

The Pony of your Dreams



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PonyFinder



G1411.1

The Pony of Your Dreams

(Or, Stop 'Horsin' Around!)

GagMen Episode 28

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A Ponyfinder Adventure

Designed for use with the Pathfinder Game System

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Special Thanks to David Silver of Silver Games LLC. for letting us use the amazing world of Ponyfinder to get our Pony On!


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Introduction

When writing an adventure, Basic Fantasy by Chris Gonnerman is our go to resource. With its flexibility and old school rules, it fits our style nicely. For this adventure, however, David Silver of Silver Games has graciously given us permission to use Ponyfinder, a Pathfinder campaign setting. Don't worry, however, as most Pathfinder material is compatible with everything in the retro-clone universe; but if you find something that isn't, write to Silver Games (ponies@silvergamesllc.com) to inform them of your retro-clone preferences, and we're sure they will consider writing up the option.

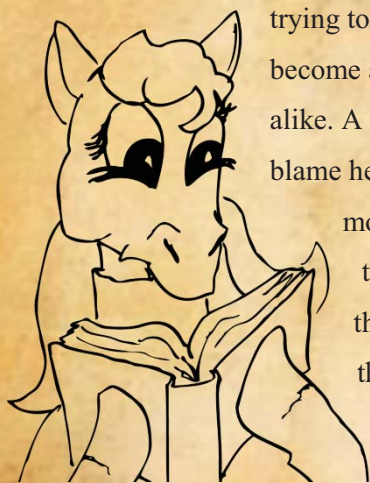
The world of Ponyfinder is rich and exciting, whether you want to include new racial options into your already running campaign, or simply visit the world of Everglow with your current party. If you would rather not endanger the already fragile relationship of your gaming group by playing a pony themed adventure, we suggest a temporary portal to the world of Everglow. If, after a few small adventures Everglow isn't to your taste, then when the party returns simply seal the portal. In any case, you are in for some crazy four-legged adventuring, as Ponyfinder is a definite game changer.

When providing treats for your group during the game, it's best to go with a healthy alternative like apples or carrot sticks. Although hay and grass will supply the proper roughage, it might make a few of your players sick, except for that one guy that eats everything that is put in front of him. Also keep an eye on your dice and make sure that the players don't eat those, as dice are harder to read once swallowed.

Summary

The town of Maneville, which lies just north of the swamps of Ebonsilk, is struggling as the majority of the citizens have fled, leaving the town nearly deserted. The mayor of Maneville has big plans to restore the town to its former glory, and she has spent the last of the town's funds to host a weeklong celebration of silk, the Silk-ebration.

The redecorated Town is bustling with visitors and potential citizens, and the townsfolk are busy trying to decorate or keep visitors happy; perhaps too happy. Meanwhile, night has become a dangerous time, as nightmares have begun to plague visitors and townsfolk alike. A strange creature called the Mara appears out of nowhere, and most are eager to blame her for the problems. The festival's success lies in the balance when a haggard monster hunter arrives in town to kill the Mara or destroy the town trying. With the town at stake, little sleep, and all the silk bows they can wear, can the party solve the mystery, find the real enemy, and save the town? Is the Mara truly the cause of the recent troubles, or is she the Pony of your dreams?



Theme

Fear, anger, and anxiety grip the ponies of Maneville, as a mischievous creature called the Mara decides to settle in town. Mara is a Mare of ancient legend, and lives by feeding off of the life force of other ponies. She sneaks into the homes of unsuspecting victims, sits on their chest and drains them of a small amount of life-force. These nightly spiritual attacks leave the victims tired, irritable, and melancholy. If the attacks continue, fatalities will surely follow.

During the day, the now exquisitely decorated town of Maneville is brimming with excitement, all to distract the ponies from the long night ahead. This contradiction should be portrayed to the players as a change in night and day. Each day should be bright and cheery, while each night should be a murky drudge of a nightmare. This dichotomy should serve to keep your players on guard and off balance, though this will require a careful balancing act from the game master.

Setting

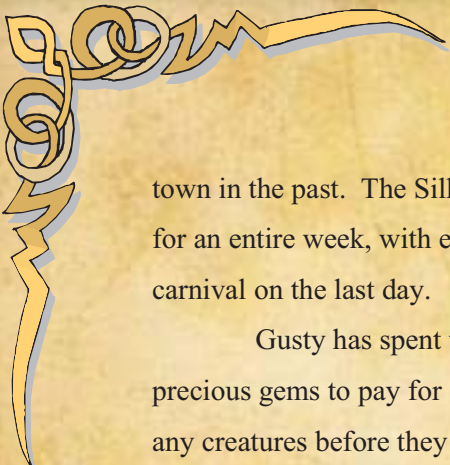
Maneville is a small swampy and boisterous community in the world of Everglow (see Ponyfinder Campaign Setting), with a population of several dozen ponies. Maneville has become widely known for its exports of ribbon and fine cloth, made using the moss

spider's black silk. Recently, hundreds of Maneville's citizens fled in fear of strange events in the surrounding swamp. The few ponies that remain have organized the "Silk-ebration", a lavish festival meant to convince potential settlers that

the town is safe and profitable, not full of dangerous horrors. The local ponies have cleaned up the village and have decorated with bright colors to show just how happy a place Maneville can be.

