

## CENTAUR

In the sprawling city of Ravnica, where “open road” seems like a contradiction and “open plain” is sheer nonsense, centaurs nevertheless retain a love of wide spaces and the freedom to travel. As much as they can, centaurs run—in wide plazas, spacious parks, and expanses of rubble and ruin. They race the wind, hooves thundering and tails streaming behind them, until the next wall looms in their path and brings them to a stop.

### NATURE’S CAVALRY

Centaurs have the upper bodies, down to the waist, of muscular humans, displaying all the human variety of skin tones and features. Their ears are slightly pointed, but their faces are wider and squarer than those of elves. Below the waist, they have the bodies of small horses, with a similar range of coloration—from various shades of chestnut or bay to dappled or even zebra-like striped patterns. Most centaurs style their hair and their tails in a similar way. Selesnya centaurs favor long, flowing hair. Gruul centaurs cut their hair in rough, spiky styles.

The upper bodies of centaurs are comparable to human torsos in size, and their lower equine bodies average about 4 feet tall at the withers. Though they are smaller than a human rider mounted on a horse, they fill similar roles as cavalry warriors, messengers, outriders, and scouts.

### AFFINITY FOR NATURE

Centaurs have an affinity for the natural world. Among the guilds that share that affinity, centaurs favor the rubblebelts of the Gruul Clans and the wide plazas of the Selesnya Conclave over the undercity tunnels of the Golgari and the laboratories of the Simic.

Centaurs celebrate life and growth, and the birth of a foal is always cause for festivities. At the same time, they revere the traditions of the past, and among both the Gruul and the Selesnya they are voices of memory and history, preserving old ways and keeping alive the legends of ancestral heroes. They feel a close kinship with wild animals, perhaps because of their own horse-like bodies, and delight in the feeling of running alongside herds and packs of other beasts.

### CLANS AND COMMUNITY

Centaurs sense the interconnectedness of the natural world. Thus, they celebrate family and community as microcosms of that greater connection. Among the Gruul, they have a strong clan identity, and Selesnya centaurs are fiercely loyal to their individual communities as well as the guild as a whole. Their love of history and tradition also means that centaurs are more likely than most other Ravnicans to join the same guild that their parents did.

### CENTAUR NAMES

Centaurs’ given names are passed down through family lines. The name bestowed on a new foal is typically the name of the most recently deceased family member



of the same gender, keeping alive the memory—and, the centaurs believe, some shard of the spirit—of the departed. Centaurs don’t use family names, but they wear symbols that represent their family membership. These symbols might include graphical representations of plants or animals, printed mottoes, braids and beads worn in the hair and tail, or even specific patterns of woven fabric.

**Male Names:** Bonmod, Boruvo, Chodi, Drozan, Kozim, Milosh, Ninos, Oleksi, Orval, Radovas, Radom, Rostis, Svetynos, Tomis, Trijiro, Volim, Vlodim, Yarog

**Female Names:** Daiva, Dunja, Elnaya, Galisnya, Irinya, Kotyali, Lalya, Litisia, Madya, Mira, Nedja, Nikya, Ostani, Pinya, Rada, Raisya, Stasolya, Tatna, Zhen-doya, Zoria

### CENTAUR TRAITS

Your centaur character has the following racial traits. These traits are also suitable for the centaurs of other worlds where there are centaurs of fey origin. These centaurs are smaller than the non-fey centaurs that roam in some realms.

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

**Age.** Centaurs mature and age at about the same rate as humans.

**Alignment.** Centaurs are inclined toward neutrality. Those who join the Selesnya are more often neutral good, while those who join the Gruul are typically chaotic neutral.



**Size.** Centaurs stand between 6 and 7 feet tall, with their equine bodies reaching about 4 feet at the withers. Your size is Medium.

**Speed.** Your base walking speed is 40 feet.

**Fey.** Your creature type is fey, rather than humanoid.

**Charge.** If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your hooves.

**Hooves.** Your hooves are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

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

In addition, any climb that requires hands and feet is especially difficult for you because of your equine legs. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.

**Survivor.** You have proficiency in one of the following skills of your choice: Animal Handling, Medicine, Nature, or Survival.

**Languages.** You can speak, read, and write Common and Sylvan. Sylvan is widely spoken in the Selesnya Conclave, for it is rich in vocabulary to describe natural phenomena and spiritual forces.

## GOBLIN

Whether sniveling in fear, cackling with mad laughter, or snarling in a fury, goblins are wretched and inconsequential—at least in the eyes of most of Ravnica's other folk. In their own minds, though, they are content to lurk in the shadows only until they fully come into their own and receive the recognition they believe they deserve. They are entitled to some credit for their tenacity, agility, crafty ingenuity, and dumb luck, all of which has enabled them to survive in a world overrun with creatures larger and more powerful than they are.

### SMALL AND WIRY

Standing around 3 feet tall and covered in warty green or red skin, goblins have huge noses and ears. Their wiry bodies are surprisingly strong, and their mouths are full of sharp, crooked teeth.

Most goblins are bald, either by heredity or by choice, but a few boast shocks of red or black hair. Their arms and legs are elongated in proportion to their small bodies, and their fingers and toes are also long and slender. Many goblins prefer to go unshod to leave their toes exposed for climbing.

### UNFETTERED EMOTION

Creatures of raw impulse, goblins are found among guilds that value that quality, particularly the Izzet (where they typically serve as attendants for researchers), the Gruul (in camps that form hapless buffers between the clans and civilized regions), the Rakdos (putting their love of explosions to good use), and occa-



sionally the Boros (if they discover a well of discipline and courage within themselves, or find themselves unable to resist the shininess of Boros weapons and armor). Many goblins are guildless and make their way as members of street gangs.

Sometimes driven by wild mood swings, goblins have an inclination toward destruction, which can take a playful form but is often anything but. Some goblins clobber things, others like to light them on fire, and many love to blow things up.

Goblins have an outrageous sense of humor, usually expressed through mischievous pranks. The malicious among them find pleasure in the misfortune of others and tend to cackle maniacally whenever they're amused. They can act with apparent randomness, sometimes just to confuse and befuddle others.

### GOBLIN NAMES

The Goblin language is fond of certain sounds, and goblin names tend to repeat those sounds to form what can sound like nonsense words. A goblin's name gives no indication of gender.

**Goblin Names:** Azzinax, Babolax, Blixanix, Crixizix, Dazzaz, Estrix, Finizix, Juzba, Kaluzax, Lyzaxa, Mizzix, Myznar, Nixispix, Paxizaz, Ravixiz, Stixil, Sunnix, Tozinox, Uxivozi, Vazozav, Wexiny, Zizzix