

# Races

## Aasimar (DMG pg. 286)

Whereas tieflings have fiendish blood in their veins, aasimar are the descendants of celestial beings. Aasimar often attempt to pass as humans in order to right wrongs and defend goodness on the Material Plane without drawing undue attention to their celestial heritage. They strive to fit into society, although they usually rise to the top, becoming revered leaders and honorable heroes.

Ability Increase: **+1 Wisdom & +2 Charisma**

## Aarakocra (EE pg. 3)

Sequestered in high mountains atop tall trees, the aarakocra, sometimes called birdfolk, evoke fear and wonder. Many aarakocra aren't even native to the Material Plane. They hail from a world beyond—from the boundless vistas of the Elemental Plane of Air. They are immigrants, refugees, scouts, and explorers, their outposts functioning as footholds in a world both strange and alien.

Ability Increase: **+2 Dexterity & +1 Wisdom**

## Changeling (UA: E pg. 1)

Changelings are masters of intrigue and deception. They are subtle shapeshifters capable of disguising their appearance. Their ability to adopt other creatures' guises makes them consummate spies and criminals.

Ability Increase: **+1 Dexterity & +1 Charisma**

## Dwarf (PHB pg. 18)

Kingdoms rich in ancient grandeur, halls carved into the roots of mountains, the echoing of picks and hammers in deep mines and blazing forges, a commitment to clan and tradition, and a burning hatred of goblins and orcs—these common threads unite all dwarves.

Ability Increase: **+2 Constitution**

### **Hill Dwarf** (PHB pg. 20)

As a hill dwarf, you have keen senses, deep intuition, and remarkable resilience.

Ability Increase: **+1 Wisdom**

### **Mountain Dwarf** (PHB pg. 20)

As a mountain dwarf, you're strong and hardy, accustomed to a difficult life in rugged terrain. You're probably on the tall side (for a dwarf), and tend toward lighter coloration.

Ability Increase: **+2 Strength**

## Dragonborn (PHB pg. 32)

Born of dragons, the dragonborn walk proudly through a world that greets them with fearful incomprehension. Shaped by draconic gods or the dragons themselves, dragonborn originally hatched from dragon eggs as a unique race, combining the best attributes of dragons and humanoids. Some dragonborn are faithful servants to true dragons, others form the ranks of soldiers in great wars, and still others find themselves adrift, with no clear calling in life.

Ability Increase: **+2 Strength & +1 Charisma**

## Elf (PHB pg. 21)

Elves are a magical people of otherworldly grace, living in the world but not entirely part of it. They live in places of ethereal beauty, in the midst of ancient forests or in silvery spires glittering with faerie light, where soft music drifts through the air and gentle fragrances waft on the breeze. Elves love nature and magic, art and artistry, music and poetry, and the good things of the world.

Ability Increase: **+2 Dexterity**

### **High Elf** (PHB pg. 23)

As a high elf, you have a keen mind and a mastery of at least the basics of magic.

Ability Increase: **+1 Intelligence**

### **Wood Elf** (PHB pg. 24)

As a wood elf, you have keen senses and intuition, and your fleet feet carry you quickly and stealthily through your native forests.

Ability Increase: **+1 Wisdom**

### **Drow - Dark Elf** (PHB pg. 24)

Descended from an earlier subrace of dark-skinned elves, the drow were banished from the surface world for following the goddess Lolth down the path to evil and corruption.

Ability Increase: **+1 Charisma**

### **Eladrin - Sun Elf** (DMG pg. 286)

Creatures of magic with strong ties to nature, eladrin live in the twilight realm of the Feywild.

Ability Increase: **+1 Intelligence**

### **Elf** [of Zendikar] (PS: Z pg. 18)

Elves are a fearless and adaptable people. They remain the most prevalent race on Murasa, and have a strong presence in other regions as well. Their treetop villages seem to regrow almost as soon as they are destroyed—much like the Murasan jungles where they are found. Striving to live in harmony with nature, they celebrate the ties between their communities and their connection with the broader world around them.

Ability Increase: **+2 Wisdom**

### **Tajuru Nation** (PS: Z pg. 18)

Tajuru elves are the most open to people of other races, seeing their skills and perspectives as valuable new tools for survival. The Tajuru are also more open to new lifestyles, be it living in a mountaintop citadel or roaming grassy plains.

Ability Increase: **+1 Charisma**

### **Joraga Nation** (PS: Z pg. 19)

The elves of the imperious Joraga nation of Bala Ged have little respect for any other race of Zendikar—or even for other elves. The survival of their nation and its traditions is the Joraga elves' only goal, and they view the influence of others as a weakness.

Ability Increase: **+1 Dexterity**

### **Mul Daya Nation** (PS: Z pg. 19)

Elves of the Mul Daya nation of Bala Ged are set apart from other elves by their relationship with the spirits of their elven ancestors. To the Mul Daya, the spirit world and the mortal realm are different only in terms of their tangibility.

Ability Increase: **+1 Strength**

### **Genasi** (EE pg. 7)

Genasi are individuals with ties to two worlds, yet belonging to neither. Some genasi are born of mortal–genie unions, others have two genasi as parents, and a rare few have a genie further up their family tree, manifesting an elemental heritage that's lain dormant for generations.

Ability Increase: **+ 1 Constitution**

#### **Air Genasi** (EE pg. 9)

As an air genasi, you are descended from the djinn. As changeable as the weather, your moods shift from calm to wild and violent with little warning, but these storms rarely last long.

Ability Increase: **+1 Dexterity**

#### **Earth Genasi** (EE pg. 9)

As an earth genasi, you are descended from the cruel and greedy dao, though you aren't necessarily evil. You have inherited some measure of control over earth, reveling in superior strength and solid power. You tend to avoid rash decisions, pausing long enough to consider your options before taking action.

