

Pony Finder

Born to Magic



Written by David Silver



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Author

David Silver

<http://patreon.com/ponyfinder>

Assistant Producers

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Brian Shanks
Freewing Alchemist
David McMichael
Blais Callies
Rome Silvanus
Steel Prism
Fox Cutter
Tida
Wolf

Editing & Layout

Byron Mulvogue
Tama'at Studio

Art

Sita Duncan
Tama'at Studio

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Unicorn Attributes

Base Stats: +2 Constitution, +2 Intelligence, -2 Dexterity

Movement: 30 ft (20 ft bipedal)

Being a unicorn trades away the Earth-Bound racial trait.

Special Abilities

Vision: Low-Light Vision

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

Steady Focus: +2 to concentration checks when casting defensively.

Unique Destiny: You have a bonus feat, reflecting your particular destiny, whether you fully understand it or not.

Horn Magic: Unicorns with intelligence scores of 11 or greater gain the following spell-like abilities (caster level is equal to character level):

Unseen Servant 2/day

Light 3/day



Unicorn Naming

The first name of unicorns is most often a time of day or astrological event. Here are some popular ones:

Noon, Twilight, Dawn, Dusk, Eclipse, Starlight, Convergence, Sunset, Nova, Comet, Quasar, Nebula, Solar, Lunar, Meteor, Corona, Aurora

The last name of unicorns, if they have one, most often refers to a shining, as in the act of shining itself. Last names are picked by the unicorn at maturation, if they wish to have one. Some examples include:

Twinkle, Flicker, Shine, Sparkle, Glow, Shimmer, Gleam, Glimmer, Radiance, Glisten, Brilliance, Flash, Flare, Wink, Dazzle, Bright

A Brief History of Unicorns

In the time before the empire, the unicorns formed together in powerful clans of their own. Drawn instinctively to seek out arcane knowledge, they conducted experiments that tested the very nature of the world, and the limits of pony morality with it. Some of these experiments ended very poorly, creating the clockwork tribe, and others a seeming success with the phoenix wolves. Whichever way it went, it didn't stop unicorns from shoving their snouts into the dark corners of the cosmos and trying to see what was there.

When Iliana first approached them, with her stocky earth-bound body and fluttering pegasi wings, the unicorns were uncertain what to make of her. She seemed naive and simple, not a high-minded pony that could put their faith behind, and they were unafraid to say exactly that to her. She challenged them, saying she would prove by action what her words failed to impress. The most powerful unicorns of the time laughed, but humored her. "Expand your little 'empire' by two tribes in fewer than two months and you will win us over."

It was the first time the word 'empire' had been used to identify what Iliana was making. She didn't disappoint, returning to the unicorns with the sea horses and gem ponies at her side. Surprised and humbled, the unicorns saw which way the wind was blowing, and threw in their force behind the fledgling empire, becoming one of the three largest tribes to exist within it, even if they weren't one of the first three, despite rumors to the otherwise.

The new empire put a bit of a crimp on their more grand experiments, but provided a safe place for all unicorns. Comfort and company changed the tribe over time, blunting their wilder edges and making less frenzied researchers with wild eyes and more gentle sages that eagerly served their fellow pony while raising a family of their own. Unicorns became known for being well-educated, civil, and refined, and formed much of the upper-echelon of the larger cities.

When the empire began to crumble, unicorns were in a bad position. Accustomed to the comforts and security of the empire, they worked feverishly to stop its fall, but many worked at odds with others. Different unicorns tried to grab the throne at once and it all fell to pieces between their desperate hooves.

In the broken aftermath, unicorns are again free to experiment as they please, but perhaps some of their old fire was lost in the transition to gentle beasts. Many unicorns huddle in the largest remaining pony cities, hoping and plotting to recover from this...setback. Some wander out into the wide world, often with other ponies at their side. It took a united effort to bring all ponies together, so an adventuring party feels like the right place to start for some.

