

Pony Finder

Cave Fliers



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Leather Wing Attributes

-2 Dexterity, +2 Constitution, +2 Wisdom
Movement: 30 ft(20 ft bipedal)

Special Abilities:

Unique Destiny: Gain one bonus feat at first level.

Vision: Low-Light Vision

Quadruped: +4 CMD vs trip and +50% carrying capacity

Flight: Leather Wings have a fly speed of 30 ft with clumsy maneuverability. They cannot fly in medium or heavy armor.

Minesight: Leather Wings have darkvision 90 feet. When in bright light, they are automatically dazzled, and have a -2 penalty to saving throws against effects with the light descriptor.



Muffin Bolt

Leather Wing Naming

The first name of leather wings are usually references to the dark or things found in their caves.

Common first names include things like: Night, Moon, Dark, Mushroom, Crag, Hang, Silver, Moss, Blood, Eclipse, Stars.

Last names of leather wings are either modifiers of the first or another noun, often referring to darkness of some trait of the pony. Examples include: Wing, Watch, Hunt, Tail, Light, Bolt, Stars, Lining, Fang

A Brief History of Leather Wings

As the primitive precursors to ponykind spread across the fertile lands of Everglow, some ascended into the mountains. The mountain tribes were destined to take wing, but their destiny was cut in half when they encountered the griffons. Imposing, violent, and aggressive, their mere presence was enough to send some of the mountain tribe fleeing for cover. They hid from the predators. They hid from the sun. They found a new safety in the dark of their caves.

Leather Wings, born of that fear, became tightly bound in small family units, or were solitary. They were not prone to creating whole communities, and never built a great city of their own. They emerged from their cave when their feathery cousins the pegasi informed them that the land had settled, and a Queen brought peace with her. They came out into the light, squinting against the glare, and took a timid step away from safety. The pony empire welcomed leather wings as any other, as odd as they were compared to many. Few outside their tribe had any true inkling of how many there were, as most remained in their caves.

Leather Wings struggle outside their sheltered existence, not having an easy place in the greater pony society. Their keen night sight and ability to fly often open avenues to guarding and scouting, while others explore the world on their own initiative, becoming adventurers, mercenaries, or even merchants.

In the time before the empire, the leather wings were fiercely protective of their caves. While the pegasi were tolerated barely, any other creature, pony or otherwise, was attacked if found intruding within their home. Those few that emerged from the darkness were as likely to turn to banditry as anything else, falling on their victims in the dead of night when their vision gave the most advantage.

The decline of the empire saw the cave fliers emerging more numerous than ever before. While the other tribes struggled with the flagging power of their support structure, the leather wings began to carve out territory of their own, defending land against human, elf, orc, or anything else that dared threaten them. The darkness of ponykind was the welcoming call for the leather wings, drawing them to claim the wide open spaces they had avoided for so long. Perhaps, with effort, a new empire of leather wings would replace the one that fell.

Life of Leather Wings

Leather wings tend to produce small families, with no more than one foal 'in the nest' at a time unless they are twins. This special care given to each foal pays dividends with very low mortality rates to maturity. However, it also helps to cement some of the standoffishness that leather wings display, almost all being single children for as long as they were around their parents.

As foals reach physical maturity, they begin to explore further afield in their home caves, meeting other leather wings in the

area and finding a master to learn their desired profession. It is usually at this time that a leather wing may venture out into the wide world, overtaken by wanderlust. Leather wings that are born above often attend the same school, if any, that other foals in the vicinity attend, provided the teacher is patient with their light-challenged pupil.

Often, a foal will depart their parents to live with a master of their chosen profession, learning all they need to know from them. If a foal takes after their mother or father, they may attempt to stay at home, but this is often resisted. While leather wing parents are fiercely protective of their offspring until maturity, once that point hits, they are often eager to empty the nest, perhaps to rear a new foal, or simply for peace. Foals that do stay with their parents longer often form lasting bonds with them, staying close and warm through life.

In communities of their own, leather wings advance to leadership position based on their record of accomplishments, not personal charisma or ability to manage. This can result in some being pushed into leadership who have little interest in being there, but it has served them well enough. Leaders serve for three year terms before the community pushes up another successful member. The same leader does not serve more than once. In mixed-tribe societies, leather wings usually eschew politics and governing, but the occasional interest in bureaucracy has happened before.