Ability Increase: **+1 Strength**

#### **Fire Genasi** (EE pg. 9)

As a fire genasi, you have inherited the volatile mood and keen mind of the efreet. You tend toward impatience and making snap judgments. Rather than hide your distinctive appearance, you exult in it.

Ability Increase: **+1 Intelligence**

#### **Water Genasi** (EE pg. 10)

The lapping of waves, the spray of sea foam on the wind, the ocean depths—all of these things call to your heart. You wander freely and take pride in your independence, though others might consider you selfish.

Ability Increase: **+1 Wisdom**

### **Gnome** (PHB pg. 35)

A constant hum of busy activity pervades the warrens and neighborhoods where gnomes form their close-knit communities. Louder sounds punctuate the hum: a crunch of grinding gears here, a minor explosion there, a yelp of surprise or triumph, and especially bursts of laughter. Gnomes take delight in life, enjoying every moment of invention, exploration, investigation, creation, and play.

Ability Increase: **+2 Intelligence**

### **Forest Gnome** (PHB pg. 37)

As a forest gnome, you have a natural knack for illusion and inherent quickness and stealth. Forest gnomes are rare and secretive. They gather in hidden communities in sylvan forests, using illusions and trickery to conceal themselves from threats or to mask their escape should they be detected.

Ability Increase: **+1 Dexterity**

### **Rock Gnome** (PHB pg. 37)

As a rock gnome, you have a natural inventiveness and hardiness beyond that of other gnomes. Most gnomes in the world are rock gnomes.

Ability Increase: **+1 Constitution**

### **Goblin** [of Zendikar] (PS: Z pg. 16)

Goblins are an inquisitive and adaptable race hampered by their small size, their natural cowardice, and a severe shortage of common sense. They eagerly explore areas that others hesitate to enter, and obsessively fiddle with magic that more sensible folk would take careful precautions with.

Ability Increase: **+2 Constitution**

### **Grotag Tribe** (PS: Z pg. 17)

Smaller and weaker than their cousins, but with larger hands and feet, goblins of the Grotag tribe attempt to live by their wits, though seldom with much success. But though the Grotag seem to have a never-ending supply of bad ideas, and a horrible ratio of bad ideas to good, the Grotag likewise seem to have a never-ending supply of Grotag.

Grotag Tamer: **You have proficiency in the Animal Handling skill.**

### **Lavastep Tribe** (PS: Z pg. 17)

The Lavastep tribe is the most industrious of the goblin tribes, and possesses much hard-won knowledge of the geothermal activity in Akoum. More so than members of the other tribes, the Lavastep goblins build surprisingly effective equipment out of the crystal shards and veins of strange metals that occasionally boil up to the surface.

Lavastep Grit: **You have advantage on Dexterity (Stealth) checks made to hide in rocky or subterranean environments.**

### **Tuktuk Tribe** (PS: Z pg. 17)

Among the goblins, the Tuktuk are most likely to hire themselves out as ruin guides to other races. Of course, their usual plan is to help find something of value, steal it, trigger a trap intentionally, and then run.

Tuktuk Cunning: **You have proficiency with thieves' tools.**

### **Goliath** (EE pg. 10)

At the highest mountain peaks—far above the slopes where trees grow and where the air is thin and the frigid winds howl—dwell the reclusive goliaths. Few folk can claim to have seen a goliath, and fewer still can claim friendship with them. Goliaths wander a bleak realm of rock, wind, and cold.

Ability Increase: **+2 Strength & +1 Constitution**

### **Halfling** (PHB pg. 26)

The comforts of home are the goals of most halflings' lives: a place to settle in peace and quiet, far from marauding monsters and clashing armies; a blazing fire and a generous meal; fine drink and fine conversation. Though some halflings live out their days in remote agricultural communities, others form nomadic bands that travel constantly, lured by the open road and the wide horizon to discover the wonders of new lands and peoples.

Ability Increase: **+2 Dexterity**

### **Lightfoot Halfling** (PHB pg. 28)

As a lightfoot halfling, you can easily hide from notice, even using other people as cover. You're inclined to be affable and get along well with others.

Ability Increase: **+1 Charisma**

### **Stout Halfling** (PHB pg. 28)

As a stout halfling, you're harder than average and have some resistance to poison. Some say that stouts have dwarven blood.

Ability Increase: **+1 Constitution**

### **Human** (PHB pg. 29)

In the reckonings of most worlds, humans are the youngest of the common races, late to arrive on the world scene and short-lived in comparison to dwarves, elves, and dragons. Perhaps it is because of their shorter lives that they strive to achieve as much as they can in the years they are given. Or maybe they feel they have something to prove to the elder races, and that's why they build their mighty empires on the foundation of conquest and trade.

Ability Increase: **+1 to all Abilities** or **+1 to two Abilities, one Skill proficiency, & one Feat of your choice**

### **Human** [of Innistrad] (PS: I pg. 29)

Innistrad's population is mostly human, however, the humans of Kessig are different in many respects from those of Gavony, and Nephalia's urban culture is very distinct from the shadow-draped land of Stensia.

### **Gavony** (PS: I pg. 8)

Whether safe behind the walls of the High City of Thraben or out in the moors with little more than shuttered windows, barred doors, and grim determination to stand against the horrors of the night, the humans of Gavony are the most well-rounded people of Innistrad.

Ability Increase: **+1 to all Abilities**

### **Kessig** (PS: I pg. 8)

For the Kessiger, life is work. Kessigers are farmers, millers, weavers, and stonemasons, living close to the land and working hard for every meal. This makes them self-reliant, pragmatic, and plainspoken.

Ability Increase: **+1 Dexterity & +1 Wisdom**

### **Nephalia** (PS: I pg. 8)

Beneath an ever-present shroud of fog billowing in from the sea, the people of Nephalia maintain a semblance of normalcy, buying and selling goods from across Innistrad in their bustling markets, setting out to sea in tiny fishing boats, or tilling the soggy earth in waterlogged fields.