The Silk-ebration exhibits the finer silks that the town has to offer; Poles adorned with bright colored silk ribbons line the street. The town's guardian and mayor, Gusty Ember, has worked tirelessly to remind Everglow of the magic that made Maneville such a wonderful





town in the past. The Silk-ebriation is scheduled for an entire week, with events each day and a carnival on the last day.

Gusty has spent the last of the town's precious gems to pay for extra guards to fend off any creatures before they reach the town. The swamp surrounding Maneville will be patrolled by five ponies at a time to keep an eye out for possible dangers that could endanger the Silk-ebriation.

Plot

Arriving in Maneville

The party has been invited to the week-long celebration being held in Maneville. Hundreds of ponies from all over Everglow have travelled to the town for the festival, and to satisfy their curiosity. Rumors around Everglow claim that everyone fled the town because of something terrible in the swamps. Despite the dark events of the past, the town now seems reborn. Every house is adorned with beautiful silk banners and ribbons; the town looks nothing like the desolate village that the visitors were expecting.

What is a Silk-ebriation ?

During the festival, every pony is busy crafting decorations, setting up for the carnival and choosing their best ribbons for the Silk-ebriation. On the last night of the festival, the townsfolk will choose the Town Bow, which will adorn the town for the entire year.

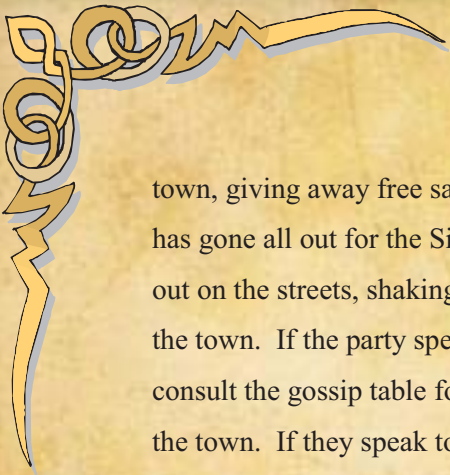
There isn't room at the Inn

The town's only inn will only accommodate ten ponies, leaving hundreds of visitors without a bed. Luckily, the town's abandoned houses have been remodeled and redecorated. Each house is open to visitors during the Silk-ebriation, and should a pony decide to stay, the town will be glad to work out an affordable purchase plan. Each home is fully furnished with working kitchen and comfy beds; everything a pony could want. These guest houses are the key to the town's not so subtle plan to repopulate and rebuild the town and infrastructure.

Out on the Town

While the Party explores the town, they will hear rumors and meet new friends. Several candy and caramel apple vendors wander the





town, giving away free samples. Mayor Gusty has gone all out for the Silk-ebration, and will be out on the streets, shaking hooves and talking up the town. If the party speaks to any local ponies, consult the gossip table for random tidbits about the town. If they speak to the mayor, she will deflect and stay focused on the future of the town.

Volunteers

In town square, the locals will be preparing for the festivities at the end of the week. The square will be partially adorned with colorful booths, decorations, and a few partially finished floats. If the party decides to poke around, they will be greeted with tired smiles and offers of free VIP tickets if they would be willing to help out. Different ponies around town will ask for volunteers to help set up booths for the carnival, make treats, or string up ribbons. If the party decides to help out, they will be given a front row seat to every event, and the villagers may be a little more willing to share useful information with the players.

The Monster Hunter Arrives

All appears to be going smoothly until Van Horseling arrives in town, pulling a cart filled with all manner of implements to capture almost any monster imaginable. Gusty will attempt to convince Van Horseling that the town is perfectly safe, and there is no need for his services. The monster hunter will appear seasoned and alert. While the players are



watching, he will shoot a fly out of the air with his crossbow to show off his deadly aim. These antics will draw a crowd, which may or may not believe in monsters; the crowd will believe that the hunter is a part of the Silk-ebration, and insist that he stay. With the crowd backing VanHorsling, Gusty will back off and pretend that he was supposed to be there all along.

A sleepless night

The party will have a sleepless night or two; if the party ventures out and wanders the streets, they will find other sleepless ponies working late on the towns decorations. No pony up at night will be able to describe what is keeping them from getting sleep. Meanwhile, they keep hearing the sound of hooves clicking on the street, though nothing is there. The next morning the ponies that were unable to sleep will suffer a -2 to all skill rolls because of their fatigued state.

Me and my Shadow

One sleepless night, a party member may be up on watch or simply looking around the city without any onlookers. From out of the corner of their eye they will see a pony shadow following them. Should they set up a trap to capture or confront the pony, they will be surprised to find nothing there. They should be left wondering if it was just a shadow, or their mind playing tricks on them. These are the



spirits of the bad thoughts that the Mara has been spitting out.

If your game is going a little slowly, or you are running with a heavy combat group, then feel free to have the shadow creatures attack the party. Otherwise, use these shadows to leave the party confused and on guard.

Just a little Horse

Eventually, a party member should awaken to the small Mara sitting on the chest of

another player. The gaunt Mara will stare blankly at them for only an instant before bolting through the wall like a ghost. The party may try to chase Mara through the town, but will lose her by the time they reach the swampy edge of the city. The creature's ability to pass through walls will make it difficult for the party to keep up.