Life of Unicorns

Unicorns, being one of the primary tribes, have a good chance of appearing even among non-unicorn parentage. It is often considered important, wherever possible, to see that the unicorn get proper schooling. The mind of a unicorn is their most valuable asset, and to neglect it is to fail as a parent of one. Of course, when a unicorn is born to an already well-educated pony, sometimes they are kept at home and taught directly. This is more common when the parent(s) are of unicorn or zebra descent.

Despite the gravity given to their education, unicorns are not without the desire to explore and have fun. Add to this the ability to wield magic from an early age and raising a unicorn can be a special challenge. No jar of cookies is high enough it seems, putting them beside Pegasi for most difficult to foalproof a house for. Appeals to vanity work well, and most unicorns can be coaxed into good behavior if they are convinced that is what proud and noble unicorns should do, or that their peers are outperforming them.

Unicorns pay heed to their brands of destiny, and seek out ways to express the meaning they've derived from it with a special zeal. More unicorns specialize than not, and become quite enamoured with their profession. In this they often feel they are closest to the other tribes. An earth-bound pony, a unicorn and a pegasus who share a related destiny can discuss it all day long and feel as if they are speaking to siblings, and it draws them together. Unlike many other tribes, unicorns love forming schools and colleges and will gladly share the tricks they've learned to those willing to fill their halls and their coffers.

Unicorns band together. In any community where there is a good number of unicorns, they will often have housing next to one another, and help one another out with numerous things. A unicorn among peers need not worry for finding a foalsitter, but should expect to be called upon in kind. In matters beyond that of home and hearth, the unicorns often form alliances in professional and political matters. These alliances are not always universal to all unicorns and rival groups often form with varying opinions in the same community. Debate and grandstanding can occupy a large amount of time as these groups attempt to win over rivals.

A unicorn that reaches middle age is hardly different from an adult unicorn. If they had a physically active job, they begin looking for more clever ways to get the task done. If they have the means, they will turn to magic to throw off the effects of age, denying it through a combination of cleverness, stubbornness, and any amount of spell knowledge they may have. It is often at this time that unicorns begin seeking out a school or university to impart on the next generation the grand discoveries they made.

When a unicorn feels life slipping from them, they meticulously work to set their affairs in order. They get their heirs, if any, organized, with whom will get what. They arrange for proper burial or other ceremony. It is said that many unicorns spend a full year researching and considering the burial rites of many cultures before settling on one that appeals to them directly. Attending a unicorn funeral is a final act of pomp and careful ritual, wherein they are sent to the next life, to join with the god(dess) of their choice. Unicorn relations have the choice of showing final respect in playing along with the chosen ceremony, or a final insult in refusing. Only the most callous of unicorn will attempt to foul the ceremony. To interfere with one's last request is considered one of the most galling of crimes, and can be reason enough to ostracize a unicorn entirely from a community. It is every unicorn's birthright to see their ending be as they have planned it.

Unicorn Power

The power of unicorns is one of the most well known of all ponykind beside the wings of pegasi. All but the daftest unicorns have some ability to exert force on the world with but a thought, able to manipulate things as well as any humanoid might, at a distance. With proper practice, even slow-witted unicorns can learn how to use the shorter-ranged but more potent version of their natural ability over raw force itself.

Sometimes called blessed of the sun, unicorns also have a strong tie to the forces of light, able to conjure it through their horn on command, though doing so does have some small amount of fatigue, and a unicorn cannot serve as a lantern all night. Different unicorns often have different colors of light that they express with this ability. Though some say the light can reveal traits of its wielder, nothing's been proven.

A subtle trait, but unicorn spellcasters tend to incorporate their horn into their spellcasting, replacing hoof movements and shuffles with directing their horn at the target, or often straight up if it's a personal effect. This can allow clever unicorns to focus their magic in ways other ponies can't help but be jealous of. Blessed be Sheila for granting them natural foci.

