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Guildpact style guide: Gruul

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The Gruul, of all of Ravnica's varied guilds, never lost touch with the wilderness. Today we take a look inside the style guide for *Guildpact* to see how they use all kinds of packbeasts and monsters for distinctively Gruul purposes.

A style guide is a document of text and reference illustrations used to guide artists who work on a **Magic** set. The concept illustrations shown in this Arcana are all by *Guildpact*'s lead conceptual artist, D. Alexander Gregory.

When the Gruul raid the territories of the other guilds, they employ ferocious **beasts** and **monsters** like a combination pack animal and **battering-ram**. As you can see below, some Gruul clansmen specialize in handling these raiding beasts.



Gruul warrior with ritual tattooing



Gruul raiding beasts



Beastmaster with beasts



Gruul beastmaster

The Selesnya Conclave, as you'll [remember](#), employs giant beasts such as **wurms** as well. But the look of a Gruul worm is much more savage and primal -- you'll find no tamed animals wearing chrome armor in this guild.



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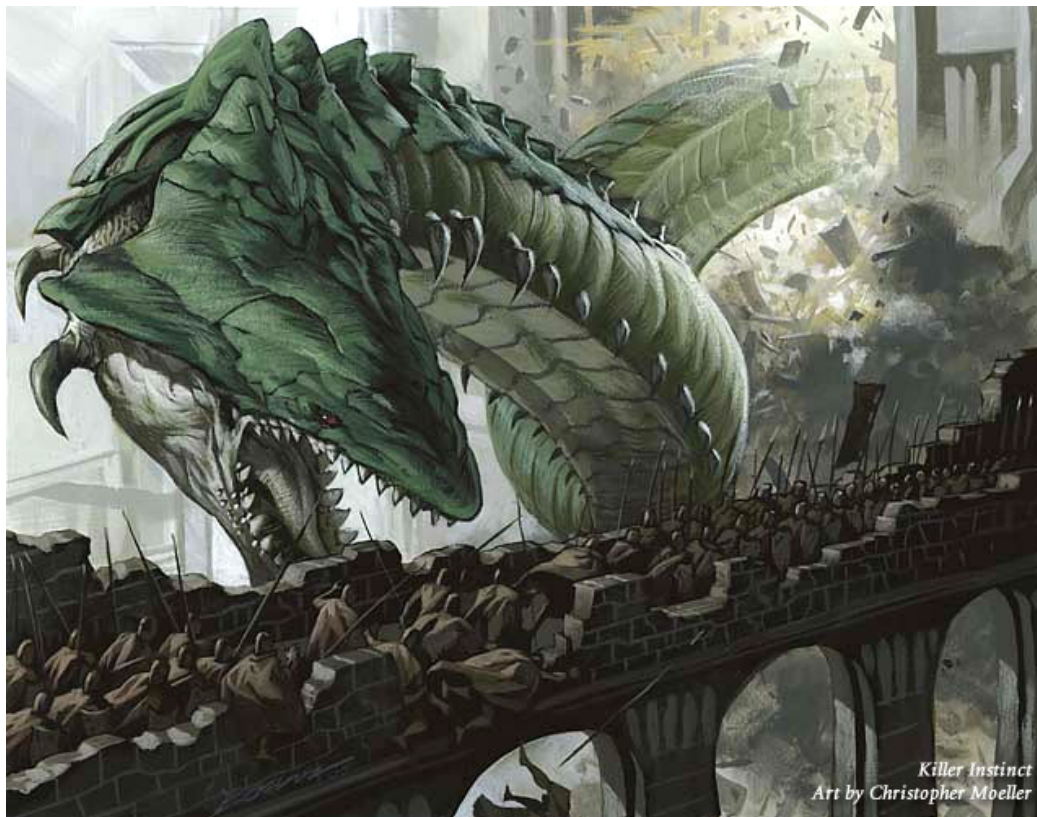
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Wurms in particular are employed by the Gruul as a kind of living explosive device. Check out Chris Moeller's art on [Killer Instinct](#), depicting a wild worm-outa-nowhere.



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