Challenging the Swamps

The swamps surrounding Maneville seem quant in the daytime, but at night have an iridescent glow that can fool the eyes and mind. Should the party try to explore the swamps, they will have difficulty tracking the flying Mara. The swamps are filled with terrible creatures that attack without provocation; it would be wise to avoid the dangers of the swamps if at all possible. Included is a swamp random encounter table. Should the party become overwhelmed, they could be rescued by a guard patrol.

1d6	Swamp Random Encounters	# appearing
1	Tyrannosaurus Rex	1
2	Spider, Dire	1d8
3	Mara	1d4
4	Cultist Ponies	1d6
5	Alligator	1d4
6	Green Slime	1

Turning to the Hunter

Van Horseling should be the obvious pony the party will approach for help. He will identify the Mara for the party and explain that it is the cause the ponies' recent sleeplessness. Van Horseling will describe the Mara as a malicious creature that plans to drain the souls of every pony in town if given the chance. He will claim there are only two options: destroy the town and leave, or try to capture and vanquish the spirit.

The hunter will recommend setting a trap for the Mara by creating a branding circle. The circle will require a series of candles and chalk drawn glyphs circling the bed of the most recent pony affected. Once the Mara is in

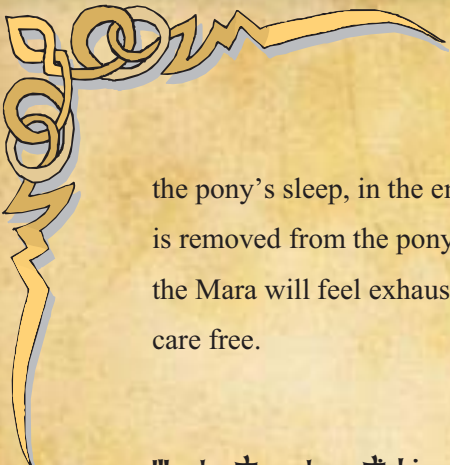
place, a spell caster has to read the final words of the branding scroll to trap the Mara within the circle.

What is the Mara?

Mara is a tiny mare, an unintended offspring of The Night Mare (see Gods, in the Ponyfinder Campaign Setting), A God of Everglow. The Mara must feed on life energy from ponies as they sleep in order to stay alive. Not all Maras are evil, though most are quite mischievous. They all, however, require life force to sustain themselves.

Fortunately, the Mara also drains negative energy from ponies in the form of nightmares. While this process does interrupt





the pony's sleep, in the end the negative energy is removed from the pony. Anyone affected by the Mara will feel exhausted the next day, yet care free.

We don't need no stinking Stakes!

If the ponies ignore Van Horseling, or choose to deal with it themselves, they will need to find a series of clues scattered throughout the town to learn about the Mara. The town apothecary will have several books on local phenomenon which should describe the Mara and its abilities. They will then have to find either a magic user or cleric to help them cast the branding circle to hold the hostile spirit. Sister Sunbeam should be the fallback for this role, in case there are no other spell casters in the group.

Setting the Trap

The trap should be simple, once the party has done the research to put it all together. Once they have lit the candles and set the branding circle, the Mara should arrive. The party should be hidden in another room or in dark places around the bedroom. Once the Mara is resting on the chest of the pony, the trap should be sprung, and they should read the last words of the branding scroll, trapping the creature within the circle.

While the Mara is trapped, the party will be able to question the creature, though it will

not be happy and will dodge most questioning. The Mara is trying to rid Maneville of the looming evil that will destroy the town. The Mara was summoned to remove all the evil, though the Mara will not know who summoned it. The tiny horse will start kicking and hammering at the invisible walls that hold it, shouting "You need to release me now!" With little notice the Mara will begin to vibrate and shake. Eventually a shadow will form behind the Mara that looms along the wall. At first glance the shadow will appear as the Mara's, but will move independently kicking over the candles and attacking the party. In the confusion, with the branding circle damaged, the Mara will flee out the window. The party will see her flying in the same direction as before, directly to the swamp.



Conflict:

The Lair of the Mara

After a long chase through the quiet town of Maneville, the party will arrive at an overgrown weeping willow with a large door in the base, which leads underground. The door leads to a series of catacombs, just outside room #6. The party may encounter a few dungeon creatures, but eventually they will reach the central summoning room.

#1 - The Summoning Room -

The room features a large version of the branding circle, and a few ponies wearing dark cloaks and chanting. These cultists are focusing on a swirling mass of pure darkness hovering over the branding circle. If they are observed, occasionally a shadow pony will fly into the cave, as if it is being drug by its hind hooves, and will be pulled into the mass of darkness. The cultists are attempting to harvest and control the dark thought energy collected by the Mara, and any attempt to distract or attack the cultists will result in the release of the dark energy. If the energy is released, the energy will evacuate the caves and reform outside the willow tree entrance.