Ability Increase: **+1 Intelligence & +1 Charisma**

### **Stensia** (PS: I pg. 8)

Countless generations of hardship and proximity to the vampire strongholds—leading to lost children and neighbors—have taught Stensians to guard their hearts. They are proud and fervent in their beliefs but seem brusque or even cold to the people of other provinces.

Ability Increase: **+1 Strength & +1 Constitution**

### **Half-Elf** (PHB pg. 38)

Walking in two worlds but truly belonging to neither, half-elves combine what some say are the best qualities of their elf and human parents: human curiosity, inventiveness, and ambition tempered by the refined senses, love of nature, and artistic tastes of the elves. Many half-elves, unable to fit into either society, choose lives of solitary wandering or join with other misfits and outcasts in the adventuring life.

Ability Increase: **+2 Charisma & +1 to one Ability of your choice**

### **Half-Orc** (PHB pg. 40)

Orc and human tribes sometimes form alliances, joining forces into a larger horde to the terror of civilized lands nearby. When these alliances are sealed by marriages, half-orcs are born. Some half-orcs rise to become proud chiefs of orc tribes, their human blood giving them an edge over their full-blooded orc rivals. Some venture into the world to prove their worth among humans and other more civilized races.

Ability Increase: **+2 Strength & +1 Constitution**

### **Kor** [of Zendikar] (PS: Z pg. 10)

Deeply reverent of the land and its sacred sites, the nomadic Kor, live a spare existence defined by their constant travels. Masters of ropes and hooks, they scale sheer cliffs and cross yawning chasms with such skill and agility that they sometimes seem almost to take flight.

Ability Increase: **+2 Dexterity & +1 Wisdom**

### **Merfolk** [of Zendikar] (PS: Z pg. 12)

Merfolk are an amphibious race, born and at home in the water but comfortable on dry land. Curious, thoughtful, and analytical, the merfolk of Zendikar are natural scholars and explorers. In the past, merfolk society was organized around their belief in three deities. But in the wake of the reappearance of the Eldrazi, the merfolk have realized that their faith was a web of lies, built on a corrupted memory of the Eldrazi titans handed down from generation to generation.

Ability Increase: **+1 Charisma**

### **Emeria Creed** (PS: Z pg. 13)

Merfolk who followed Emeria's creed seek wisdom and truth in the Wind Realm, exploring the mystical forces—rather than natural causes—behind historical events. They are evasive and intentionally enigmatic in their interactions with others, and are often described as manipulative and deceptive.

Ability Increase: **+2 Wisdom**

### **Ula Creed** (PS: Z pg. 13)

Ula-creed merfolk emphasize intellectual pursuits, stressing hard evidence and reason over passion. They are analytical scholars, chroniclers, explorers, and navigators who pride themselves on being blunt and straightforward.

Ability Increase: **+2 Intelligence**

### **Cosi Creed** (PS: Z pg. 13)

No merfolk will openly admit to following the creed of the trickster, but those who do view Cosi as an ally who can grant them control over the chaotic forces of the world.

Ability Increase: +1 **Charisma** (for total of 2) & +1 **Intelligence**

### **Minotaur** (UA: WA pg. 1)

Minotaurs live in an honor based society where strength determines power in both the gladiatorial arenas and in daily life. At home on both land and sea, the minotaurs of Krynn are ferocious sea raiders who rank as the ablest and most dangerous sailors in the world.

Ability Increase: +1 **Strength**

### **Revenant** (UA: GH pg. 1)

Having met a cruel and undeserved end, you have returned to the realm of the living. As a revenant, you thirst for revenge against those who wronged you in life, or seek to complete a final, critical task you left unfinished. The revenant subrace can be applied to any race that has a subrace, and replaces that race's existing subrace options. Alternatively, you can apply this new subrace to a race without subrace options.

Ability Increase: +1 **Constitution**

### **Shifter** (UA: E pg. 2)

Shifters are descended from humans and lycanthropes. Although they cannot fully change to animal form, they can take on animalistic features by a process they call shifting.

Ability Increase: +1 **Dexterity**

### **Beasthide** (UA: E pg. 2)

As a beasthide shifter, you are especially tough and persistent in battle.

Ability Increase: +1 **Constitution**

### **Cliffwalk** (UA: E pg. 2)

Your cliffwalk heritage grants you the agility of a mountain goat.

Ability Increase: +1 **Dexterity**

### **Longstride** (UA: E pg. 2)

Longstride shifters are fleet and elusive.

Ability Increase: +1 **Dexterity**

### **Longtooth** (UA: E pg. 2)

As a longtooth shifter, you are a ferocious combatant.

Ability Increase: +1 **Strength**

### **Razorclaw** (UA: E pg. 2)

As a razorclaw shifter, you make swift, slashing strikes in battle.

Ability Increase: +1 **Dexterity**

### **Wildhunt** (UA: E pg. 3)

Your wildhunt heritage makes you a consummate tracker and survivor.

Ability Increase: +1 **Wisdom**

### **Svirfneblin / Deep Gnome** (EE pg. 5)

Svirfneblin seem more like creatures of stone than flesh. Guarded, and suspicious of outsiders, svirfneblin are cunning and taciturn, but can be just as kind-hearted, loyal, and compassionate as their surface cousins. Svirfneblin are well adapted for their subterranean existence. They have excellent darkvision, and many of them have magical talents that rival the innate spellcasting of the drow and duergar.

Ability Increase: +2 **Intelligence** & +1 **Dexterity**

### **Tiefling** (PHB pg. 42)

To be greeted with stares and whispers, to suffer violence and insult on the street, to see mistrust and fear in every eye: this is the lot of the tiefling. And to twist the knife, tieflings know that this is because a pact struck generations ago infused the essence of Asmodeus—overlord of the Nine Hells—into their bloodline. Their appearance and their nature are not their fault but the result of an ancient sin.