Age is seen as the one predator that none can hide from. The old rely on their partner, if any. After that, they are often on their own. A particularly attached foal may take care of their aging parent, but there is little social pressure in purely leather wing communities for this. Self-sufficiency is an important part of being a cave flier, and age is no exception to this.

Being one of the few tribes that enjoys the taste of meat, and with easily visible fangs, the leather wings stand out from the other tribes. Sharing their appetite with only the sea ponies, leather wings that hunt for a living find an easy life among their own kind, but can have difficulty in mixed communities. Leather wings often hunt on their own or turn to sea ponies for fish if living in a coastal city. The sight of a leather wing sitting down to enjoy a steak is enough to send many other ponies packing.

Unlike many other tribes, the profession of a leather wing may change over the course of their life. Pragmatic by nature, if their way isn't working, they will begin exploring new ways of surviving, even if it means abandoning what they thought was their destiny in life. This is not to say that their brand has no sway over them. Even a changed leather wing will look for ways to return to a more 'true' path if the opportunity presents itself, leading to some leather wings picking up many professions over time.

The death of a leather wing is a private affair, handled quietly with those closest to the one passing one. Just as private is the means of removal, which is often left up to whoever survives the pony. In leather wing towns, cremation is popular, with the most prized of the deceased's possessions cast to the pyre if not specifically passed on to the living.

Leather Wing Power

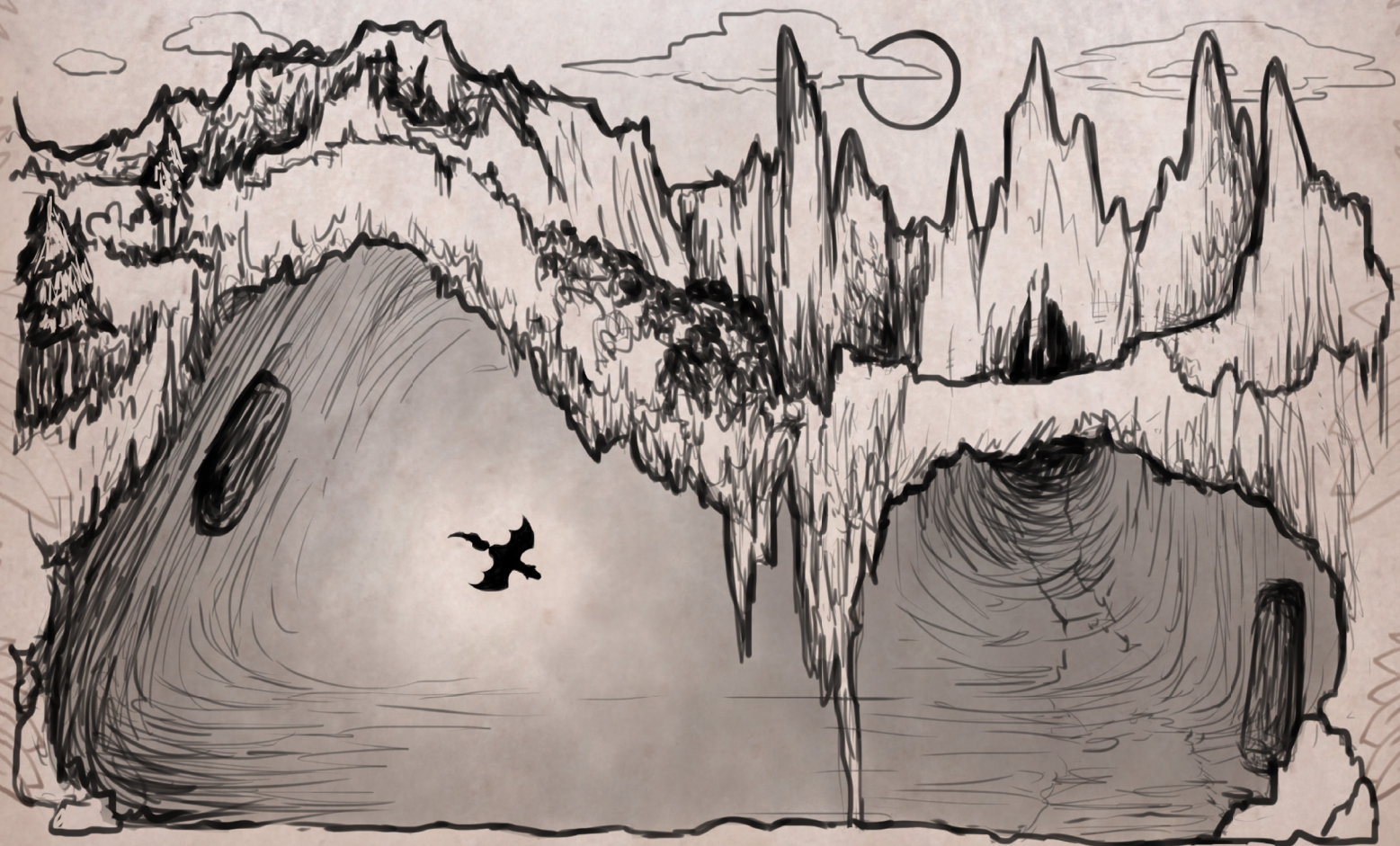
It was the birthright of all the mountain tribe, leather wing or pegasus, to gain flight. The leather wings use it in their extensive tunnels and caverns, swooping down on their prey and hiding in nooks where many predators cannot reach. They never learned the cloud magic of the griffons, and so have no affinity for the odd things of the sun that rarely intrude in their cave homes.