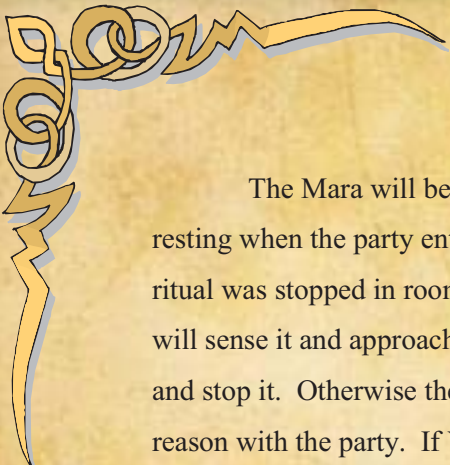


#2 - The Empty Room - This cavernous area is empty to the naked eye, but a successful search will reveal a wall cupboard along the west wall built to blend into the rough rocks that surround it. The cupboard contains a bag of gems worth six hundred gold.

#3 - The Chest - On the other end of the spider web corridor (see #10) is a large closed and

unlocked chest. The chest isn't booby-trapped, and contains three different vials of multi-colored liquid: a red, blue, and orange vial. The red will cast light on the character that drinks the entire vial. The blue is a healing potion that will restore 1d6 point of damage with up to four doses in the vial. The orange will give the drinker the ability of spider climb for one hour.

#4 - The Mara - This cave has a large shelf along the north wall that is stacked full of little trinkets that the Mara has been collecting from all over town, such as bits of yarn, an empty sewing spool, a piece of very old cake, and just about anything that you could imagine. On the south wall is a mirror only a square foot large in size on the floor against the wall. In the back of the cave is a room lined with a bedding of hay and a small box of chocolates slightly stuffed under a wool blanket.



The Mara will be lying in the back, resting when the party enters the room. If the ritual was stopped in room #1, then the Mara will sense it and approach the party first to try and stop it. Otherwise the Mara will try to reason with the party. If Van Horseling is there he will insist that the Mara is a demon that will destroy everyone.

#5 - The Office - In the center of this room is a heavy wooden desk covered with various papers, files, and a fine quality pen and ink bottle. The desk is filled with papers describing the town of Maneville in detail and specific figures on the cost of the Silk-ebriation. GM Note: This should be the big clue that the mayor is the

source of the trouble.

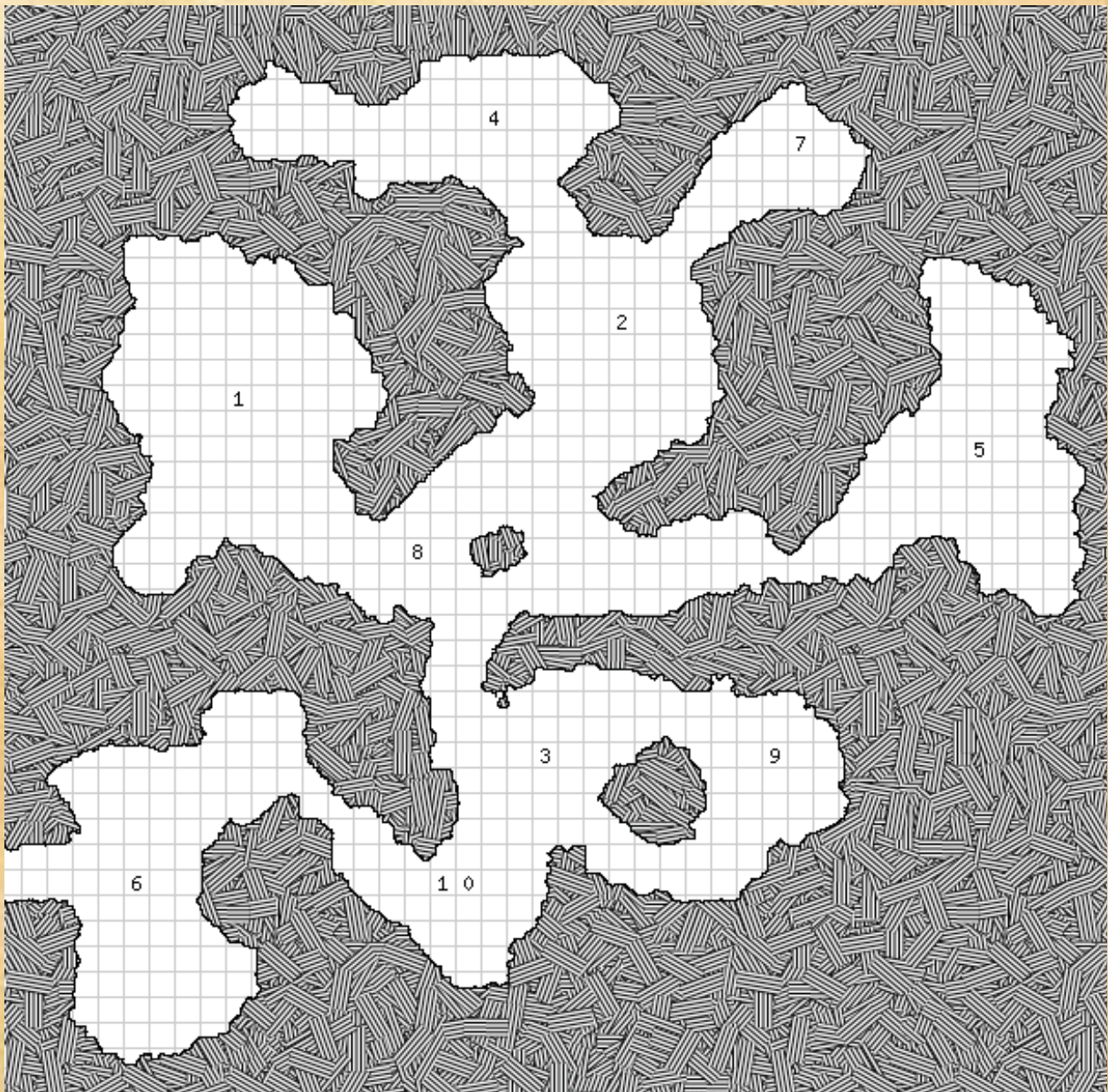
#6 - The Entry - This dank carved out room shows signs of recent digging; the cavern looks to be less than fifty years old. There are two lit torches on the north and south walls and a pile of hay that has been used for bedding recently.

