

## SORCERER

Ravnica's sorcerers usually attribute their magical power not to bloodlines or cosmic forces, but to laboratory experiments—often ones gone awry. Thus, they are most often found among the Izzet.

Niv-Mizzet, the guildmaster of the Izzet, is a dragon. Sorcerers who gain their elemental powers from laboratory incidents often claim that they have been infused with some of Niv-Mizzet's power.

### SORCERER

Subclass	Guild
Divine Soul*	Boros
Draconic Bloodline	Izzet
Shadow Magic*	Dimir
Storm Sorcery*	Izzet
Wild Magic	Izzet

\*Appears in *Xanathar's Guide to Everything*

## WARLOCK

In a handful of guilds, service to a powerful individual is common among warlocks. Warlocks are most often found in the Cult of Rakdos and the Selesnya Conclave.

Members of any guild who delve too deeply into forbidden secrets—perhaps at the behest of their guilds' leaders, or sometimes in defiance of them—might unearth lore regarding the "old gods" of Ravnica. These mysterious beings, called the Nephilim, grant warlocks the mysterious and maddening powers of the Great Old One.

### WARLOCK

Subclass	Guild
The Archfey	Selesnya
The Celestial*	Boros
The Fiend	Rakdos
The Great Old One	Any

\*Appears in *Xanathar's Guide to Everything*

## WIZARD

Almost every guild has wizards. Noteworthy exceptions include the Gruul Clans, the Cult of Rakdos, and the Selesnya Conclave, which are built around devotion to ancient ways and powerful beings.

### WIZARD

Subclass	Guild
School of Abjuration	Azorius, Orzhov
School of Conjuration	Izzet, Simic
School of Divination	Azorius, Dimir, Orzhov
School of Enchantment	Azorius, Dimir, Orzhov
School of Evocation	Boros, Izzet
School of Illusion	Dimir
School of Necromancy	Golgari, Orzhov
School of Transmutation	Izzet, Simic
War Magic*	Boros

\*Appears in *Xanathar's Guide to Everything*

## SUBCLASS OPTIONS

Two classes receive subclass options in this section: the cleric and the druid.

At 1st level, a cleric chooses a Divine Domain. This book adds the Order Domain to the options available to the cleric making that choice.

At 2nd level, a druid chooses a Druid Circle. This book adds the Circle of Spores to the options available to the druid making that choice.

### CLERIC: ORDER DOMAIN

The Order Domain represents discipline, as well as devotion to a society or an institution and strict obedience to the laws governing it. On Ravnica, the domain is favored by clerics of the Azorius Senate, who use it to maintain and enforce the law, and of the Orzhov Syndicate, who exploit law and order for their personal gain. On other worlds, gods who grant access to this domain include Bane, Tyr, Majere, Erathis, Pholtus, Wee Jas, Aureon, Maglubiyet, Nuada, Athena, Anubis, Forseti, and Asmodeus.

The ideal of order is obedience to the law above all else, rather than to a specific individual or the passing influence of emotion or popular rule. Clerics of order are typically concerned with how things are done, rather than whether an action's results are just. Following the law and obeying its edicts is critical, especially when it benefits these clerics and their guilds or deities.

Law establishes hierarchies. Those selected by the law to lead must be obeyed. Those who obey must do so to the best of their ability. In this manner, law creates an intricate web of obligations that allows society to forge order and security in a chaotic multiverse.

### ORDER DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Bonus Proficiencies, Voice of Authority
2nd	Channel Divinity: Order's Demand
6th	Embodiment of the Law
8th	Divine Strike
17th	Order's Wrath

### DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Order Domain Spells table. See the Divine Domain class feature in the *Player's Handbook* for how domain spells work.

### ORDER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>command</i> , <i>heroism</i>
3rd	<i>hold person</i> , <i>zone of truth</i>
5th	<i>mass healing word</i> , <i>slow</i>
7th	<i>compulsion</i> , <i>locate creature</i>
9th	<i>commune</i> , <i>dominate person</i>





### BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with heavy armor. You also gain proficiency in the Intimidation or Persuasion skill (your choice).

### VOICE OF AUTHORITY

Starting at 1st level, you can invoke the power of law to drive an ally to attack. If you cast a spell with a spell slot of 1st level or higher and target an ally with the spell, that ally can use their reaction immediately after the spell to make one weapon attack against a creature of your choice that you can see.

If the spell targets more than one ally, you choose the ally who can make the attack.

### CHANNEL DIVINITY: ORDER'S DEMAND

Starting at 2nd level, you can use your Channel Divinity to exert an intimidating presence over others.

As an action, you present your holy symbol, and each creature of your choice that can see or hear you within 30 feet of you must succeed on a Wisdom saving throw or be charmed by you until the end of your next turn or until the charmed creature takes any damage. You can also cause any of the charmed creatures to drop what they are holding when they fail the saving throw.

### EMBODIMENT OF THE LAW

At 6th level, you become remarkably adept at channeling magical energy to compel others.

If you cast a spell of the enchantment school using a spell slot of 1st level or higher, you can change the spell's casting time to 1 bonus action for this casting, provided the spell's casting time is normally 1 action.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

### DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

### ORDER'S WRATH

Starting at 17th level, enemies you designate for destruction wilt under the combined efforts of you and your allies. If you deal your Divine Strike damage to a creature on your turn, you can curse that creature until the start of your next turn. The next time one of your allies hits the cursed creature with an attack, the target also takes 2d8 psychic damage, and the curse ends. You can curse a creature in this way only once per turn.

## DRUID: CIRCLE OF SPORES

Druids of the Circle of Spores find beauty in decay. They see within mold and other fungi the ability to transform lifeless material into abundant, albeit somewhat strange, life.

These druids believe that life and death are parts of a grand cycle, with one leading to the other and then back again. Death isn't the end of life, but instead a change of state that sees life shift into a new form.

Druids of this circle have a complex relationship with the undead. Unlike most other druids, they see nothing inherently wrong with undeath, which they consider to be a companion to life and death. But these druids believe that the natural cycle is healthiest when each segment of it is vibrant and changing. Undead that seek to replace all life with undeath, or that try to avoid passing to a final rest, violate the cycle and must be thwarted.

### CIRCLE OF SPORES FEATURES

Druid Level	Feature
2nd	Circle Spells, Halo of Spores, Symbiotic Entity
6th	Fungal Infestation
10th	Spreading Spores
14th	Fungal Body

### CIRCLE SPELLS

Your symbiotic link to fungus and your ability to tap into the cycle of life and death grants you access to certain spells. At 2nd level, you learn the *chill touch* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Spores Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.