Ability Increase: +1 **Intelligence** & +2 **Charisma** or +2 **Charisma** & pick One Subrace

### **Infernal Tiefling** (UA: TOBM pg. 1)

An infernal tiefling draws upon the power of the Nine Hells and its diabolic masters.

Ability Increase: **+1 Intelligence**

### **Abyssal Tiefling** (UA: TOBM pg. 1)

All abyssal tieflings trace their bloodline to the demons of the Abyss.

Ability Increase: **+1 Constitution**

### **Vampire** [of Zendikar] (PS: Z pg. 14)

Born into ancient servitude and bred to a life of decadent corruption, the vampires of Zendikar feed on the energy in the blood of living creatures—an energy that is particularly strong in times of terror and pain. The vampires of Zendikar are not undead. Rather, their unique nature comes from an eldritch disease.

Ability Increase: **+1 Intelligence & +2 Charisma**

### **Warforged** (UA: E pg. 3)

The warforged were made as the ideal soldiers to serve in the devastating Last War. Although they are constructs, they have much in common with living creatures, including emotions and social bonds, and perhaps even souls

Ability Increase: **+1 Strength & +1 Constitution**

## **Backgrounds**

### **Acolyte** (PHB pg. 127)

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices in order to conduct worshipers into the presence of the divine. You are not necessarily a cleric—performing sacred rites is not the same thing as channeling divine power.

Skill Proficiencies: **Insight & Religion**

### **Charlatan** (PHB pg. 128)

You have always had a way with people. You know what makes them tick, you can tease out their hearts' desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books. It's a useful talent, and one that you're perfectly willing to use for your advantage. Common sense should steer people away from things that sound too good to be true, but common sense seems to be in short supply when you're around.

Skill Proficiencies: **Deception & Sleight of Hand**

### **Criminal/Spy** (PHB pg. 129)

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You're far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.

Skill Proficiencies: **Deception & Stealth**

### **Entertainer/Gladiator** (PHB pg. 130)

You thrive in front of an audience. You know how to enthrall them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, your humor cuts to the quick. Whatever techniques you use, your art is your life.

Skill Proficiencies: **Acrobatics & Performance**

### **Folk Hero** (PHB pg. 131)

You come from a humble social rank, but you are destined for so much more. Already the people of your home village regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere. You previously pursued a simple profession among the peasantry but something happened that set you on a different path and marked you for greater things.

Skill Proficiencies: **Animal Handling & Survival**

### **Guild Artisan** (PHB pg. 132)

You are a member of an artisan's guild, skilled in a particular field and closely associated with other artisans. You are a well-established part of the mercantile world, freed by talent and wealth from the constraints of a feudal social order. You learned your skills as an apprentice to a master artisan, under the sponsorship of your guild, until you became a master in your own right.

Skill Proficiencies: **Insight & Persuasion**

### **Hermit** (PHB pg. 134)

You lived in seclusion—either in a sheltered community such as a monastery, or entirely alone—for a formative part of your life. In your time apart from the clamor of society, you found quiet, solitude, and perhaps some of the answers you were looking for. What was the reason for your isolation, and what changed to allow you to end your solitude?

Skill Proficiencies: **Medicine & Religion**

### **Inquisitor** (PS: I pg. 12)

Historically, inquisitors were Cathar detectives who investigated crimes both mundane and supernatural. They were known for traveling to remote parishes plagued by unexplained murders, and for exposing werewolves living among normal humans.

Skill Proficiencies: **Investigation & Religion**

### **Noble/Knight** (PHB pg. 135)

You carry a noble title, and your family owns land, collects taxes, and wields significant political influence. You might be a pampered aristocrat unfamiliar with work or discomfort, a former merchant just elevated to the nobility, or a disinherited scoundrel with a disproportionate sense of entitlement. Or you could be an honest, hard-working landowner who cares deeply about the people who live and work on your land, keenly aware of your responsibility to them.

Skill Proficiencies: **History & Persuasion**

### **Outlander** (PHB pg. 136)

You grew up in the wilds, far from civilization and the comforts of town and technology. You've witnessed the migration of herds larger than forests, survived weather more extreme than any city-dweller could comprehend, and enjoyed the solitude of being the only thinking creature for miles in any direction. The wilds are in your blood, whether you were a nomad, an explorer, a recluse, a hunter-gatherer, or even a marauder.

Skill Proficiencies: **Athletics & Survival**

### **Sage** (PHB pg. 137)

You spent years learning the lore of the multiverse. You scoured manuscripts, studied scrolls, and listened to the greatest experts on the subjects that interest you. Your efforts have made you a master in your fields of study.

Skill Proficiencies: **Arcana & History**

### **Sailor/Pirate** (PHB pg. 139)

You sailed on a seagoing vessel for years. In that time, you faced down mighty storms, monsters of the deep, and those who wanted to sink your craft to the bottomless depths. Your first love is the distant line of the horizon, but the time has come to try your hand at something new. What were your duties on board—boatswain, captain, navigator, cook, or some other position?

Skill Proficiencies: **Athletics & Perception**

### **Soldier** (PHB pg. 140)

War has been your life for as long as you care to remember. You trained as a youth, studied the use of weapons and armor, learned basic survival techniques, including how to stay alive on the battlefield. You might have been part of a standing national army or a mercenary company, or perhaps a member of a local militia who rose to prominence during a recent war.

Skill Proficiencies: **Athletics & Intimidation**

### **Urchin** (PHB pg. 141)

You grew up on the streets alone, orphaned, and poor. You fought fiercely over food and kept a constant watch out for other desperate souls who might steal from you. You slept on rooftops and in alleyways, exposed to the elements, and endured sickness without the advantage of medicine or a place to recuperate. You've survived despite all odds, and did so through cunning, strength, speed, or some combination of each.