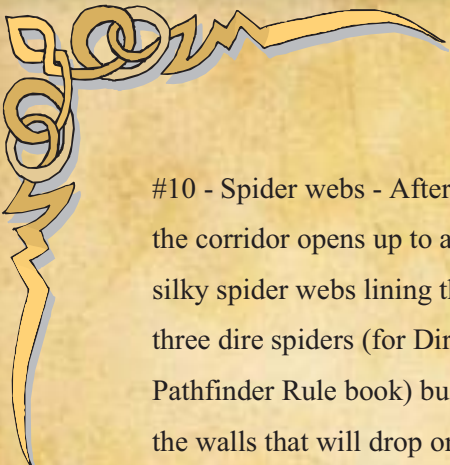
#7 - The Ooze - The walls of this room are lined with a thick black slime, the black slime is residue of the black pudding on the ceiling. In the center of the room lies a pile of assorted bones; when investigated, the black pudding will fall on to the party. For Black Pudding see Pathfinder Rulebook



#8 - Patrol - Two cultists on patrol have stopped in the hallway to chat about the carnival and how fantastic the town is looking. The two cultists are not paying very close attention and will receive -5 on any checks to notice the party, unless they have been warned by a previous battle. If the party tries to sneak past, they will receive a +5 to moving silently or sneak past the guards.

#9 - Bunk Room – in this area there is six bunk beds with four cultists laying on them. Roll a perception check -10 for the cultists to see if they are awoken by the party entering the room. The cultists will grab clubs from their bedsides, but will not have time to don any armor.





#10 - Spider webs - After leaving the entryway, the corridor opens up to a larger area with thick silky spider webs lining the walls. There are three dire spiders (for Dire Spiders see Pathfinder Rule book) building webbing along the walls that will drop onto any three unwelcome guests.

All s well ~~that~~ Ends

Eventually, the party will leave the lair of the Mara and face the dreaded Knight Mare, a massive pony made of pure psychic energy. The creature is the culmination of the bad energy that was left behind and combined to form a thirty foot tall shadow pony of doom. The party must defeat the creature and expose Mayor Gusty in order to set things right. If the party has befriended the Mara then she will join the group and try to stop the Knight Mare.

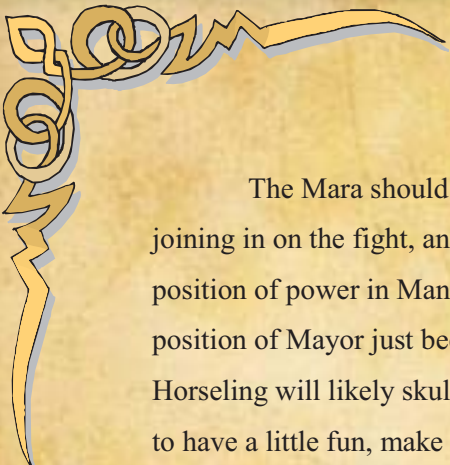


The Knight Mare is a destructive creature that will focus on destroying the town of Maneville, and then the world of Everglow. As the creature approaches the town, if Van Horseling is not with the group then he will join at this time. VanHorseling's plan will be reckless and self-destructive, and may result in the destruction of the town.

Once the creature is defeated, the group can confront the mayor about summoning such a creature. The mayor will questionably repent, saying that it was never the plan to destroy the town, just remove all the bad dreams and make everyone a happy pony.

The Super Haggoy Fun Ending

The Knight Mare is built on the fears and anxieties of the townsfolk, so its natural weakness is the love and harmony of all the ponies in the town. The Mara will reveal this to the party and suggest that only if the entire town rises up and sings together then they can defeat the Knight Mare. The best way to make it happen outside of the game, as ridiculous as it may sound, is to get your game group to stand up and sing a song together. It can be any song, mostly to get everyone into a nice party mood and ham it up. If you have one, break out the karaoke machine, or Rock Band, and really cut loose for the ending of this seriously odd game. Insane, silly, "I'm not doing that," you may say?



The Mara should be commended for joining in on the fight, and perhaps given a position of power in Maneville; after all, the position of Mayor just became available. Van Horseling will likely skulk away, but if you want to have a little fun, make it obvious that the pony

that wanted to blow up the town is leaving and the party should do the rest. As far as the mayor and supporting cultists, perhaps assign them to clean up all the mess around town, or send them off to prison, or behead them; it all depends on what kind of game you are running.





