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Loxodon 5e stats pdf

elephants. Loxodons is a human-shaped elephant-like monster race from the multi-universe of Magic: The Gathering. Found on a number of aircraft throughout the universe, most loxodons are related to White Mana, entirely or in combination with Green Mana, as opposed to the unique Green Mana bond of relatives. Ravnican Loxodons is almost extinct. Most seek membership in the Selesnya Conference, it is the most natural of the assembly states. Unlike their non-living elephant cousins, all loxodons are white or white-green creatures rather than just green. Loxodons were brought to Mirrodin through memnarch's soul trap. In Mirrodin, they have as much metal on the body as any other creature, and have a more text than a natural focus. Inhabiting the Razor Field, these loxodons believe in humble truth, an absolute code of morality that is carried out at face value and passed down from generation to generation. During the debates, Loxodons proved stubborn and almost impossible to dominate. Some Mirran even doubted if a Loxodon would have thought in shades of grey. Loxodons wander around the fields, distributing justice in the form of physical punishment and providing atonement. These loxodon depict religious superiority for those born albino, ingesting that they are spiritually pure. For a long time, the Aunoks tried to make peace with loxodons and leonins tried to war; failed. When Mirrodin became New Phyrexia, Machine Orthodoxy's invasion of Razor Fields isolated the remaining Loxodon. The last living loxodons on board were those accompanied by Ghalma the Shaper, who had settled in Bladehold. Loxodon can also be found in Tarkir. Allied to the Temur Frontier, they are very different from the Loxodon of other aircraft, like mammoths and disconnected from the white mana, instead red and blue (Avalanche Tusker) in addition to green. &#amp;D Loxodons[edit] Not to be confused with Loxo, a similar race of beastfolk originating from the Forgotten Kingdom, Loxodons appears as a player character race in Dungeons & Dragons 5th Edition, thanks to appearances in Guildmaster's Guide to Ravnica splatbook. There, they were presented with the following statistics: Loxodon Ability Scores: Con +2; Wis +1 Size: Average speed: 30 ft. Age: Loxodons mature physically at the same rate as humans, but they live about 450 years. They appreciate the weight of wisdom and experience and are considered young until they reach the age of 60. Most loxodons are legal, believe in the value of a peaceful, orderly life. They also tend towards good. Size: Loxodons are between 7 and 8 feet tall. Their huge body weighs between 300 and 400 pounds. Your size is average. Strong construction. You are counted as a larger size when determine your carryability and the weight you can push, pull or lift. Loxodon Serenity. You have the advantage of throwing savings against being seduced or scared. Natural You have thick skin, skin. When you are not wearing armor, your AC is 12+ amendments to your Constitution. You can use your natural armor to determine your AC if the armor you wear will leave you with a lower AC. The benefits of a shield apply as usual while you use your natural armor. Stem. You can catch everything with your trunk, and you can use it as a snorkel. It has a reach of 5 feet, and it can lift some pounds by five times your strength points. You can use it to perform the following simple tasks: lifting, dropping, holding, pushing or dragging an object or an organism; open or close the container or container; wrestle with someone; or carry out an unsathed attack. Your DM can allow you to add other simple tasks to that list of options. It cannot use weapons or shields or do anything that requires manual precision, such as using magical tools or items or performing the somatic components of a spell. The smell is sharp. Thanks to your sensitive trunk, you have the advantage of Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) testing that are related to smell. Language. You can speak, read and write Common and Loxodon. An earlier version appeared as a playtest in Unearthed Arcana. This version lacks Trunk characteristics, instead potentially races stonemasonry of dwarves and is proficiently free with construction tools, and its Loxodon Serenity characteristics instead include Loxodon Bravery, which only gives Advantage to save against Fear. Loxodon is the elephant folk of D&D, large, kind, stubbornly loyal, and only occasionally given bouts of beating smaller creatures into a pulp. Not the source of Toril or any other standard local adventure, loxodon hails from Ravnica, and is actually better described as a Magic: The Gathering that has poked their trunk into the D&D world. D. What should you never forget? Where's their cemetery? Follow the trail of elephant-sized footprints as we go through everything you need to know. Loxodon Culture Loxodon is popular on some planes in Magic: The Multiverse Gathering, but we're achieving loxodon by Ravnica: City of Guilds, so our image of loxodon culture is filtered through a Ravnican lens. As such, it helps to know at least a little about Ravnica itself. Ravnica is a world entirely composed of a single major city. Some places are overcrowded ruins, and some are bright spire, but every inch of the world has been built over and over again. (think Conuscant from Star Wars but in an imaginable setting). The city is ruled by a council of leaders of 10 councils. Most councils hate each other's guts, but they each control