Skill Proficiencies: **Sleight of Hand & Stealth**

## **Classes**

### **Barbarian** (PHB pg. 46)

For some, their rage springs from a communion with fierce animal spirits. Others draw from a roiling reservoir of anger at a world full of pain. For every barbarian, rage is a power that fuels not just a battle frenzy but also uncanny reflexes, resilience, and feats of strength.

Primary Abilities: **Strength & Constitution**

Skills: **Choose 2 from Animal Handling, Athletics, Intimidation, Nature, Perception, & Survival**

### **Path of the Berserker** (PHB pg. 49)

The Path of the Berserker is a path of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

### **Path of the Totem Warrior** (PHB pg. 50)

The Path of the Totem Warrior is a spiritual journey, as the barbarian accepts a spirit animal as guide, protector, and inspiration. In battle, your totem spirit fills you with supernatural might, adding magical fuel to your barbarian rage.

### **Bard** (PHB pg. 51)

Whether scholar, skald, or scoundrel, a bard weaves magic through words and music to inspire allies, demoralize foes, manipulate minds, create illusions, and even heal wounds.

Primary Abilities: **Charisma & Dexterity**

Skills: **Choose any 3**

### **College of Lore** (PHB pg. 54)

Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound.

### **College of Valor** (PHB pg. 55)

Bards of the College of Valor are daring skalds whose tales keep alive the memory of the great heroes of the past, and thereby inspire a new generation of heroes. These bards gather in mead halls or around great bonfires to sing the deeds of the mighty, both past and present.

### **College of Swords** (UA: KO)

Bards of the College of Swords are called blades, and they entertain through daring feats of weapon prowess. Blades perform stunts such as sword swallowing, knife throwing and juggling, and mock combats. But though they use their weapons to entertain, they are also highly trained and skilled warriors in their own right.

### **College of Satire** (UA: KO pg. 2)

Bards of the College of Satire are called jesters. They use lowbrow stories, daring acrobatics, and cutting jokes to entertain audiences, ranging from the crowds in a rundown dockside pub to the nobles of a king's royal court. Where other bards seek forgotten lore or tales of epic bravery, jesters ferret out embarrassing and hilarious stories of all kinds.

### **Cleric** (PHB pg. 56)

Clerics are intermediaries between the mortal world and the distant planes of the gods. As varied as the gods they serve, clerics strive to embody the handiwork of their deities. No ordinary priest, a cleric is imbued with divine magic.

Primary Abilities: **Wisdom & Charisma**

Skills: **Choose 2 from History, Insight, Medicine, Persuasion, & Religion**

### **Knowledge Domain** (PHB pg. 59)

The gods of knowledge value learning and understanding above all. Followers of these gods study esoteric lore, collect old tomes, delve into the secret places of the earth, and learn all they can. Some gods of knowledge promote the practical knowledge of craft and invention, including smith deities.

### **Life Domain** (PHB pg. 60)

The gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of death and undeath.

### **Light Domain** (PHB pg. 60)

The gods of light promote the ideals of rebirth and renewal, truth, vigilance, and beauty, often using the symbol of the sun. Clerics of a god of light are enlightened souls infused with radiance and the power of their gods' discerning vision, charged with chasing away lies and burning away darkness.

### **Nature Domain** (PHB pg. 61)

The gods of nature are as varied as the natural world itself, from inscrutable gods of the deep forests to friendly deities associated with particular springs and groves. These clerics might hunt the evil monstrosities that despoil the woodlands, bless the harvest of the faithful, or wither the crops of those who anger their gods.

### **Tempest Domain** (PHB pg. 62)

Gods whose portfolios include the Tempest domain govern storms, sea, and sky. Tempest gods send their clerics to inspire fear in the common folk, either to keep those folk on the path of righteousness or to encourage them to offer sacrifices of propitiation to ward off divine wrath.

### **Trickery Domain** (PHB pg. 62)

Gods of trickery are mischief-makers and instigators who stand as a constant challenge to the accepted order among both gods and mortals. Their clerics are a disruptive force in the world, puncturing pride, mocking tyrants, stealing from the rich, freeing captives, and flouting hollow traditions.

### **War Domain** (PHB pg. 63)

The gods of war watch over warriors and reward them for their great deeds. The clerics of such gods excel in battle, inspiring others to fight the good fight or offering acts of violence as prayers.



### **City Domain** (UA: MM pg. 1)

The City domain is concerned with the citizenry, commerce, traffic, and even architecture of modern civilization. In the eyes of a cleric of the city, the center of modern life is a sense and spirit of community, and the gravest enemies of

### **Druid** (PHB pg. 64)

Whether calling on the elemental forces of nature or emulating the creatures of the animal world, druids are an embodiment of nature's resilience, cunning, and fury. They claim no mastery over nature. Instead, they see themselves as extensions of nature's indomitable will.

Primary Abilities: **Wisdom & Intelligence**

Skills: **Choose 2 from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, & Survival**

### **Circle of the Land** (PHB pg. 68)

The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

### **Circle of the Moon** (PHB pg. 69)

Druids of the Circle of the Moon are fierce guardians of the wilds. Changeable as the moon, a druid of this circle might prowl as a great cat one night, soar over the treetops as an eagle the next day, and crash through the undergrowth in bear form to drive off a trespassing monster.

### **Fighter** (PHB pg. 70)

Questing knights, conquering overlords, royal champions, elite foot soldiers, hardened mercenaries, and bandit kings—as fighters, they all share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. And they are well acquainted with death, both meting it out and staring it defiantly in the face.

Primary Abilities: **Strength, Dexterity, & Constitution**

Skills: **Choose 2 skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, & Survival**

### **Champion** (PHB pg. 72)

The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

### **Battle Master** (PHB pg. 73)

Those who emulate the archetypal Battle Master employ martial techniques passed down through generations. To a Battle Master, combat is an academic field, sometimes including subjects beyond battle such as weapon-smithing and calligraphy.