Characters:

Mayor of Maneville - Gusty Ember (CG female pony Fighter 2)

Gusty is trying to keep up the appearance of a wonderful, happy town and for all appearances it does seem that way. Maneville has had a lot of money dumped into the re-beautification of the town, and no one has questioned where it came from. Gusty has been using the last of the town's treasury to beautify the town. If the Silk-ebriation fails then the town will fail and Gusty will not let it come to that.

Gusty has taken every measure to ensure that things will go well; maybe she has taken things too far. Gusty hired an occult specialist (who was actually a con-pony), to help raise everyone's spirits, yet she accidentally summoned up the Mara and took a good helping of gems from the town's treasury. Gusty has asked some of the ponies around town to help contain the nightmare spirit that has begun to form because of the Mara.

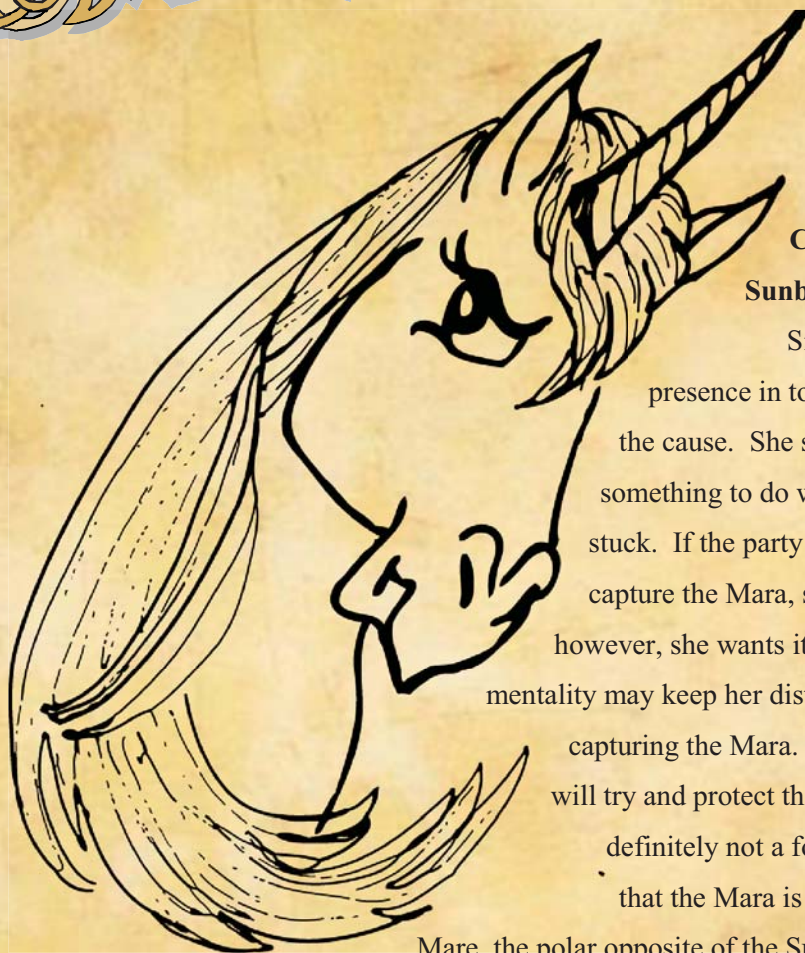


Lead Guard pony - Midnight Rain (LN male pony Fighter 2)

Midnight Rain is in charge of the town guard. He is one of five ponies that help protect the town. He is a little concerned about all the bandit attacks that seem to be happening to ponies all around them, yet they haven't struck Maneville yet. The reason he and the other four ponies are still protecting the town is a mystery, even to him, since they haven't been paid in almost three months, and are living on rations. Gusty has promised that after the Silk-ebriation things will change for the better, but until then they will all have to tough it out.

Apothecary - Lyric Bluegrass (NG male Pony Monk 1)

Lyric is an old country doctor that studied to become an apothecary while treating ponies at a monastery. He has lived a simple life; his only other passion is music. Lyric has been treating patients all around Maneville for weeks; ponies continue to appear with fatigue and stress. He attributes the ponies' condition to the pressures of the Silk-ebriation, but he still cannot deny it's becoming more common. Lyric frequents the local tavern The Stable, and he may meet the party if they need components for a branding circle or information about the town in general.



Cleric of the Sun Queen - Sister Sunbeam (LG female Unicorn Cleric 3)

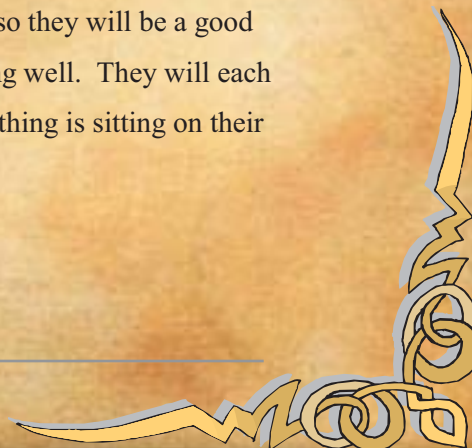
Sister Sunbeam has been feeling an uneasy presence in town for some time, but has yet to pinpoint the cause. She suspects that Van Horseling has something to do with it, but without evidence she is a little stuck. If the party comes to Sister Sunbeam for help to capture the Mara, she will be glad to assist. Deep down, however, she wants it to be VanHorsling's fault. This singular mentality may keep her distracted and ineffective in locating and capturing the Mara. However, once the Mara is captured she will try and protect the Mara from harm, as the creature is definitely not a focus of evil. Though it's obvious to her that the Mara is some kind of offspring of The Night Mare, the polar opposite of the Sun Queen.

