

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

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

