

PonyFinder



EVERGLOW CHAMPIONS



Everglow Basics

Fey Manipulation

Some races, like ponies and cloven, have hooves instead of hands, making it difficult for them to manipulate things. Fortunately, they have talented mouths that fill in for one hand quite well. They can open doors and wield weapons, store and retrieve items and generally get along as well as any one handed humanoid might.

One notable exception is their talent with musical instruments. Any instrument that they have at least one rank of perform in can be wielded with mouth alone, even if it normally requires fingers to manipulate. Flutes, harps, and even pianos can be played with great skill. While it may seem strange to a human onlooker to behold a pony slapping the keys of a piano with their large hooves and somehow producing a melody, this little magic trick comes quite naturally to these fey creatures.

Saddle Rack

50gp, 5lb, The saddle rack is a harness worn about the body of a quadruped with a strong and stable slot for a weapon. The rack does not occupy any magic item slots. Traditionally, a lance or other polearm is placed in this position, allowing the pony to strike with it. The rack is too far back to accept light weapons, but quadrupeds can and often do, rack two-handed weapons. A quadruped making a charge attack activates any advantage the weapon may have for mounted use.

Special: This item only functions for races with the fey manipulation quality (Such as ponies or cloven).

Fast Shadow, Iconic Seeker of the One Herd

Fast Shadow is an earth-bound pony mare that has dedicated her life to the cause of the Seekers since early in her childhood. Aggressive, but controlled, she became the leader of her friends in their games, for fun at first, but with rapidly escalating stakes. The Seekers saw the potential in her and gave her and her team missions that had stymied others. With teamwork and an unwavering resolve, she saw each to its end. Wielding a polearm secured to her side and always leading from the front, she puts her fellows at ease when they trot into the unknown.



Fast Shadow

CR 1 :

Ponykind, Earth-bound Fighter 1

NG Medium fey (ponykind)

Init +6; **Senses** Perception +1

DEFENSE

AC 18, touch 10, flat-footed 18 (+6 armor, +2 Shield)

hp 16 (1d10+6)

Fort +4, **Ref** +0, **Will** +1

OFFENSE

Speed 30 ft.

Melee Lance +4 (1d8+4/x3) or Spiked Horseshoe +4 (1d4+3)

TACTICS

During Combat Fast Shadow will interpose herself between any less armored ally and the most dangerous enemy visible. If possible, she charges to gain the maximum benefit from her lance, hoping to end battles before they can get serious. In the thick of things, she is not shy about fighting face to face with her shoes, leaving her lance hanging until the opportunity arises for it to shine.

STATISTICS

Str 16, **Dex** 10, **Con** 15, **Int** 13, **Wis** 12, **Cha** 12

Base Atk +1; **CMB** +4; **CMD** 14(18 vs trip)

Feats Power Attack, Improved Initiative, Endurance, Toughness, Reactionary(Trait), Supportive(Trait)

Skills Intimidate +5, Survival +5, Climb +0, Perception +1

Languages Common, Sylvan, Terran

SQ Earth-Bound(+2 vs poisons and spells)

Combat Gear acid flask; **Other Gear** four-mirror armor, heavy wooden shield, lance, Saddle rack, saddle pack, bedroll, caltrops, flint and steel, hemp rope (50 ft.), shovel, torches (5), trail rations (4), waterskin, 5 gp

Aeroean, Iconic Druid

Aeroean was brought up among the clouds and many of his friends consider his head still up there, even at the best of times. Just beginning his training among a sect of druids, Aeroean finds it much more fun to flit about in the sky instead, poking and prodding at the storms. However, if he does find something to focus on, he does so with a fierce determination. Aeroean's Brand of Destiny is a building thunderhead of clouds.



Aeroean CR 1 :

Ponykind, Pegasus Druid(Storms) 1

NG Medium fey (ponykind)

Init +5; **Senses** Perception +7

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dexterity)

hp 10 (1d8+2)

Fort +3, **Ref** +3, **Will** +5

OFFENSE

Speed 40 ft., 50 ft. fly (Average)

Melee Spear +0 (1d8)

Ranged Acid Splash +3 (1d3+1)

Druid Spells Prepared (CL 1st; concentration +4)

1st—*burning disarm*, *produce flame*, *Obscuring Mist*

0 (at will)—*acid splash*, *detect magic*, *light*

* Domain spell; **Domain** Storms

TACTICS

During Combat Aeroean prefers to fly above combat, supporting the party from the air. If forced into melee, he fights defensively and tries to provide flanking for allies.

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 12, **Wis** 17, **Cha** 11

Base Atk +0; **CMB** +0; **CMD** 13(17 vs trip)

Feats Dashing Flyer, Dashing Flyer (Bonus), Two World Magic (Acid Splash) (Trait), Reactionary (Trait)

Skills Fly +5, Handle Animal +4, Heal +7, Perception +7, Spellcraft +5

Languages Common, Sylvan, Druidic, Auran

Combat Gear acid flask(3); **Other Gear** hide shirt, saddle rack, saddle pack, spear, trail rations (2), waterskin, 5 gp

Dawn Event, Iconic Cleric

Dawn is a devout cleric to the pony gods. He has heard their songs in the wind and their commands in his soul. Born to serve the divine, Dawn accepts much of the world as either things to protect, or things to test his resolve. Unlike some, he has little reservation bowing his head to the darker of the pony gods, claiming that all have some word of wisdom for those willing to decipher them. To listen only to the Sun Queen is to invite blindness from her brilliance. Unapologetically panthiest, Dawn has learned a wide array of religious ceremonies and practices.