Barmaid - Lily Dawn (NG female Pony Rogue1)

Lily is a serving pony at the Stable, one of the premier taverns in Maneville. Since the "improvements" made by the mayor, she has come to dislike living in Maneville. She isn't sure what is keeping her on edge, but she has not been sleeping well at night and somehow blames the mayor. She has heard of the terrible things in the swamps, and will tell the party that the mayor has hired a small army to protect the town during her Silk-ebriation. She will be glad to share information about the town, but will ask the party about the places they have been. Lily's main goal is to get out of Mainville and maybe live on the coast, but at the rate she gets paid it may be a while.

Child Ponies -Peachy, Meadow, and Mahogany (CG female Pony Commoner 1)

The children of the town are joyful and happy most of the time, but these three are being plagued by the Mara. Each one is assigned to work in different areas for the Silk-ebriation, so they will be a good resource for the party to learn a little bit about ponies being tired and not sleeping well. They will each mention similar dreams about not being able to breathe, or the feeling that something is sitting on their chest.



Van Horseling, The Monster Hunter

Van Horseling is a wandering monster hunter that has set his sights on Ebonsilk and Maneville, after hearing of the strange happenings. In a modern day setting he would be considered a kook, but in the ancient world... well, some things stay the same. He is a paranoid pony that will constantly tell others to be quiet while he looks in every direction before speaking again. He will display several potions and devices, none of which will make a lot of sense, promising that these items are part of his equipment to take down terrible monsters. Though most adult ponies will not listen to him, he has many stories to tell at the tavern and to any children that will listen. He has a long list of accomplishments that he is certain transpired in the way he remembers it.



Male Pony Ranger 2

Chaotic Neutral

Init +7; Senses Listen +5, Spot +5

AC 17 (+4 scale mail, +3 Dex)

HP 16 (2d8 +2)

Fort +5, Ref +6, Will +2

Speed 35ft

Melee Greatsword +4

Ranged Crossbow +4

Special Attack Favored enemy +2 Monsters

STR 13

DES 16

CON 14

INT 9

WIS 11

CHA 10

Base Attack +2

Grp +2

Skills:

Craft (trapmaking) +2, Hide +2, Listen +5,

Move Silently +4, Spot +5, Survival +5

Languages Common

SQ wild empathy +1

Gear

potion of cure light wounds, 50-foot rope, explorers outfit, flint and steel, crossbow, 20 bolts, scale mail, greatsword, whetstone, 50 gp.

Details

Cultist Pony

XP 600

Pony commoner 1 cleric 0 (apprentice)

CN Medium Pony

Init +1; Senses [Perception](#) +3

-----Defense-----

AC 12, touch 10, flat-footed 11 (+1 armor, +1 Dex)

hp 7 (1d8+1)

Fort +1, Ref +1, Will +2

-----Offense-----

Speed 30 ft.

Melee brass hoof +0 (1d6)

Special Attacks channel negative energy 1/day (DC 14, 1d4)

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

Shadow Pony

XP 1,200

Pony Shadow Fighter 3

CE Medium [undead](#) ([augmented](#) pony, [incorporeal](#))

Init +2; Senses darkvision 60 ft.; [Perception](#) +18

-----Defense-----

AC 15, touch 15, flat-footed 13 (+1 Dex, +1 dodge, +5 deflection)

hp 22 (3d8+5)

Fort +3, Ref +1, Will +3

Defensive Abilities [channel resistance](#) +2, incorporeal, rejuvenation; Immune undead traits

0 (at will)—[bleed](#) (DC 12), guidance, light

D domain spell; Domains Neutral, Healing

Statistics

Str 10, Dex 13, Con 12, Int 8, Wis 15, Cha 16

Base Atk +0; CMB +2; CMD

13

Feats Alignment Channel

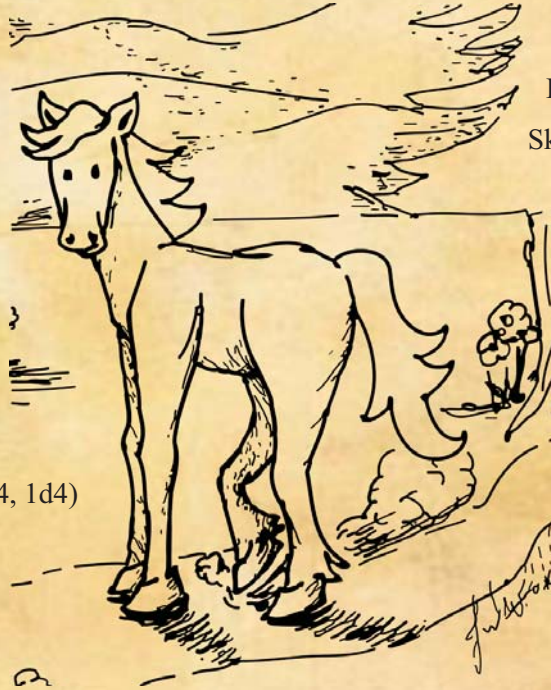
Skills Knowledge (planes) +2,

Knowledge (religion) +2,

Sense Motive +6, Spellcraft +1

Languages Common

Combat Gear heavy robes, brass hoof covers, silver holy symbol



-----Offense-----

Speed fly 30 ft. (perfect)