The slit eyes of the leather wings can pierce the darkness of their underground homes with supernatural clarity, but become overwhelmed when exposed to the harsh light of day. This just helps to remind them, they say, that the sun is no place for them. Let the other ponies stumble around in the day, the caves were safer.

They are hardy creatures, easily weathering adversity and fearsome foes that may arise from the depths. Their ears, sometimes tufted, are as keen as their eyes for detecting trouble before it is too late to react to. Unlike their pegasi cousins, they are significantly more solid, never having shed their solid earth-bound bodies in favor of aerial acrobatics.

The brands of leather wings are fairly varied, but references to the dark or things that live within it are most common. Cave mouths, mushrooms, glowing eyes, stalactites are some examples. Leather wings that are born aboveground or destined to emerge to it sometimes are branded with things only found above, as a clear warning of their eventual fate.

Leather wing brands do not pass from generation to general in most cases. Neither name nor brand ties a leather wing to their parents, and they will often part ways once the foal is mature enough to survive on their own. A successful leather wing will occasionally seek out their parents. Such reunions are usually subdued, but happy, events.



Stereotypes of other Tribes

Unicorn: Masters of force, they claim to own magic, but if you watch one for a while, you will learn who truly has control of whom. Learn yourself before you seek to lay claim to the world at large.

Pegasi: Our cousins of the mountains. While we found shelter, they remained exposed and vulnerable. They consort with dangerous griffons and live their entire life in a constant seeking of the death they clearly desire. Thrillseekers, braggarts, and callous, they somehow also manage to be fun to be around for limited slices of time.

Earth-bound: There are so many of them, and they gather together. Do they think of safety in numbers? If they accept you as a friend, they will protect you as best they can. Just don't be smothered in them.

Clockwork: They reached for the sky, and this is their punishment. There is no safety to be found in the clouds.

Gem: Pretty ponies that herald back to an old time. The most important lesson they have is that every kingdom, no matter how grand, will fall. We should be ready.

Chaos Hunter: Have respect for them. They are hunters, like many of us, but their prey is much more dangerous than the food we seek, and pose danger to all ponies.

Sun: Our circles rarely cross. Only one who has lost their senses would wish to wander into the blasted wastes of a desert. There is no cover there, only danger. Even the very earth below you seeks your demise in such a place. Leave mad ponies to it.

Ghost: Smart ponies. They have learned to hide where very few can even find them, let alone consider attacking them. Perhaps we will learn their secret one day?

Antean: Some try to dissuade predators by appearing larger than they really are. Do their large bodies hide small minds and hearts? Treat the giants with caution. Their presence may mean safety, or a new threat, and I can't be certain which.

Sea: Our cousins of fangs, they understand our hunger for flesh and don't hesitate to share dinner with us. They also understand the need for solitude, and can make excellent friends, to be close, or apart, as the need arises. You could do much worse than a sea pony for an ally.

Griffons: Should we be thankful? Their presence is what drove us to the caves long ago, and without them, we would be pegasi, exposed and seeking death instead of avoiding it as we are. Brash, boastful, and exceptionally lethal, it is best to leave the griffons to their affairs. They don't usually come into the caves.

