

GOBLIN TRAITS

Your goblin character has the following racial traits.

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

Age. Goblins reach adulthood around age 8. They age noticeably faster than humans, and though few goblins live to old age, the most cautious rarely live longer than 60 years.

Alignment. Most of the goblins of Ravnica are chaotic, with no inclination toward good or evil.

Size. Goblins are between 3 and 4 feet tall and weigh between 40 and 80 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fury of the Small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Languages. You can speak, read, and write Common and Goblin. In Ravnica, Goblin is a simplistic language with a limited vocabulary and fluid rules of grammar, unsuited for any sophisticated conversation.

LOXODON

The humanoid elephants called loxodons are often oases of calm in the busy streets of Ravnica. They hum or chant in sonorous tones and move slowly or

sit in perfect stillness. If provoked to action, loxodons are true terrors—bellowing with rage, trumpeting and flapping their ears. Their serene wisdom, fierce loyalty, and unwavering conviction are tremendous assets to their guilds.

LUMBERING GIANTS

Loxodons tower above most other humanoids, standing over 7 feet tall. They have the heads—trunks, tusks, ears, and faces—of elephants, and hulking bipedal bodies covered by thick, leathery skin. Each of their hands has four thick digits, and their feet are the flat-bottomed, oval-shaped feet of elephants.

Like that of an elephant, a loxodon's trunk is a useful appendage. In addition to providing a keen sense of smell, the trunk can be used to lift and carry even heavy objects. The trunk can be used to carry both food and liquid to the mouth and can even act as a snorkel.

GIFTED STONEMAKERS

Loxodons are tireless, patient artisans with an unrivaled intuition about their craft. Although they make nurturing spiritual leaders, their gift for stonework is so ingrained that they are often at a loss when they try to impart that knowledge to others. Among the Selesnya, it primarily falls to loxodons to build the guild's magnificent, cathedral-like arboretum structures.

RELENTLESSLY LOYAL

Loxodons believe in the value of community and life, and thus are most often found in the Selesnya Conclave. Some find fulfillment in the cause of order by joining the Orzhov Syndicate or the Azorius Senate.

Loxodons believe that the members of a group have a responsibility to look out for each other. Once they have joined a guild or bonded with other individuals in any capacity, loxodons devote themselves to maintaining that bond. They coordinate their efforts and are often willing



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, Vesmovia, 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.