and maintain an important aspect of the city and they keep a delicate balance of enforcement with Ancient and powerful magical contracts. In Ravnica, loxodons are skilled craftsmen, patient workers and master stonemen. Diligent and tracking through are loxodon bywords, whatever task they are challenged with, they will skillfully and carefully see it through to the finish. Ends. wise, patient and loyal. They have a strong sense of community and that in-depth loyalty often links them to their friends and neighbors. While their stoicism is not endless, it is often loxodon who keeps their composure, and offers wise advice long before taking up violence. If one manages the rather formidable task of enraging a loxodon though, they will be rewarded with a closed stampe of trumpeting, ear-flapping, titanic fist swinging fury. Apart from all that, it really comes down to what the loxodon guild belongs to. While a loxodon could theoretically belong to any synly, most belong to the Selesnya Conclave, some belong to the Azorius Senate, and a few are in bed with the Orzhov Syndicate. Images designed by Selesnyan Loxodon Selesnya are all about nature, harmony, and illustrations that the vegan commune that your humanities professor has always dreamed of. At best Selesnya, it's a shining climax of collaboration and harmony with nature, at its worst a brainwashing sett that serves as the public relations arm of the guild pact quietly silences dissenters and marshals a mindlessly loyal standing army. Although most shady aspects of the bile are completely unknown to its followers and the general public. Selesnyan loxodon often had high ranks in the conscin. (although Selesnya did not believe in rank), where they were cherished for their calm attitude and wise understanding. Selesnyan loxodon is usually druids or cyps, meditating on the natural rhythms and voices of Selesnya. These loxodon have channeled their natural loyalty and dedication to all life and are often wonderful intermediaries and bastions of tranquility. Azorius Loxodon Senate Azorius is the legitimate arm of Ravnican society, they are judges, lawmakers and officials that (at least according to them) keep the city from falling into lawless chaos. Difficult and bureaucratic with a tee, the lives of those in Azorius are filled with stability, tedium, and almost endless paperwork. Azorius could even show their power using magical laws that could miraculously shackles and bind those who defied Azorius' laws and contracts. Azorius loxodon channel their natural and patient skills into the complex sites of the Azorius bureaucracy, steadily working through proper channels where others will give up in frustration. The available loyalty and community of loxodon take the form of an unshakable belief in law and order in Azorius. Law and order for the benefit of all. Orzhov Loxodon The Orzhov Syndicate is run as a combination of exotic religions, credit lending agencies and criminal organizations. It was once a faith founded around a true god, but now worship money and power, although the trappings of faith are still very much in their clothing, architecture and culture. The business guild has their finger in any deal where money dramatically changes hands and those indebted to the syndicate must have to be sure to pay their tithing, for fear of their souls or bodies being declared collateral. Loxodon's Orzhov has linked himself to the organization alone, and their unbroken loyalty is invaluable to the corrupt popes of Orzhov. Sometimes they are used as executive or collectors of tithing because their strength and patience can melt the determination of even the most stubborn debtors. For these loxodon syndicate is preferred, and its benefits must be protected above all others. Loxodon Loxodon's appearance is exactly what you'd expect when you hear the elephant. They are two-legged, stand a little over 7 feet tall and as heavy as you can get without due scales into large sizes. Their skin is tough and rubbery (like an elephant) and they have flat-bottomed elephant paws and their hands are only 4 digits. Their heads are almost the same as those of elephants with long stems, wide skinned ears, and often they have long ivory. Selesnyan loxodon should look like something straight out of a natural material, with a diagonally expressed, flowing robes, and small birds roosting on tusks. Azorius loxodon may have legal spells etched into their tusks or hidden, or long raiment of a med. Orzhov loxodon will probably take advantage of their ostentatious position and emblazon their guild successfully and gild themselves with countless gold rings and jewelry on their ears, tusks, and trunks. The name Loxodon The name Loxodon has complex resonances often lost in the loxodon air. It is difficult to say them properly without a trunk and it is difficult to hear them correctly without elephant ears. When interacting with other races, loxodon often translates and adds the subtlety of their names as headlines in addition to their own names. Titles such as hierarchy, grandmother, mighty, or honorable. Loxodon South Name: Gantuzh, Geruzh, Kolderom, Koyum, Ojoozh, Ontom, Oobruzh, Rindol, Royoz, Vom Loxodon Female Name: Afyi, Jana, Jelin, Kaltim, Lyalte, Oolra, Oti, Tesne, Vetri, Yusnar, Loxodon Your loxodon characteristics have the following racial characteristics. Increase score ability: Your constitutional score increases by 2, and your intellectual score increases by 1. Age: Loxodons physically mature at the same rate as humans, but they live about 450 years. They