

GUILD SPELLS

Here are two spells for each guild to be added to the guild's spell list. Each spell was inspired by a Ravnica Magic: the Gathering card or mechanic of the same name. These spells cannot be cast without an affiliation to the appropriate guild.

AZORIUS

Code of Constraint
Render Silent

BOROS

Chance for Glory
Lightning Helix

DIMIR

Glimpse the Unthinkable
Pilfered Plans

GOLGARI

Putrefy
Shambling Shell

GRUUL

Bloodrush
Rhythm of the Wild

IZZET

Electrolyze
Radical Idea

ORZHOV

Beckon Apparition
Mortify

RAKDOS

Dreadbore
Slaughter Games

SELESNYA

Chord of Calling
Collective Blessing

SIMIC

Biomass Mutation
Voidslime



SPELL DESCRIPTIONS

BECKON APPARITION

4th-level necromancy

Casting Time: 1 action or 1 reaction, which you take when a creature you can see within range dies

Range: 60 feet

Components: V, S, M (10 gp, which the spell consumes)

Duration: Instantaneous

Strip the spirit from a dying creature, and beckon it to serve you. When a humanoid you can see within range dies, summon an Indentured Spirit (*Guildmaster's Guide to Ravnica, chapter 6*) at its location and impart the dying soul into it. The spirit serves you and follows your verbal commands until you lose control, free it, or perish.

In combat, the spirit's turn comes immediately after yours. It obeys your mental commands, and the only action it can take is the Attack action, making one melee attack.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to two creatures you have summoned with this spell, rather than summoning a new one.

At Higher Levels. When you cast the spell using a spell slot of 5th-level or higher to reassert control, you can target two additional creatures for each level above 4th.

BIOMASS MUTATION

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (insect wings or chameleon skin)

Duration: Concentration, up to 10 minutes

A willing target you can see within range begins to manifest physical adaptations, including clawed fingers and gills on their neck. Choose a major and a minor Krasis adaptation (*Guildmaster's Guide to Ravnica, chapter 6*) and grant them to the target as though it were a category 1 Krasis for the duration. The target can also breathe water and gains the following finesse attack in which they are proficient for the duration: **Claws.** Melee Weapon Attack: reach 5 ft., one target. *Hit:* 2d6 slashing damage.

At Higher Levels. When you cast the spell using a spell slot of 5th level or higher, you can target one additional creature for each slot above 4th.

BLOODRUSH

1st-level evocation

Casting Time: reaction

Range: 60 feet

Components: V

Duration: Instantaneous

You follow up an attack with a burst of flame. After a beast, giant, or humanoid you can see within range hits a single target with a melee attack, the target takes 1d12 fire damage. If the target is a structure, it takes double damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the target takes an additional 1d12 fire damage for each level above 1st.

CHANCE FOR GLORY

3rd-level abjuration

Casting Time: reaction

Range: Self

Components: V

Duration: Instantaneous

You muster the last of your energy for one final act. When you would be reduced to 0 hit points, instead, make an attack action or cast a spell with a casting time of 1 action. Then, you are reduced to 0 hit points but are stabilized, even if you regained hit points during your action.