The brands of unicorns tend towards two strong majorities, the first being things that glitter and shine, and the second being symbolism of the greater universe. Suns, distant worlds, twinkling stars, gems, metal objects, explosions and rainbows are all possibilities.



Stereotypes of other Tribes

Earth-Bound: Solid and reliable, but a bit simple-minded. You have to respect their work ethic and admire how much they can get done. With some effort, you can put a little shine on them, but try not to be disappointed. They're good ponies underneath.

Pegasus: Brave, fast, and foolish. They make a fantastic diversion, whether you want one or not. There are few more willing to throw themselves in the path of danger.

Sea Horse: I really don't know what to make of these half-fishes. They're alright, I guess.

Leatherwing: They get all the more cagey when we're around. I think they're hiding something...

Gem Pony: Now these are ponies I can understand. Of course, a gem unicorn, now there's the pinnacle of refinement and class.

Clockwork: Just because an experiment doesn't end the way you want it doesn't mean you should stop trying to reach for the stars.

Chaos Hunter: Chaos has ever been our enemy. Support chaos hunters whenever you come across them.

Doppelganger: As if our natural shine could be so easily emulated? A petty tale told by those of lesser minds.

Tribe of Bones: A goddess of death? How ghastly! I can't imagine the Sun Queen would tolerate standing beside such an awful thing.

Sun Pony: The culture of the desert. An important lesson, the culture of the desert can be just as cruel as the sun of the desert. Travel carefully and wear a false smile.

Ghost Pony: Some say the ghosts are an offshoot of us, reaching with their minds where their bodies could not. I can see that... I would like to compare notes with one, if I could find one.

Antean: An antean unicorn is quite a dichotomy. Full of true strength of mind and body, it is a wonder they have not conquered the world, but the anteans seem only to desire peace.

Short Leg: A curious bookmark on a long-closed chapter.

Zebra: They are very like us in many important ways. Always make room for a zebra for mealtime and see if you can't get appetizing news from the striped one. They understand us.

Griffons: Flying brutes. The pegasi seem to tolerate them, though I don't know why.

Sun Cat: Noble savages. Leave them to their wanderings.

Purrsian: They have class, but they covet your own. Tread carefully with the royalty of the sands.

Cloven: Nice sorts, but simpler than the horns on their head. And whoever heard of two horns? Twice as many horns and not even half the skill in their use.

Steel Heart: They say we made these half-machine beasts, but I don't know anyone who takes credit for it. There's one thing that's fairly reliable in unicorn circles, taking credit. These are not ours, but something else. If only they would let us examine them.

Flutterponies: Simple-minded, flighty, and gaudy, there's not much to like about the average flutterpony, but the individual? Sometimes they rise above the rest.

Phoenix Wolf: A testament to our prowess. They were once beasts of pure evil, and now they live in harmony with the land and the people there. A good people, we made them that way.

Unicorn Equipment

Equipment here is constructed with unicorns in mind, but may find its way into the hooves of other tribes.

Horn Focus

This ornate bit of jewelry is worn along the horn and helps the flow of magic through it, adding its own enchantment to constructs a unicorn might create. It can be further enchanted as a weapon and/or shield to enhance weapons or shields that the unicorn creates with their horn magic. If the horn focus is removed while an enhanced item is conjured, the conjured item fades immediately.

Aura: Evocation (Faint)

CL: 1st

Slot: Head

Price: 500 gp

Weight: 1 lb.

Construction Requirements:

Craft Wondrous Item, Mage Armor, 250 gp

Horn Blocker

This deceptively simple looking iron ring seems quite normal until slid snugly over a unicorn's horn, whereupon it nullifies all horn magic they possess. Being accustomed to casting through it, it is often quite traumatic. The ring prevents all horn-based feats of magic, their spell-like abilities and imposes a -4 penalty to all concentration checks. It cannot be removed by the pony wearing it, but can be disengaged by someone else if they know the subtle triggering mechanism, or succeed a DC 35 disable device.