### **Eldritch Knight** (PHB pg. 74)

The archetypal Eldritch Knight combines the martial mastery common to all fighters with a careful study of magic. Eldritch Knights use magical techniques similar to those practiced by wizards. They focus their study on two of the eight schools of magic: adjuration and evocation.

### **Cavalier** (UA: KO pg. 3)

The archetypal Cavalier excels at mounted combat. Usually born to nobility and raised in a royal court, a Cavalier is equally at home leading a cavalry charge or exchanging witty repartee at a state dinner.

### **Scout** (UA: KO pg. 3)

The archetypal Scout excels at finding safe passage through dangerous regions. Scouts usually favor light armor and ranged weapons, but they are comfortable using heavier gear when faced with intense fighting.

### **Monster Hunter** (UA: GH pg. 2)

As an archetypal Monster Hunter, you are an expert at defeating supernatural threats. Typically mentored by an older, experienced Monster Hunter, you learn to overcome a variety of unnatural defenses and attacks, including those of undead, lycanthropes, and other creatures of horror.

### **Monk** (PHB pg. 76)

Whatever their discipline, monks are united in their ability to magically harness the energy that flows in their bodies. Whether channeled as a striking display of combat prowess or a subtler focus of defensive ability and speed, this energy infuses all that a monk does.

Primary Abilities: **Dexterity, Strength, & Wisdom**

Skills: **Choose 2 from Acrobatics, Athletics, History, Insight, Religion, & Stealth**

### **Way of the Open Hand** (PHB pg. 79)

Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

### **Way of Shadow** (PHB pg. 80)

Monks of the Way of Shadow follow a tradition that values stealth and subterfuge. These monks might be called ninjas or shadowdancers, and they serve as spies and assassins.

### **Way of the Four Elements** (PHB pg. 80)

Monks of the Way of the Four Elements harness the elements. These monks can focus their ki and align themselves with the forces of creation and bend the four elements to their will, using them as an extension of their body.

### **Mystic** (PHB pg. UA: PMv2 pg. 2)

As the laws of reality twist and turn, individual minds can be awakened to the cosmic underpinnings that dictate the form and nature of reality. Such awakened creatures look on the world in the same way that creatures existing in three dimensions might look on a two-dimensional realm. They see possibilities, options, and connections that are unfathomable to those with a more limited view of reality.

Primary Abilities: **Intelligence & Wisdom**

Skills: **Choose 2 from Arcana, History, Insight, Medicine, Nature, Perception, and Religion**

### **Order of the Awakened** (UA: PMv2 pg. 4)

Mystics dedicated to the Order of the Awakened seek to unlock the full potential of the mind. By transcending the physical, the Awakened hope to attain a perfect state of being—focused on pure intellect and mental energy. Awakened mystics who take to adventuring excel at unraveling mysteries, solving puzzles, and defeating monsters by turning them into unwilling pawns.

### **Order of the Immortal** (UA: PMv2 pg. 5)

The Order of the Immortal strives to achieve physical perfection by augmenting the body's natural strength with psychic power. This order's goal is for its members to achieve immortality by overcoming the effects of aging through rigorous discipline and psionic perfection. Members of this order who take up the adventuring life are skilled warriors. Their psionic abilities allow them to shrug off injuries and hazards, while focusing their strength and speed in combat.

### **Paladin** (PHB pg. 82)

Whatever their origin and their mission, paladins are united by their oaths to stand against the forces of evil. Whether sworn before a god's altar and the witness of a priest, in a sacred glade before nature spirits and fey beings, or in a moment of desperation and grief with the dead as the only witness, a paladin's oath is a powerful bond. It is a source of power that turns a devout warrior into a blessed champion.

Primary Abilities: **Strength, Charisma, & Wisdom**

Skills: **Choose 2 from Athletics, Insight, Intimidation, Medicine, Persuasion, & Religion**

### **Oath of Devotion** (PHB pg. 85)

The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good.

### **Oath of the Ancients** (PHB pg. 86)

The Oath of the Ancients is as old as the race of elves and the rituals of the druids. Sometimes called fey knights, green knights, or horned knights, paladins who swear this oath cast their lot with the side of the light in the cosmic struggle against darkness because they love the beautiful and life-giving things of the world.

### **Oath of Vengeance** (PHB pg. 87)

The Oath of Vengeance is a solemn commitment to punish those who have committed a grievous sin. Sometimes called avengers or dark knight, these paladins own purity is not as important as delivering justice.

### **Ranger** (PHB pg. 89)

Far from the bustle of cities and towns, past the hedges that shelter the most distant farms from the terrors of the wild, amid the dense-packed trees of trackless forests and across wide and empty plains, rangers keep their unending watch.

Primary Abilities: **Dexterity, Wisdom, & Strength**

Skills: **Choose 3 from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, & Survival**

### **Hunter** (PHB pg. 93)

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face

### **Beast Master** (PHB pg. 93)

The Beast Master archetype embodies a friendship between the civilized races and the beasts of the world. United in focus, beast and ranger work as one to fight the monstrous foes that threaten civilization and the wilderness alike.

### **Deep Stalker** (UA: LDU pg. 1)

Adventurers descending into the depths on desperate quests quickly come face to face with the evil that festers beneath the earth. Though many such characters are only too happy to escape back to the surface world again, rangers with the Deep Stalker archetype welcome each foray into the world below, striving to uncover and defeat the threats of the Underdark before those threats can reach the surface.

## **Ranger v2** (UA: RO pg. 2)

Rangers are skirmishers, wanderers, and guardians. They avoid direct confrontation in favor of sudden, deadly attacks that leave an opponent without the change to make an effective counterattack. They can wander a barren wilderness alone for months, living only on what they find. A group with a ranger has a significantly easier time surviving in the wilds. They are typically good aligned, and their link to nature gives them supernatural abilities.

