

AZORIUS SENATE

Official Role

Legislation and Law Enforcement

Actual Role

Bureaucratic nightmares

Races

Human, Vedalken

Members

Functionaries, Lawmages, Politicians



IZZET LEAGUE

Official Role

Public Works and Civil Engineering

Actual Role

Ka-BOOM!

Races

Dragonborn, Genasi, Goblin, Human, Hybrid, Viashino

Members

Artificers, Assistants, Researchers



BOROS LEGION

Official Role

Militia and Constabulary

Actual Role

The fun police

Races

Aasimar, Goblin, Goliath, Human, Minotaur, Viashino

Members

Officers, Soldiers, Support



ORZHOV SYNDICATE

Official Role

Banks and Churches

Actual Role

Organized crime as religion

Races

Human, Loxodon, Vampire

Members

Bankers, Clergy, Enforcers, Lawyers



HOUSE DIMIR

Official Role

Couriers and Archivists

Actual Role

Spies and assassins for hire

Races

Human, Vampire, Vedalken

Members

Assassins, Librarians, Spies



CULT OF RAKDOS

Official Role

Entertainers and Manual Labor

Actual Role

Demonic murder circus

Races

Goblin, Goliath, Human, Tiefling

Members

Cultists, Miners, Performers



GOLGARI SWARM

Official Role

Waste Disposal

Actual Role

Undercity death cult

Races

Elf, Hybrid

Members

Brokers, Guides, Necromancers



SELESNYA CONCLAVE

Official Role

Urban Agriculture

Actual Role

Hivemind of hippies

Races

Centaur, Elf, Human, Loxodon

Members

Druids, Farmers, Guardians



GRUUL CLANS

Official Role

Foresters and Gamekeepers

Actual Role

Anti-urban rioters

Races

Centaur, Elf, Goblin, Goliath, Human, Viashino

Members

Anarchists, Berserkers, Forest Rangers



SIMIC COMBINE

Official Role

Biologists and Healers

Actual Role

"Let's combine a lobster and a minotaur."

Races

Human, Elf, Hybrid, Merfolk

Members

Biomancers, Test Subjects



IZZET ENGINEER

Special Feature

Urban Infrastructure

Proficiencies

Arcana, Investigation

Bonus

One artisan's tools; Draconic, Goblin, Draconic

Starting Title

Researcher or Scorchbringer



AZORIUS FUNCTIONARY

Special Feature

Legal Authority

Proficiencies

Insight, Intimidation

Bonus

Two languages

Starting Title

Official



ORZHOV REPRESENTATIVE

Special Feature

Leverage

Proficiencies

Intimidation, Religion

Bonus

Two languages

Starting Title

Syndic



BOROS LEGIONNAIRE

Special Feature

Legion Station

Proficiencies

Athletics, Intimidation

Bonus

Gaming set; Celestial, Draconic, Goblin, or Minotaur

Starting Title

Sergeant, Skynight, or Wojek



RAKDOS CULTIST

Special Feature

Fearsome Reputation

Proficiencies

Acrobatics, Performance

Bonus

One musical instrument; Abyssal or Giant

Starting Title

Extra



DIMIR OPERATIVE

Special Feature

False Identity

Proficiencies

Deception, Stealth

Bonus

Disguise kit, one free language

Starting Title

Independent Agent



SELESNYA INITIATE

Special Feature

Conclave's Shelter

Proficiencies

Nature, Persuasion

Bonus: One artisan's tools or musical instrument; Elvish, Loxodon, or Simic

Starting Title

Evangel, Votary, or Sagittar



GOLGARI AGENT

Special Feature

Undercity Paths

Proficiencies

Nature, Survival

Bonus

Poisoner's Kit; Elvish, Giant, or Kraul

Starting Title

Agent



SIMIC SCIENTIST

Special Feature

Researcher

Proficiencies

Arcana, Medicine

Bonus

Two languages

Starting Title

Technician



GRUUL ANARCH

Special Feature

Rubblebelt Refuge

Proficiencies

Animal Handling, Athletics

Bonus

Herbalism kit; Draconic, Giant, Goblin, or Sylvan

Starting Title

Proven