Aura: Abjuration (Moderate)

CL: 10th

Slot: None

Price: 5000 gp

Weight: 1 lb.

Construction Requirements:

Craft Wondrous Item, Dispel Magic, 2500 gp

Racial Feats

Mental Fortitude

Your mind is a temple, with its own guards and servants that tend to the grounds diligently.

Prerequisite: Ponykind, Unicorn

Benefit: Any ability damage to your intelligence, charisma, or wisdom is reduced by 1.

A Taste of Perfection

You look in the mirror and see a perfect creature and insist your servants try to live up to it.

Prerequisite: Ponykind, an animal companion, familiar, or eidolon

Benefit: Your animal companion, familiar, or eidolon takes on subtle equine characteristics. While this has no immediate mechanical effect, they gain the ponykind subtype and can use and be affected by anything that requires ponykind, even feat selections.

Fur of Force

You have fortified your fur coat, turning aside blows that would kill lesser ponies, provided you keep your magic focused inwards.

Prerequisite: Ponykind, Self enhancement

Benefit: While Self enhancement is active, You gain a deflection bonus to your AC of 1 + 1 per 5 levels.

Blade of the Mind

Rather than wielding a physical weapon, you fashion your force into a weapon, not always a blade.

Prerequisite: Ponykind, Practiced horn magic

Benefit: As a move action you can fashion or dismiss a force version of any melee weapon you are proficient with. Such a weapon is held aloft in one of your mental hands and requires its full concentration to exist. The weapon is always considered masterwork, a hardness of 10 and 10 + 3/level hitpoints. Beside striking intangible creatures without issue, it works as any other physical weapon.

Charged Ammunition

You can fashion your force magic into bolts, bullets, and other such ammunition, either making it wholesale or enhancing existing ammunition.

Prerequisite: Ponykind, Practiced horn magic

Benefit: You can fire a weapon without any ammo, turning it effectively into a ghost touch weapon, but otherwise functioning normally. If you have ammo, you just add ghost touch to whatever other effects the ammunition has.

Combined Casting [teamwork]

A group of unicorns is a deadly combination. They call it a blessing, but your enemies will more likely curse.

Prerequisite: Ponykind, Ability to cast unseen servant as a spell-like ability, caster level 5

Benefit: You may ready an action to assist an ally who also has this feat. You may add metamagic to their spell without adjusting its casting time or effective level. You may add up to 1 level of metamagic per 5 character levels.

Emergency Reposition

When you find yourself under attack, you can blink away with a wink of unicorn magic.

Prerequisite: Ponykind, Advanced horn magic

Benefit: When you are attacked, you may, as an immediate action, move up to fifteen feet in any direction. The attack that prompted it suffers 50% concealment miss chance. If it was an attack that does not suffer miss chance and you are still in range, it takes effect normally. You may use this up to your constitution modifier times per day. This movement counts against any movement in your following turn.

Keen Evasion

What you know, can't hurt you.

Prerequisite: Ponykind, Practiced horn magic

Benefit: When you succeed at identifying an incoming spell or spell-like ability with spellcraft, you gain a +1 bonus to saving throws against it. This bonus increases by 1 for every 5 you beat the DC by.

Inspired Chemistry

Taking wild leaps of clever thinking and inspired design, your extracts sometimes stretch beyond your usual means.

Prerequisite: Ponykind, Unicorn, Ability to create level 3 extracts.

Benefit: When preparing your extracts, you may roll 2d4-2 and modify the casting level of the final result by the amount rolled. If the caster level is reduced further than the minimum, the extract is wasted.

Multi-Disciplined Approach

Why be master of one thing when you can claim the title for two? Some unicorns just aren't happy enough with only one mortarboard.

Prerequisite: Ponykind, Ability to cast 2nd level spells from two classes. Unicorn

Benefit: Gain the slots as if you gained a level in two classes of your choice that you qualify for. You do not gain a caster level. If your caster level is insufficient to use a given slot, you don't gain access to it except for the case of metamagic.