Dawn Event

CR 1 :

Ponykind, Earth-bound Cleric 1

LN Medium fey (ponykind)

Init -1; Senses Perception +3

DEFENSE

AC 16, touch 11, flat-footed 16 (+5 armor, -1 Dexterity, +2 deflection)

hp 14 (1d8+6)

Fort +3, Ref -1, Will +6

OFFENSE

Speed 30 ft.

Melee scimitar +2 (1d6+2/18–20)

Special Attacks channel positive energy 5/day (DC 12, 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +6)

6/day—rebuke death (1d4)

Cleric Spells Prepared (CL 1st; concentration +6)

1st—*bless*, *cure light wounds**, *shield of faith*

0 (at will)—*detect magic*, *light*, *stabilize*

* Domain spell; Domains Healing, Friendship

TACTICS

Before Combat Dawn casts *shield of faith*.

During Combat Dawn attacks cautiously, focusing on obvious evil while keeping a wary eye on allies for injuries that need mending.

Base Statistics Without *shield of faith*, Dawn's statistics are AC 14, touch 9, flat-footed 14.

STATISTICS

Str 14, Dex 8, Con 14, Int 11, Wis 17, Cha 14

Base Atk +0; CMB +2; CMD 12(16 vs trip)

Feats Selective Channeling, Toughness, Endurance, Focused Mind(Trait), Indomitable Faith(Trait)

Skills Diplomacy +6, Heal +7, Knowledge (religion) +4, Perception +3

Languages Common, Sylvan

SQ aura, Earth-Bound(+2 vs poisons and spells)

Gear Scale mail, scimitar, saddle pack, bedroll, spell component pouch, sunrods (2), trail rations (2), waterskin, wooden holy symbol, 8 gp



Under Score, Iconic Wizard

Under has been labeled a priest in the past, a title he does not refute. He throws himself eagerly before the altar of knowledge. He worships the forgotten lore of lost books and prays feverishly to Princess Luminace that he may live forever seeking out the mysteries of the universe he is fortunate to inhabit. Using his razor mind to his advantage, Under has learned the art of elemental manipulation, and is not shy about putting it to work to dissuade those that would harm him or his allies.

Under Score

CR1 :

Ponykind, Earth-bound Wizard 1

NG Medium fey (ponykind)

Init +3; **Senses** Perception +2

DEFENSE

AC 11, touch 11, flat-footed 10(+1 Dexterity)

hp 9 (1d6+3)

Fort +2, **Ref** +1, **Will** +3

OFFENSE

Speed 40 ft.

Melee MW club +2 (1d6+1)

Ranged Ray of Frost +3 (1d3+2)

Wizard Spells Prepared (CL 1st; concentration +6)

1st—*burning hands*, *magic missile*, *Shocking Grasp**

0 (at will)—*detect magic*, *light*, *ray of frost*

* Specialization spell; **Specialty** Admixture(Evocation)

TACTICS

During Combat Under uses his spells sparingly, trying to maximize their effect, preferably against targets whose elemental weakness he knows. If uncertain, he relies on his *ray of frost* to clear the way.

STATISTICS

Str 12, **Dex** 12, **Con** 14, **Int** 16, **Wis** 13, **Cha** 10

Base Atk +0; **CMB** +1; **CMD** 12(16 vs trip)

Feats Scribe Scroll, Endurance, Spell Focus(Evocation), Point Blank Shot, Focused Mind(Trait), Reactionary(Trait)

Skills Appraise +3, Knowledge (Arcana) +7, Knowledge (Planes) +7, Linguistics +7, Spellcraft +7, Perception +2

Languages Common, Dwarven, Elven, Sylvan, Terran, Celestial

SQ Earth-Bound(+2 vs poisons and spells)

Gear MW Club(Bonded item), saddle pack, bedroll, spell component pouch, spellbook(All cantrips and *burning hands*, *feather fall*, *magic missile*, *protection from evil*, *shield*, and *shocking grasp*), trail rations (2), waterskin, scroll of *protection from evil*, scroll of *shield*, 7 gp



Wandering Note, Iconic Bard

Wandering is quite brave for a cloven, departing the comfort of his home city to discover new songs and stories. From an early age, he has been enraptured with tales of the world beyond the walls of Clovenhame, and would not be dissuaded from seeing them for himself. Polite and unassuming, he has little trouble fitting in along his travels, trading stories and doing odd jobs to pay his way to ever greater discoveries.

Wandering Note

CR1 :

Cloven Bard 1

NG Medium fey (cloven)

Init +1; **Senses** Perception +5

DEFENSE

AC 15, touch 11, flat-footed 14(+4 Armor, +1 Dexterity)

hp 9 (1d8+1)

Fort +1, **Ref** +3, **Will** +3

OFFENSE

Speed 40 ft.