CHORD OF CALLING

5th-level conjuration

Casting Time: 8 hours or 1 action

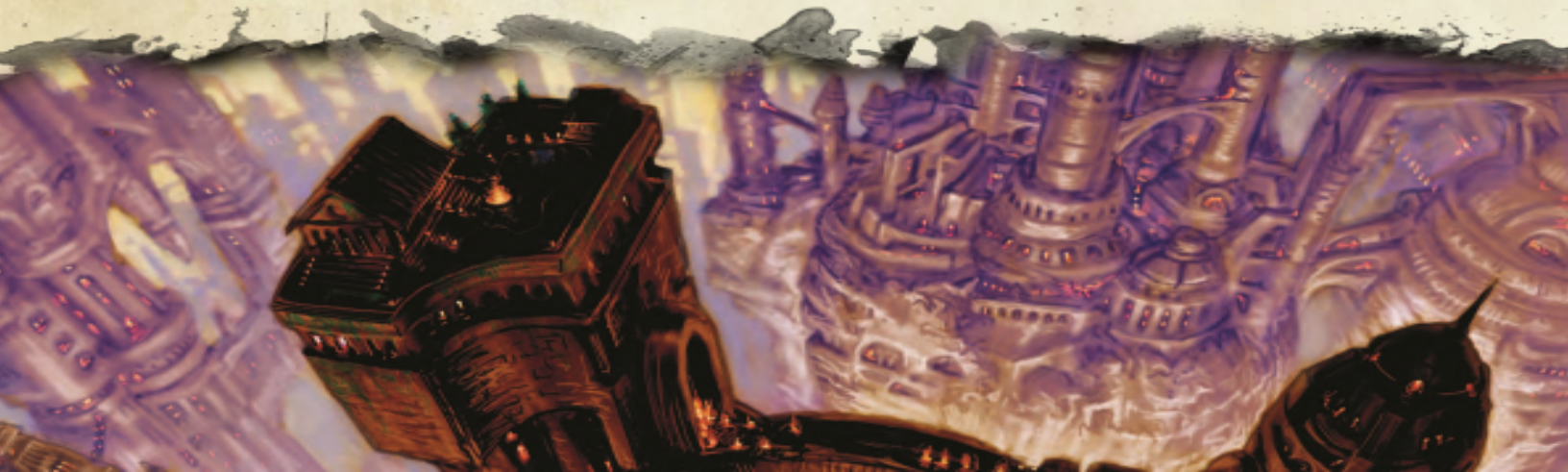
Range: 10 feet

Components: V, S, M (a live butterfly)

Duration: Instantaneous

If you cast this spell over 8 hours, you mark a willing creature. The creature must remain within range for the full 8 hours. The mark lasts until you cast this spell again, the marked creature dies, or you or the marked creature dismiss it as a free action.

If you cast this spell as an action, summon the creature you marked in this way to an empty location within range. If the creature is not on the same plane as you, the spell fails.



CODE OF CONSTRAINT

3rd-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a scroll)

Duration: Concentration, up to 10 minutes

You enact a code of restriction in a 40 foot cube centered on a point you can see within range. Choose a school of magic. For the duration, creatures in the spell's area cannot cast spells from the chosen school of 3rd level or lower. When a creature starts their turn in the area or enters it for the first time on their turn, they may make a Wisdom saving throw. On a success, they can cast spells as normal until the start of their next turn. If you maintain your concentration on this spell for its whole duration, the effect becomes permanent.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, creatures cannot cast spells from the chosen school if their level is less than or equal to the level of the spell slot you used.

COLLECTIVE BLESSING

3rd-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (a sprig from your vernadi central tree)

Duration: Concentration, up to 1 minute

Embolden your allies with the blessing of Mat'Selesnya. For the duration, you and your allies get +1 to their attack rolls, damage rolls, and AC while they are within 30 feet of you.

DREADBORE

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a pinch of ash)

Duration: Concentration, up to 1 minute

You attempt to burn a hole through as many creatures as you can. Make a spell attack against a creature you can see in range. On a hit, the target takes 8d6 fire damage. Each time you hit a target with this spell, you must repeat the attack against a creature within 10 feet of that target that has not been targeted by this spell this turn.

ELECTROLYZE

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A bolt of blue lightning and a bolt of red lightning burst from your hands. You can direct the bolts at the same target or different targets. For each bolt, make a ranged spell attack against its target. On a hit, the target takes 1d8 lightning damage.

Regain one expended 1st-level spell slot.

GLIMPSE THE UNTHINKABLE

4th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: S, M (a spider or centipede)

Duration: Instantaneous

You attempt to overwhelm a person's senses with visions of terrifying and unthinkable horrors, voiding their mind of what has just occurred and leaving them with only fear. Choose one creature you can see within range to make a Wisdom saving throw. If you are fighting the target, it has advantage on this saving throw. If the target fails, it forgets the last 1 minute and becomes frightened of you until the end of its next turn. It must spend its next turn taking the Dash action and moving away from you by the safest available route unless there is nowhere to move, in which case it takes the Dodge action. This spell has no effect on undead or constructs. From now on, when the creature tries to remember its forgotten time, it is filled with dread and only remembers the unthinkable nightmares.