Outwitting the Divine

Some say that quiet and introspection is needed to handle the divine. You mock the very notion. Clean analytics is key to all magic.

Prerequisite: Ponykind, Practiced horn magic

Benefit: Any class that uses wisdom for a casting stat may instead use intelligence for all effects, including DC, slots, and etc..

Self Enhancement

Turning your horn magic internally, you fortify your physical body with the power of your mind.

Prerequisite: Ponykind, Advanced horn magic

Benefit: While both your mental hands are free, you may add a +1 enhancement bonus to strength, dexterity, or constitution. You may change your selection as a full-round action. For every 8 character levels you possess, increase this bonus by 1.

Shield of Will

You can fashion your will into a stout plane of pure force, turning aside lethal blows.

Prerequisite: Ponykind, Practiced horn magic

Benefit: As a move action you can dispel or summon a shield of force. The presence of this shield occupies one of your mental 'hands'. It has a hardness of 10 and hitpoints equal to your 10 + 3/level. You may choose to summon it as any size of shield (buckler, light, heavy, tower, etc). It is always of masterwork quality and does not impose arcane spell failure chances. It is effective against intangible attacks, being a force effect. If the shield is disarmed or removed from the pony, it instantly ceases to exist.

Special Talent

Your brand of destiny hinted at some special ability that you've turned into a personal spell that you're particularly good at.

Prerequisite: Ponykind, Master horn magic

Benefit: Select a spell without expensive material components (1 gp or greater) and of a level no higher than your level divided by 2, then minus 2. You can now use that spell as a spell-like ability twice a day with a caster level equal to your level. For every 2 levels beyond the minimum you are to select the spell, add 1 to the daily uses.



Self Perfection

Your body has become a conduit for the pure force of your magic.

Prerequisite: Ponykind, Self enhancement

Benefit: The rate at which the bonus increases changes to every 5 levels. Pick a second statistic, it increases at the old rate (1 + 1 per 8 levels). You can change the first and second statistic during the same full-round action.

Sudden Warning

What others don't know, you're happy to remind.

Prerequisite: Ponykind, Keen evasion

Benefit: Allies may spend an immediate action after you succeed at using keen evasion to also gain the bonus against the same effect by taking your spoken advice. This ability fails if the allies cannot hear the spoken words of the unicorn.

Unicorn Magic

Force Bands

School: Evocation [Force]

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

Casting Time: 1 Standard Action

Target: Single Target

Range: Short (25 ft + 5 ft/2 levels)

Duration: 1 Round/level

Save: Reflex (partial)

Spell Resistance: Yes

A band of force flies towards the target unerringly and attempts to wrap around their limbs and tether itself into the nearest surface. A failed saving throw entangles the target and if they are within 10' of a solid object, they become tethered to it, making it impossible to move anywhere but towards the object (or nowhere at all if they were standing on the ground). A successful save entangles the target for 1d4 rounds (max 1/level) with no chance to immobilize them.

Force Armor

School: Abjuration

Level: Sorcerer/Wizard 2, Bard 2, Alchemist 2

Casting Time: 1 Standard Action

Components: V, S

Range: Personal

Target: Self

Duration: 10 Minutes/level

Save: No

Spell Resistance: No

You wrap your body in force, giving you a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Enhanced Horn Magic

School: Evocation [Force]

Level: Inquisitor 2, Bard 2, Wizard/Sorcerer 2, Cleric 2, Shaman 2, Alchemist 3, Ranger 2, Magus 3, Bloodrager 3, Summoner 2

Casting Time: 1 Standard Action

Components: S

Range: Personal

Target: Self

Duration: 1 Minute/level

Save: None

Spell Resistance: No

For the duration of the spell, your mentally equipped items can be used at a distance, extending your reach by 5' plus 5' per 4 character levels beyond 3. Any time you attack someone beyond your normal reach, you gain a -2 penalty to AC until the start of your next turn.