Primary Abilities: **Dexterity & Wisdom**

Skills: **Choose 3 from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, & Survival**

## **Guardian** (UA: RO pg. 3)

By following the path of the Guardian, you protect the natural world from creatures that would despoil it, even as you engage with the common folk who rely upon nature's bounty to survive. Those who take more than their fair share—clear-cutting forests or hunting for sport rather than survival—risk your wrath. When your spirit companion manifests, it takes the form of a brown bear.

## **Seeker** (UA: RO pg. 4)

By taking up the Seeker path, you are drawn into the unknown wilds far from civilization in search of lost treasures, forgotten evil, and sites of primal magic. You understand that the trackless wilderness can harbor many secrets. Some of those secrets—such as a lonely oasis providing water to a desert realm—must be protected. When your spirit companion manifests, it takes the form of a giant eagle.

## **Stalker** (UA: RO pg. 4)

As a ranger of the Stalker path, you prowl the wilderness in search of aberrations, fiends, and other monsters that must be slain before they wreak havoc on the natural world. You are the power of nature's vengeance made manifest, and anything that poses a threat to nature is your target. When your spirit companion manifests, it takes the form of a dire wolf.

## **Rogue** (PHB pg. 94)

Rogues rely on skill, stealth, and their foe's vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem, demonstrating a resourcefulness and versatility that is the cornerstone of any successful adventuring party.

Primary Abilities: **Dexterity & Intelligence**

Skills: **Choose 4 from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, & Stealth**

## **Thief** (PHB pg. 97)

Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators.

## **Assassin** (PHB pg. 97)

Those who adhere to this archetype are diverse: hired killers, spies, bounty hunters, and even specially anointed priests trained to exterminate the enemies of their deity. Stealth, poison, and disguise help you eliminate your foes with deadly efficiency.

## **Arcane Trickster** (PHB pg. 97)

Some rogues enhance their fine-honed skills of stealth and agility with magic, learning tricks of enchantment and illusion. These rogues include pickpockets and burglars, but also pranksters, mischief-makers, and a significant number of adventurers.

## **Swashbuckler** (UA: WA pg. 3)

You focus your training on the art of the blade, relying on speed, elegance, and charisma in equal parts. While other warriors are brutes clad in heavy armor, your method of fighting looks more like performance. Rakes, duelists, and pirates typically follow this archetype.

## **Inquisitive** (UA: GH pg. 2)

You rely on your sharp eye for details, but also on your finely honed ability to read the words and deeds of other creatures to determine their true intent. You excel at defeating creatures that hide among and prey upon ordinary folk, and your mastery of lore and your sharp eye make you well equipped to expose and end hidden evils.

## **Sorcerer** (PHB pg. 99)

Sorcerers carry a magical birthright conferred upon them by an exotic bloodline, some otherworldly influence, or exposure to unknown cosmic forces. One can't study sorcery as one learns a language, any more than one can learn to live a legendary life. No one chooses sorcery; the power chooses the sorcerer.

Primary Abilities: **Charisma & Constitution**

Skills: **Choose 2 from Arcana, Deception, Insight, Intimidation, Persuasion, & Religion**

## **Draconic Bloodline** (PHB pg. 102)

Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent.

## **Wild Magic** (PHB pg. 103)

Your innate magic comes from the wild forces of chaos that underlie the order of creation. You might have endured exposure to some form of raw magic, perhaps through a planar portal leading to Limbo, the Elemental Planes, or the mysterious Far Realm.

### **Storm** (UA: WA pg. 4)

Your innate magic comes from the power of elemental air. Perhaps you were born during a howling gale so powerful that folk still tell stories of it. Your lineage might include the influence of potent air creatures such as vaati or djinni. Whatever the case, the magic of the storm permeates your soul.

### **Shadow** (UA: LDU pg. 2)

Your innate magic comes from the Shadowfell. You might trace your lineage to an entity from that place, or perhaps you were exposed to its fell energy and transformed in some fundamental manner. The power of shadow magic casts a strange pall over your physical presence.

### **Warlock** (PHB pg. 105)

Warlocks are seekers of the knowledge that lies hidden in the fabric of the multiverse. Through pacts made with mysterious beings of supernatural power, warlocks unlock magical effects both subtle and spectacular. Drawing on the ancient knowledge of beings such as fey nobles, demons, devils, hags, and alien entities of the Far Realm, warlocks piece together arcane secrets to bolster their own power.

Primary Abilities: **Charisma & Wisdom**

Skills: **Choose 2 skills from Arcana, Deception, History, Intimidation, Investigation, Nature, & Religion**

### **The Archfey** (PHB pg. 108)

Your patron is a lord or lady of the fey, a creature of legend who holds secrets that were forgotten before the mortal races were born. This being's motivations are often inscrutable, and sometimes whimsical, and might involve a striving for greater magical power or the settling of age-old grudges.

### **The Fiend** (PHB pg. 109)

You have made a pact with a fiend from the lower planes of existence, a being whose aims are evil, even if you strive against those aims. Such beings desire the corruption or destruction of all things, ultimately including you.

### **The Great Old One** (PHB pg. 109)

Your patron is a mysterious entity whose nature is utterly foreign to the fabric of reality. It might come from the Far Realm, the space beyond reality, or it could be one of the elder gods known only in legends. Its motives are incomprehensible to mortals and its knowledge so immense and ancient that even the greatest libraries pale in comparison to the vast secrets it holds.

### **The Ghost in the Machine** (UA: MM pg. 2)

You have made a bargain for power granted by an entity that you believe to be completely digital. Whether it is a rogue AI or the spirit of a deceased hacker, the Ghost in the Machine is capable of feats that defy explanation.

### **The Undying Light** (UA: LDU pg. 3)

Your patron is not a specific entity, but the energy that radiates from the Positive Plane. Your pact allows you to experience the barest touch of the raw stuff of life that powers the multiverse. Anything more and you would be instantly incinerated by its energy. Contact with the Positive Plane causes subtle changes to your behavior and beliefs.