Melee corrupting touch +3 (3d6, Fort. DC 14 half)

Statistics

Str —, Dex 12, Con —, Int 10, Wis 11, Cha 20

Base Atk +3; CMB +2; CMD 20

Feats [Dodge](#), Iron Will, Lightning Reflexes

Skills Fly +4, Knowledge (history) +6,

Perception +10, Sense Motive +6, Stealth +6;

Racial Modifiers +4 Perception, +4

Languages Com

Mara CR 2

The Mara a creature that feeds off of the life energy of others. The Mara itself is a half-spirit, half-animal. It has the ability to enter ponies' dreams and feed off of them, usually with no long-lasting effects.



XP 600

CG Tiny Fey

Init +3; Senses darkvision 60 ft., low-light vision; Perception +8

-----Defense-----

AC 18, touch 16, flat-footed 14 (+3 Dex, +1 dodge, +2 natural, +2 size)

hp 22 (3d12+3)

Fort +4, Ref +6, Will +5

Immune paralysis, sleep; SR 13

-----Offense-----

Speed 10 ft., fly 60 ft. (perfect), swim 30 ft.

STATISTICS

Str 9, Dex 17, Con 13, Int 16, Wis 14, Cha 16

Base Atk +3; CMB +4; CMD 14 (18 vs. trip)

Feats Acrobatic, Dodge

Skills Acrobatics +8 (+0 when jumping), Bluff +9, Fly +23, Perception +8, Sense Motive +8, Stealth +17, Swim +13, Use Magic Device +9

Languages Common, Draconic, Elven, Sylvan; telepathy 100 ft.

SPECIAL ABILITIES

Nightmare Drain (Su)

Must be sitting on the chest of the victim. This ability is sparked by staring directly at the sleeping pony. All negative feelings and bad dreams are brought to the surface of the victims thoughts and then slowly worked out to be captured inside the Mara. Unfortunately, the Mara cannot contain these evil thoughts forever and eventually they release in the form of a shadow version of the pony that they were taken from.

Melee bite +4

(1d3-1)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks Nightmare Drain (2-ft. cone, Fort DC 12 negates, usable every 1d4 rounds)
Spell-Like Abilities (CL 3rd; concentration +6)

At Will - *Phase Door* (self only)

Spells Known (CL 3rd; concentration +6)

1st (6/day) *grease* (DC 14), *silent image* (DC 14), *sleep* (DC 14)

0 (at will) *dancing lights*, *flare* (DC 13), *ghost sound* (DC 13), *mage hand*, *open/close*

Knight Mare (the creature) CR 4

XP 1,100

NE Large Fey

Init +8; Senses dark vision 60ft, detect magic;

Perception +7

-----Defense-----

AC 17

HP 28; regeneration 4

Fort +2, Ref +7, Will +4

-----Offense-----

Speed 40ft.

Melee bite +9 (3d4-2), trample +9 (4d6 - 4)

special attack: paralysis (1d4 rounds, DC 18)

Spell-Like Abilities (CL 6th; concentration +8)

Constant - detect magic

At Will - Invisibility (self only)

1/day - sleep (DC 13)

Statistics

STR 15, DEX 17, CON 12, INT 13, CHA 15

Base Attack +4; CMB +5; CMD 13

Feats Improved Initiative, Intimidating Prowess, Iron Will

Skills Intimidation +14, Perception +12

Languages Common

SQ corrupted spirit

The purity of bad thoughts have caused the creation of this creature, and because of this purity the creature nothing living can touch it directly without suffering 1d3 hp damage. This spiritual attack is done by physical contact, and will not transfer through weapons. However because of the purity of evil thoughts, the creature is highly susceptible to good thoughts, happiness and certain types of music. (see Super Happy Fun Ending for exploiting this option)



THE PONY OF YOUR DREAMS



The town of Maneville, which lies just north of the swamps of Ebonsilk, I struggling as the majority of the citizens have fled, leaving the town nearly deserted. The mayor of Maneville has big plans to restore the town to its former glory, and she has spent the last of the town's funds to host a weeklong celebration of silk, the Silk-ebtration.

The redecorated Town is bustling with visitors and potential citizens, and the townsfolk are busy trying to decorate or keep visitors happy; perhaps too happy. Meanwhile, night has become a dangerous time, as nightmares have begun to plague visitors and townsfolk alike. A strange creature called the Mara appears out of nowhere, and most are eager to blame her for the problems. The festival's success lies in the balance when a haggard monster hunter arrives in town to kill the Mara or destroy the town trying. With the town at stake, little sleep, and all the silk bows they can wear, can the party solve the mystery, find the real enemy, and save the town? Is the Mara truly the cause of the recent troubles, or is she the Pony of your dreams?