

to sacrifice themselves for the sake of the group. They expect reciprocal loyalty and commitment from the other members of their communities and can be severe in their disappointment when their trust is betrayed.

The primary difference between loxodons who join different guilds is their sense of the size of the community they belong to. For loxodons in the Selesnya Conclave, their community is the world and all living beings in it—everything valuable, meant to live in harmony, and interdependent. For Azorius loxodons, community primarily means a society of different peoples who need adherence to law and order so they can function together. For those in the Orzhov Syndicate, community means the syndicate alone, with its interests taking priority over those of any other group.

LOXODON NAMES

A loxodon's name includes subtle tones, produced in a loxodon's resonant nasal chambers, that indicate status, family connection, and community role. Since most non-loxodons can't distinguish these underlying tones, let alone produce them, loxodons often translate them into titles, such as Hierarch, Revered, Grandmother, Healer, or Saint, when interacting with other races.

Male Names: Bayul, Berov, Brooj, Chedumov, Dobrun, Droozh, Golomov, Heruj, Ilromov, Kel, Nikoom, Ondros, Radomov, Svetel, Tamuj, Throom, Vasool

Female Names: Ajj, Boja, Dancu, Dooja, Elyuja, Fanoor, Irij, Jasoo, Katrun, Lyooda, Mayja, Radu, Shuja, Soofya, Totoor, Verij, Vesmov, Yoolna, Zarij, Zoorja

LOXODON TRAITS

Your loxodon character has the following racial traits.

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Age. Loxodons physically mature at the same rate as humans, but they live about 450 years. They highly value the weight of wisdom and experience and are considered young until they reach the age of 60.

Alignment. Most loxodons are lawful, believing in the value of a peaceful, ordered life. They also tend toward good.

Size. Loxodons stand between 7 and 8 feet tall. Their massive bodies weigh between 300 and 400 pounds. Your size is Medium.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Speed. Your base walking speed is 30 feet.

Loxodon Serenity. You have advantage on saving throws against being charmed or frightened.

Natural Armor. You have thick, leathery skin. When you aren't wearing armor, your AC is 12 + your Constitution modifier. You can use your natural armor to

RULE TIP: AC CALCULATIONS DON'T STACK

When the game gives you more than one way to calculate your Armor Class, you can use only one of them. You choose the one to use. For example, if you have the loxodon's Natural Armor trait and the monk's Unarmored Defense feature, you don't mix them together. Instead, you choose which one determines your AC.

determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Trunk. You can grasp things with your trunk, and you can use it as a snorkel. It has a reach of 5 feet, and it can lift a number of pounds equal to five times your Strength score. You can use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike. Your DM might allow other simple tasks to be added to that list of options.

Your trunk can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.

Keen Smell. Thanks to your sensitive trunk, you have advantage on Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) checks that involve smell.

Languages. You can speak, read, and write Common and Loxodon.

MINOTAUR

The minotaurs of Ravnica are strong in body, dedication, and courage. They are at home on the battlefield, willing to fight for their various causes. They combine a burning fury in battle with keen tactics that make them excellent commanders as well as valuable shock troops.

HORNS AND HOOVES

Minotaurs are barrel-chested humanoids with heads resembling those of bulls. Their horns range in size from about 1 foot long to great, curling weapons easily three times that length. They often ornament their horns with metal rings or sheathe them in metal to protect them from damage.

Manes of shaggy fur extend down minotaurs' necks and powerful backs, and males have long tufts of hair on their chins and cheeks. Their legs end in heavy, cloven hooves. Minotaurs are born with long, tufted tails, but minotaurs of the Ordrun clan (and some others) have their tails docked as part of a coming-of-age ceremony; they find the heavy armor of the Boros legion much more comfortable without a long tail in the way.

STRENGTH AND ZEAL

Minotaurs are zealous and love battle. They are found among the Gruul Clans, but the minotaurs of the Ordrun family line, long associated with the Boros Legion, are much better known and respected. Boros minotaurs choose the precision of the legion over the fury of the pack.

Minotaurs tend to vent their outrage through violence, but they aren't generally quick to anger. They are passionate, loving their friends and partners fiercely, and they laugh loud and long at good jokes.

FAMILY AND GUILD

Minotaur legends describe a small pantheon of heroes—perhaps they were once thought of as gods—who established the minotaurs' place in the world. Every minotaur in Ravnica claims descent from one of these heroes.

The Ordrun line is the most prominent, with thousands of members descended from an ancient hero who is said to have taught minotaurs the arts of war. Other important family lines include the Kharran line (primarily associated with the Gruul Scab clan), the Drendaa line (found scattered among the Gruul Clans), and the Tazgral line (divided between the Boros and the Gruul, with a significant number in the Rakdos as well).

Since each family line has so many members, minotaurs don't usually find it helpful to connect the name of the line to their personal names; even though Commander Grozdan of the Boros Legion's Kamen Fortress is a prominent member of the Ordrun line, he would never call himself Grozdan Ordrun the way a human would.

MINOTAUR NAMES

The legends that recount the deeds of ancient minotaur heroes are full of other names as well: those of the retainers, allies, lovers, servants, enemies, and others who played roles, however small, in the lives of the heroes. Almost every minotaur name is drawn from that long list of minor characters of legend, so that those folk are never forgotten.

Male Names: Alovnek, Brogmir, Brozhdar, Dornik, Drakmir, Drazhan, Grozdan, Kalazmir, Klattic, Melislek, Nirikov, Prezhlek, Radolak, Rugilar, Sarovnek, Svarakov, Trovik, Vraslak, Yarovem

Female Names: Akra, Bolsa, Cica, Dakka, Drakisla, Eleska, Enka, Irnaya, Jaska, Kalka, Makla, Noraka, Pesha, Raisha, Sokali, Takyat, Vrokya, Veska, Yelka, Zarka, Zoka

MINOTAUR TRAITS

Your minotaur character has the following racial traits. These traits are also suitable for minotaurs in other D&D worlds where these people have avoided the demonic influence of Baphomet.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Alignment. Most minotaurs who join the Boros Legion lean toward lawful alignments, while

those associated with the Cult of Rakdos or the Gruul Clans tend toward chaotic alignments.

Size. Minotaurs average over 6 feet in height, and they have stocky builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Horns. Your horns are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Goring Rush. Immediately after you use the Dash action on your turn and move at least 20 feet, you can make one melee attack with your horns as a bonus action.

Hammering Horns. Immediately after you hit a creature with a melee attack as part of the Attack action on your turn, you can use a bonus action to attempt to shove that target with your horns. The target must be no more than one size larger than you and within 5 feet of you. Unless it succeeds on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier, you push it up to 10 feet away from you.

Imposing Presence. You have proficiency in one of the following skills of your choice: Intimidation or Persuasion.

Languages. You can speak, read, and write Common and Minotaur.