Melee Rapier +1 (1d6+1/18-20 x2) or Gore +1 (1d4+1)

Bard Spells Known (CL 1st; concentration +3)

1st(2/day)—*cure light wounds*, *hideous laughter*

0 (at will)—*detect magic*, ghost sound, *light*, read magic

Bardic Performance: 6 rd/day

TACTICS

During Combat Wandering Note prefers to avoid direct conflict, directing enemies away with his illusions or sneaking past. When combat becomes unavoidable, he focuses on either healing his allies or disabling enemies with laughter, darting past them or opening opportunities for friends.

STATISTICS

Str 12, **Dex** 12, **Con** 12, **Int** 16, **Wis** 12, **Cha** 14

Base Atk +0; **CMB** +1; **CMD** 12(16 vs trip)

Feats Harmonic Spell, Day Greeter(Diplomacy), Extremely Fashionable

Skills Appraise +5, Bluff +6, Diplomacy +6, Knowledge (Geography) +8, Knowledge (Local) +8, Knowledge (Any other) +4, Linguistics +7, Perform(Wind) +6, Sense Motive +5, Spellcraft +7, Stealth +5, Perception +5

Languages Common, Elven, Sylvan, Terran, Gnomish, Auran

SQ +1 to diplo/bluff/intimidate while well dressed, +1 vs poison

Gear rapier, flute, saddle pack, bedroll, spell component pouch, trail rations (2), waterskin, 4 gp



Steel Prism, Iconic Paladin

A unicorn stallion that serves faithfully at the Queen's side, he has been a member of the guards since coming of age, and will continue to be one long after the Queen's death. His appearance in any given group of adventures signifies that the actions of the party is of some interest to the Queen, even if this is only his opinion. He sees her as the Sun Queen's divine glory made flesh, and in his unwavering loyalty will stop at nothing to see her will be done.

Steel Prism CR 1 :

Ponykind, Unicorn Paladin 1

LG Medium fey (ponykind)

Init +2; **Senses** Perception +0

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor)

hp 13 (1d10+3)

Fort +4, **Ref** +0, **Will** +2

OFFENSE

Speed 30 ft.

Melee Long Sword +5 (1d8+4/19-20) While power attacking: +4 (1d8+6/19-20)

Spell Like Abilities (CL 1st, Concentration +2)

2/day - *unseen servant*

3/day - *light*

At will - *detect evil*

TACTICS

During Combat Steel Prism will focus on targets that exude the most evil. Failing that, he will seek out those that mean his Queen ill will. Steel is not a vengeful pony, and will accept surrender if offered. During the battle, the power of his horn wields his longsword with deadly effectiveness.

STATISTICS

Str 13, **Dex** 10, **Con** 14, **Int** 18, **Wis** 10, **Cha** 13

Base Atk +1; **CMB** +2; **CMD** 12(16 vs trip)

Feats Power Attack, Cleave, Reactionary(Trait), Dangerously Curious(Trait)

Skills Diplomacy +5, Heal +4, Knowledge (Religion) +8, Sense Motive +4, Spellcraft +8, Use Magic Device +6, Perception +0

Languages Common, Sylvan, Elven, Ignan, Infernal, Undercommon

Combat Gear alchemist's fire; **Other Gear** four-mirror armor, long sword, saddle pack, bedroll, silver holy symbol of the Sun Queen, flint and steel, hemp rope (50 ft.), torch (1), trail rations (5), waterskin, 5 gp



Brie Brightwing, Iconic Barbarian

Brie rose above the rabble through sheer strength and savagery. By the time she was a young adult, she was an incorrigible bully. It wasn't until she faced true danger that she realized her fury was misplaced. Now she directs her anger at monsters and foul people, grinding the edge of her axe in the hides of ever greater challenges to prove her worth.

Brie Brightwing

CR 1

Griffon Barbarian 1
CN Medium fey (griffon)
Init +1; **Senses** Perception +5

DEFENSE

AC 15, touch 11, flat-footed 15 (+4 armor, +1 dexterity)
hp 14 (1d12+2)
Fort +4, **Ref** +1, **Will** +1

OFFENSE

Speed 40 ft., 40 ft fly(poor)
Melee Great Axe +5 (1d12+6 20/x3), Bite +0(1d6+2) or Bite +5(1d6+6)

TACTICS

During Combat Confident in her abilities, Brie will avoid lapsing into rage until she or an ally is injured. A combat she can win 'without breaking a sweat' is almost as satisfying as brawls she barely wins through. She uses her flight to attack from above when possible, but has no qualms in landing and taking the fight face to face.

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8
Base Atk +1; **CMB** +5; **CMD** 16
Feats Intimidating Prowess, Armor Expert(trait), Day Greeter(Diplomacy, trait)
Skills Acrobatics +4, Fly +0, Intimidate +8, Knowledge(Nature) +5, Perception +5, Survival +5
Languages Common, Sylvan, Auran
Other Gear great axe, backpack, lamellar armor, rope, hip flask, belt pouch, 7 gp



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