appreciate the weight of wisdom and experience and are considered young until they reach the age of 60. Link Most loxodons are legitimate, believe in the value of a peaceful, orderly life. They also tend towards good. Size: Loxodons stand between 7 and 8 feet tall. Their huge body weighs between 300 and 400 pounds. Your size is average. Speed: Your basic walking speed is 30 feet. Strong build: You count as a larger size when determining your bearing capacity and weight you can push, pull or lift. Loxodon Serenity: You have the advantage of throwing savings against being seduced or scared. Natural Armor: You have thick skin. When you don't Armor, your AC is 12+ amendments to your Constitution. You can use your natural armor to determine your AC if the armor you wear will leave you with a lower AC. The benefits of a shield apply as usual while you use your natural armor. Trunk: You can catch everything with your trunk, and you can use it as a snorkel. It has a reach of 5 feet, and it can lift some pounds by five times your strength points. You can use it to perform the following simple tasks: lifting, dropping, holding, pushing or dragging an object or an organism; open or close the container or container; wrestle with someone; or carry out an unsathed attack. Your DM can allow you to add other simple tasks to that list of options. Your trunk cannot wield weapons or shields or do anything that requires manual precision, such as using magical tools or items or performing the somatic components of a spell. Keen Smell: Thanks to your sensitive stems, you have the advantage of Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) testing that are related to smells. Language: You can speak, read and write Common and Loxodon. Loxodon has some dense abilities so let's go through them one by one. Increase the likely score: +2 to the Constitution, which is widely useful for each class but more useful for your natural armor that we will get in a minute. Then you get an Intellectual +1 bonus that is quite useful for monks and is the main casting ability for Cysies, Druids, and Rangers. Age: 450 is a colossal age, and you should feel free to play around with being a child of 50 or an ancient well into their 4th century. Alignment: The strong legal alignment is pretty well baked into their legends so it will be difficult but not impossible to justify barbarian loxodons, rogues and other chaotic bents. Size: It's a downsizing shame this race isn't big size, but we're stuck with huge trends for the average in 5e races. Which sadly they seem to have died put on as they are not willing to make big-letter elephants. Speed: Bog standard movement. Strong construction: This is mechanical justification for the huge but still average thing. Honestly, it will very rarely come up, but it could potentially be a savior when you've got to change or lug something big so don't forget about the possibilities. Loxodon Serenity: Both the possibility of charm and fear is quite common so the free advantage against them is that there is nothing to sneeze at. Mark it down and try to remember your engraving nature when someone tries to mess with your big head. Natural Armor: Loxodon natural armor allows you to completely pour Dexterity and pour points into the Constitution (for which you have received +2 in) for both AC and accents. In my my day Loxodon enjoys one of the best variants of self armor and you should absolutely abuse the heck out of it. That base line is 12, which is a bit low, but just pushing the child up to 16 and welding a shield will get you all the way to an AC 17 in level 1, apart from all those lovely extra his Trunk: They worded the trunk ability very carefully and sadly the most devious ideas with it simply didn't work. It can easily allow you to fold and grab things while your hands are full, which can be a big problem depending on how tight your DM fighting rules are. For the most part though, this isn't helpful without much creativity. Keen Smell: This is a strange inclusion but it is welcome, arguing for it whenever you are spying on someone or hunting for something and see if your DM allows you to follow your nose. Language: Common and loxodon. Loxodon is obviously a very limited racial language, so its use will surely depend on your campaign but it never seems to appear. Loxodon Builds Loxodon should work with any class, but if you're looking for optimization, the following build can provide a bit of inspiration about your next Loxodon character: Damage Sponge Elephant Loxodon as an excellent cyp pop, especially if you choose a domain name that trades in proficient heavy armor standards for other products. Unified domain names are particularly nice for this as you can focus on only Wisdom and the Constitution and use your large accent pool to save everyone else by using the ability to burden being shared. Grab a shield and stack the spell-warding bonds in it and basically you'll be a walking accent reserve for the party along with an AC of 17-18 that can supplement itself with healing. -> THE MINIATURE LOXODON STORE HERE! CLICK BELOW TO WATCH THE FULL LOXODON SE VIDEO TUTORIAL! - Enjoy this tutorial? You might also like: Get the Player's Handbook Here Need a New Dice Set? Check out our DND Dice here. They are perfect for each gamer as a gift or just treat yourself! Thinking about other classes? Check out our huge list of D&D's D 5e Tools and Tips here. &#amp;New to find D&D Group? Check out our guide on How to find a &#amp;D group D. 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