A *remove curse* or *greater restoration* spell cast on the target restores the creature's true memory and removes the nightmares.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

LIGHTNING HELIX

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A spiral of red and white lightning streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 6d6 lightning damage, and you regain a number of hit points equal to half the damage dealt.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.



MORTIFY

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of bone)

Duration: Instantaneous

Terrify a creature to the point of death. Choose a humanoid you can see within range. Roll 2d8 + 10; if you rolled higher than the target's remaining hit points, its hit points are reduced to 0. If not, it becomes frightened of you until the end of its next turn. You cannot cast Mortify on the target again for the next 24 hours.

At Higher Levels. When you cast the spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot above 2nd.

PILFERED PLANS

4th-level divination

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You attempt to probe the mind of a creature. Choose a humanoid you can see within range. You magically whisper a question, which it hears in its head. The target makes a Wisdom saving throw. On a success, it notices the intrusion into its thoughts. If it has met you or can see you, it identifies you as the source of the intrusion. On a failure, the creature notices nothing out of the ordinary. It thinks a short phrase, which answers the question to the best of its knowledge, and the DM presents this answer to you.

If this spell is used on the target again in the next 24 hours, it automatically succeeds the saving throw.

PUTREFY

3rd-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (powdered rust)

Duration: Instantaneous

A wave of death and corrosion washes over a creature or nonmagical object within range, weakening and eroding all it touches. If the target is a creature, it makes a Dexterity saving throw. On a failed save, the target takes 4d8 necrotic damage, and if the target is a creature wearing nonmagical armor, the armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. On a success, the target takes half as much damage and their armor is not affected.

If you target a nonmagical object that isn't being worn or carried, it takes maximum damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd. The armor penalty is an additional -1 AC for every 2 slot levels above the 3rd.

RADICAL IDEA

1st-level evocation

Casting Time: 1 action

Range: Range of each cantrip

Components: Components of each cantrip

Duration: Duration of each cantrip

Your wild experimentation allows you to call upon magic outside your knowledge. Cast a cantrip. As a bonus action this turn, you may cast another cantrip. These can be cantrips you don't know, including cantrips outside of your spell list. These are all cast as though you were level 1.

RENDER SILENT

4th-level abjuration

Casting Time: 1 reaction, which you take when you see or hear a creature within 60 feet of you speaking, including casting a spell with verbal components

Range: 60 feet

Components: S

Duration: 1 minute

You attempt to silence a creature you can see within range. The creature must make a Wisdom saving throw. If it fails the saving throw, it becomes silenced for the duration, and if it was casting a spell with a verbal component, its spell fails and has no effect, and it regains the spell slot it used to cast that spell. The silenced target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

RHYTHM OF THE WILD

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an animal bone)

Duration: Instantaneous

Large boars appear and stampede through a 40ft square area centered on a point within range, then disappear in a cloud of dust. Each creature in the spell's area must make a Dexterity saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and falls prone. On a successful save, the creature takes half as much damage and doesn't fall prone. Structures and objects that aren't being worn or carried take maximum damage.

SHAMBLING SHELL

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a weed)

Duration: Concentration, up to 1 minute

Choose a corpse of a Medium or Small humanoid within range. Plants grow and wrap themselves around the remains, and animate it to do your bidding. The target becomes a Shambling Shell (zombie, PHB appendix D), is considered both undead and a plant, and remains animate for the duration, after which time it collapses and dies.

In combat, the Shambling Shell's turn comes immediately after yours. It obeys your mental commands, and the only action it can take is the Attack action, making one melee attack.

SLAUGHTER GAMES

2nd-level enchantment

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (nails or a razor blade)

Duration: Concentration, up to 1 minute

A call of manic bloodlust emanates from you for the duration. Whenever you or a creature in range makes an attack against another creature in range, it makes that attack with advantage. When a creature ends its turn in the spell's area, it takes 2d8 fire damage if it did not make at least one attack that turn. A creature that cannot hear you is unaffected.

At Higher Levels. When you cast the spell using a spell slot of 3rd-level or higher, it deals an additional 1d8 fire damage for each level above 2nd.

VOIDSLIME

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of ooze)

Duration: Instantaneous

Stringy slime blasts from your fingers toward a creature within range. A creature you can see within range makes a Dexterity saving throw. On a failure, the target is incapacitated and restrained by the slime until the end of your next turn.