Sun Cat: Like the earth ponies, they seek comfort in their peers. Should you have the misfortune of being out of the caves, there are worse souls to approach. Should they consider you one of their number, they will protect you, without the stifling closeness of the earth-bound. Proud as the griffons, but with more familial sense.

Purrsian: They have a bad reputation among many, but I think they are not that dissimilar to us. They hide subtly, concealing their terror behind wealth and vice. In their inner-hearts, they understand the troubles of the world. Just be mindful their attempts to hide don't work to your detriment.

Cloven: A strange aberration. While we hide from the griffons, and the pegasi embraced them as kin, the cloven bowed their heads and took on the mantle of the subjected without qualm. Theirs is the safety of a valued possession. No other race dares move against them with the griffons keeping firm hold of their polite necks.

Steel Heart: Resistant to the ravages of age, you're not likely to ever experience one dying of old age, which warps their view of the world. Why rush when you have centuries? Are they even alive?

Doppelganger: Smart. They hide in plain sight, moving from crowd to crowd without anyone around them being the wiser for it. Some can even hide amongst the humanoids. There is much to be learned from them, if they were more willing to share.

Flutterponies: The definition of madness forged into a pony shape. They not only fail to hide, but advertise their presence with loud colors, loud voices, and loud personalities. You would do well to keep a distance from these noisy lunatics.

Phoenix Wolf: Predators that have lost the will to pre-date. I hear they sup on literal ash? It seems far-fetched and difficult to comprehend. They hide away from civilization, as is wise. Perhaps they have a tale to share, but I don't know it.

Racial Feats

Sharpened Fangs [Combat]

All leather wings have fangs, but not all learn how to come down on a prey with them alone and bring them down.

Prerequisite: Leather wing

Benefit: You gain a bite attack that deals standard damage for your size(1d6 at medium).

Bloody Fangs [Combat]

Some other ponies call your kind 'vampire ponies'. Perhaps there is some truth to these claims...

Prerequisite: Leather wing, Sharpened fangs, Level 5+

Benefit: Your bite attack also inflicts 1d4 bleed. If you inflict damage with your bite attack on an already bleeding foe, you regain 1 hitpoint.

Bloody Magic [Metamagic]

Your magic can sever the hold a foe has on their own blood, causing it to run freely from eyes and mouth in a grisly display.

Prerequisite: Leather wing, Sharpened fangs, Caster Level 5+

Benefit: When you damage a foe with this spell and they fail the save (They gain a fortitude save against the spell for this effect if it normally doesn't have one), they gain bleed equal to the number of dice of damage.

Level Adjustment: +1

Dark Tenacity

Your spells and powers cling cloyingly, refusing to simply be thrown off, despite the efforts of your prey.

Prerequisite: Leather wing

Benefit: When you cast a spell that has no effect on the target due to saving throw (including evasion or similar abilities), you may chose to deal 1 damage per spell level, or inflict any one of the following conditions for one round: Sickened, Shaken, or Dazzled. The damage is the same element as the failed spell. If it has no element, it is considered light elemental damage.

Guarded Thoughts

Your solitude is very important to you, even when magic is involved. Your tribe's favor of isolation has become a supernatural armor against such meddling.

Prerequisite: Leather wing or doppelganger, Wisdom 13+

Benefit: You gain a SR of your level + 10 against any effect that determines your alignment, discerns if you are lying, or reads your thoughts.

Internalized Faith

Who you pay worship to is no one's business save your own. Even when invoking the power of your god(s), you keep it to yourself.

Prerequisite: Leather wing, Knowledge (religion) 3+ ranks

Benefit: When taking any action that would require brandishing a divine focus, such as channeling energy or casting a divine focus spell, increase its casting time by one step (swift to move to standard to full round, to one round, with no effect beyond that) to bypass the need for the focus. A quickened ability remains quickened(swift).

Sharp Turns

Life in narrow caves have forced your flight to focus on sudden turns to not careen into walls.

Prerequisite: Leather wing

Benefit: You do not require a fly check to make 90-degree turns and may take 10 on fly checks even while distracted. If you have 10 or more ranks of fly, you also gain a +2 bonus on fly checks. This feat is considered skill focus (fly) for requirement purposes.

