits:

- Your speed increases by 10 feet.
- You can move between any two precincts without making your presence known in the other precincts between them. (At the DM's discretion, travel to a specific destination within a precinct may present further difficulties.)
- Choose two of the following skills: Stealth, History, Investigation, Insight, Survival. You gain proficiency in those skills. If you are already proficient in either of those skills, you gain Expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

## Credits

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I hope you find this document useful and fun. For more material like this, search for T. R. Appleton on the DM's Guild or visit [Applesorcerer.com](http://Applesorcerer.com).

Special thanks to Vernon Meidlinger-Chin for helpful feedback on the design of these feats. I didn't show him all of these, though, so any problems are still my fault.



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