### **Wizard** (PHB pg. 112)

Wizards are supreme magic-users, defined and united as a class by the spells they cast. Drawing on the subtle weave of magic that permeates the cosmos, wizards cast spells of explosive fire, arcing lightning, subtle deception, and brute-force mind control. Their mightiest spells change one substance into another, call meteors down from the sky, or open portals to other worlds.

Primary Abilities: **Intelligence & Wisdom**

Skills: **Choose 2 from Arcana, History, Insight, Investigation, Medicine, & Religion**

### **School of Abjuration** (PHB pg. 115)

The School of Abjuration emphasizes magic that blocks, banishes, or protects. Detractors of this school say that its tradition is about denial, negation rather than positive assertion. Called abjurers, members of this school are sought when baleful spirits require exorcism, when important locations must be guarded against magical spying, and when portals to other planes of existence must be closed.

### **School of Conjuration** (PHB pg. 116)

As a conjurer, you favor spells that produce objects and creatures out of thin air. You can conjure billowing clouds of killing fog or summon creatures from elsewhere to fight on your behalf. As your mastery grows, you learn spells of transportation and can teleport yourself across vast distances, even to other planes of existence, in an instant.

### **School of Divination** (PHB pg. 116)

The counsel of a diviner is sought by royalty and commoners alike, for all seek a clearer understanding of the past, present, and future. As a diviner, you strive to part the veils of space, time, and consciousness so that you can see clearly. You work to master spells of discernment, remote viewing, supernatural knowledge, and foresight.

### **School of Enchantment** (PHB pg. 117)

As a member of the School of Enchantment, you have honed your ability to magically entrance and beguile other people and monsters. Some enchanters are peacemakers who bewitch the violent to lay down their arms and charm the cruel into showing mercy. Others are tyrants who magically bind the unwilling into their service.

### **School of Evocation** (PHB pg. 117)

You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

### **School of Illusion** (PHB pg. 118)

You focus your studies on magic that dazzles the senses, befuddles the mind, and tricks even the wisest folk. Your magic is subtle, but the illusions crafted by your keen mind make the impossible seem real. Some illusionists are benign tricksters who use their spells to entertain. Others are more sinister masters of deception, using their illusions to frighten and fool others for their personal gain.

### **School of Necromancy** (PHB pg. 118)

The School of Necromancy explores the cosmic forces of life, death, and undeath. As you focus your studies in this tradition, you learn to manipulate the energy that animates all living things. As you progress, you learn to sap the life force from a creature as your magic destroys its body, transforming that vital energy into magical power you can manipulate.

### **School of Transmutation** (PHB pg. 119)

You are a student of spells that modify energy and matter. To you, the world is not a fixed thing, but eminently mutable, and you delight in being an agent of change. You wield the raw stuff of creation and learn to alter both physical forms and mental qualities. Your magic gives you the tools to become a smith on reality's forge.

### **Artificer** (UA: E pg. 3)

Artificers are a key part of the world of Eberron. They illustrate the evolution of magic from a wild, unpredictable force to one that is becoming available to the masses. Magic items are part of everyday life in the Five Nations of Khorvaire; with an artificer in your party, they become part of every adventuring expedition.

### **Technomancy** (UA: MM pg. 3)

Unlike the more common arcane traditions based around the schools of magic, the tradition of Technomancy does not focus on a singular type of spellcraft or magical energy. Rather, students of Technomancy concern themselves with how their spells interact with modern technology.

## **Fighting Styles**

### **Archery** (Fighter or Ranger) (PHB pg. 72, 91)

You gain a +2 bonus to attack rolls you make with ranged weapons.

### **Close Quarters Combat** (Fighter, Paladin, or Ranger) (UA: LDU pg. 1)

When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. Finally, you have a +1 bonus to attack rolls on ranged attacks.

### **Defense** (Fighter, Paladin, or Ranger) (PHB pg. 72, 84, 91)

While you are wearing armor, you gain a +1 bonus to AC.

### **Dueling** (Fighter, Paladin, or Ranger) (PHB pg. 72, 84, 91)

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

### **Great Weapon Fighting** (Fighter or Paladin) (PHB pg. 72, 84)

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

### **Mariner** (Fighter, Paladin, or Ranger) (UA: WA pg. 3)

As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

### **Protection** (Fighter or Paladin) (PHB pg. 72, 84)

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

### **Two-Weapon Fighting** (Fighter, Ranger, or Bard - College of Swords) (PHB pg. 72, 91 or UA: KO pg. 1)

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

### **Tunnel Fighter** (Fighter, Paladin, or Ranger) (UA: LDU pg. 1)

As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

**Strength** (PHB pg. 175)

Athletics

**Dexterity** (PHB pg. 176)

Acrobatics, Sleight of Hand, Stealth

**Constitution** (PHB pg. 177)

**Intelligence** (PHB pg. 177)

Arcana, History, Investigation, Nature, Religion

**Wisdom** (PHB pg. 178)

Animal Handling, Insight, Medicine, Perception, Survival

**Charisma** (PHB pg. 178)

Deception, Intimidation, Performance, Persuasion

(PHB) = Players Handbook

(DMG) = Dungeon Masters Guide

(EE) = Elemental Evil (player's companion)

(UA: E) = Unearthed Arcana: Eberron

(UA: KO) = Unearthed Arcana: Kits of Old

(UA: LDU) = Unearthed Arcana: Light, Dark, Underdark!

(UA: MM) = Unearthed Arcana: Modern Magic

(UA: PMv2) = Unearthed Arcana: Psionics and the Mystic V2

(UA: RO) Unearthed Arcana: Ranger Options

(UA: TOBM) = Unearthed Arcana: That Old Black Magic

(UA: WA) = Unearthed Arcana: Waterborne Adventure

(UA: GH) = Unearthed Arcana: Gothic Heroes

(PS: Z) = Plane Shift: Zendikar

(PS: I) = Plane Shift: Innistrad