Solo Survival

When you're all alone, you're at your best. You prefer not to form tight ranks with your supposed peers.

Prerequisite: Leather wing, BaB 4+

Benefit: When you are not in the reach of any allied creature, you may, as an immediate action, gain +1 dodge bonus to armor class or a +1 racial bonus to a saving throw for one effect or swing. This bonus increases by 1 per 4 character levels and can turn a hit into a miss.

Wall Clinger

When you stop moving, you become fixed against a wall or even ceiling, even when sleeping.

Prerequisite: Leather wing

Benefit: So long as you don't move, climbing ceases to be an action, and you can perform it even while asleep, stunned, or otherwise unable to act. You can also take 10 while climbing at any time.

Leather Wing Discoveries

Blood Mutagen: By collecting the blood of a creature with a CR at least equal to your level, your mutagen can be increased in potency. The creature must be slain, and one vial can be extracted per size above small (1 at medium, 2 at large, etc). Such a mutagen increases one of the attributes normally affected (positively or negatively) by the mutagen by 2.

Dark Emanation: With careful chemical treatment, you have managed to capture and enhance your darkness, causing it to radiate from you on command. As a swift action you can start or stop radiating darkness that causes all light in 30 foot of you to be darkened by one step.

Midnight Skip: You have dug deep into your night nature, allowing yourself to skip brief periods of space while sailing in the dark. In dim light or darkness while flying, you can move forward up to 5 ft per level in a straight line without actually moving through the space inbetween. This distance can be used as you wish throughout the day. You must be able to see where you will emerge. This movement is considered teleportation, but counts against your fly speed for the round. It is taken as part of your other movement and is not itself an action.

Shadow Dodge: This discovery, which requires level 7 to take, Allows you to duck into a sudden burst of shadow of your own making. As an immediate action when attacked, you gain full concealment for an instant, possibly causing the attack to fail. True seeing or blindsight will foil this ability, but darkvision will not.

Sharpened Hearing: A steady diet of ear-enhancing herbs has honed your natural senses beyond that of your peers. Any blindsense or blindsight you have is increased by 50%.

Leather Wing Magic

Shadow Snare

School: Illusion [Shadow]

Level: Ranger 1, Wizard/Sorcerer 1, Shaman 1

Casting Time: 1 Standard Action

Components: V, S

Range: Medium (100 ft + 10 ft per level)

Target: Single Creature

Duration: 1 Minute/Level

Save: None

Spell Resistance: Yes

Ensnaring a foe with sudden tendrils of semi-real shadow, the victim receives the entangled condition. A standard action by themselves or an adjacent ally can free them and end the spell. Shadow snare cannot glue a creature to a surface, only slow them down.

Moment of Darkness

School: Evocation [Darkness];

Level: Wizard/Sorcerer 0, Cleric 0, Witch 0, Summoner 0, Shaman 0, Ranger 0, Bard 0, Magus 0, Inquisitor 0

Casting Time: 1 Standard Action

Components: V, S

Range: Touch

Target: Single Target

Duration: 1 Minute

Save: Will (harmless)

Spell Resistance: Yes

Your touch brings a slight shadow around the touched target, plunging it into normal light that extends ten feet in all directions. This prevents harm due to sunlight or other bright light. You can only have one moment of darkness in effect at a time. Casting another will make the first fail. It has no effect on lighting that is already normal or darker.

Predator's Approach

School: Transmutation

Level: Ranger 1, Hunter 1

Casting Time: 1 Standard Action

Components: V

Range: Personal

Target: Self

Duration: 1 Minute/level

Save: No

Spell Resistance: No

You take on the mantle of the shrouded predator. When casting the spell, you must name a specific creature race name (human, ghou, fire elemental, etc). Against that creature, you gain +10 stealth and +1d6 sneak attack damage as per a rogue that stacks with any sneak attack you may already have. After the first round of any combat, the spell ends.

Predator's Approach, Greater

School: Transmutation;

Level: Ranger 3, Hunter 3

Casting Time: 1 Standard Action

Components: V

Range: Personal

Target: 1 Ally/Level

Duration: 1 Minute/Level

Save: No

Spell Resistance: No

As per predator's approach but affecting allies within 30' of you at the time of casting. The sneak attack damage increases by 1d6 for every 6 character levels you possess.

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