Horn Bolts

School: Evocation [Force]

Level: Wizard/Sorcerer 3, Bloodrager 3

Casting Time: 1 Standard Action

Target: Up to 3 targets

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

Duration: Instantaneous

Save: None

Spell Resistance: Yes

Blasting out pure force from your horn just comes naturally to you. Humanoids wish they had your talent and flair. This spell releases 3 powerful blasts that you can direct at any number of enemies within 30' of one another. Each bolt flies unerringly, striking the target for 1d6 damage per 2 levels of force damage, to a maximum of 10d6 per bolt. A shield effect or other effect that prevents magic missiles allows for a reflex save for half damage. Firing more than one missile at the same target allows multiple spell resistance checks, but will do no more damage than one bolt, regardless of how many hit.



Night Stalker

Unicorn Prestige Class: Night Stalker

Most unicorns bask in the glory of the sun, but there is power to be had in the dark of night, fighting against it or seeking to control it.

Role: Night Stalkers turn their innate magic towards the control and domination of their enemies, allowing their allies to move in unimpeded and take control of the situation.

Alignment: Night Stalkers can be of any alignment, but tend towards lawful alignments more often than not, requiring discipline to control the forces of the night.

Hit Die: d10

Night Stalker Requirements

To qualify to become a night stalker, a character must fulfill all the following criteria.

Feats: Blind-Fight, Iron will

Skills: Knowledge (Religion) 5 ranks

Spells: Ability to cast 3rd-level spells.

Night Stalker Class Skills

The night stalker's class skills (and the key ability for each skill) are: Perception (Wis), Stealth (Dex), Knowledge (religion) (Int), Spellcraft (Int), and Survival (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

Night Stalker Spells

At the indicated levels, a night stalker gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a night stalker, he must decide to which class he adds the new level for purposes of determining spells per day.

Shrouded Magic

Any time you cast a spell, you may designate an ally within 30' to be the apparent source of the spell. Enemies who have reason to doubt the validity of the illusion may spend a move action to make a will save against $10 + \frac{1}{2}$ your character level + your intelligence. Success stops this ability from working on them for the next 24 hours and reveals the last illusion. Only one save can be done per shrouded spell.

While an enemy is fooled, you do not provoke attacks of opportunity for casting a spell or firing ranged spells. This is an illusion(figment) effect. If there are no allies within 30' of you while casting, this ability does not function. Attempting to make an ally who does not want to be blamed appear as the source prompts an immediate save.

Creature of the Night

Your anatomy adjusts, gaining cat-slit eyes and tufted bat-like ears. You gain a +2 racial bonus to perception and 60' darkvision. If you already had darkvision naturally, it extends by 30' and functions in supernatural darkness. You also enjoy a +2 circumstance bonus to any skill check involving the night gods.

Haven of the Night

You have gained control over the safety that the darkness can bring, or withhold. You may, as a standard action, shroud up to as many allies as your level in Night Stalker in an aura of the night, shrouding them from easy sight. Any attack of opportunity on them suffers as if they had complete concealment, and they gain an enhancement bonus to stealth equal to your level in night stalker. You may also use these slots on enemies as a move action. They must be within short range ($25' + 5'/2$ levels). Such enemies must make a will save vs $10 + \frac{1}{2}$ your character level + your intelligence modifier or be plunged into supernatural darkness that clings closely to their person for 1d4 rounds.

Moon's Blessing

Whether you have come to combat or control the night, you have earned the attention of one of the night gods. Your choice is permanent, so consider carefully.

Combat the Night

Allies you affect with Haven of the Night gain a +1 divine bonus to all saving throws for every 2 points of intelligence bonus you have.

Control the Night

Enemies you affect with Haven of the Night gain a -1 penalty to all saving throws for every 2 points of intelligence bonus you have. This penalty remains for as many minutes as the darkness lasts in rounds.

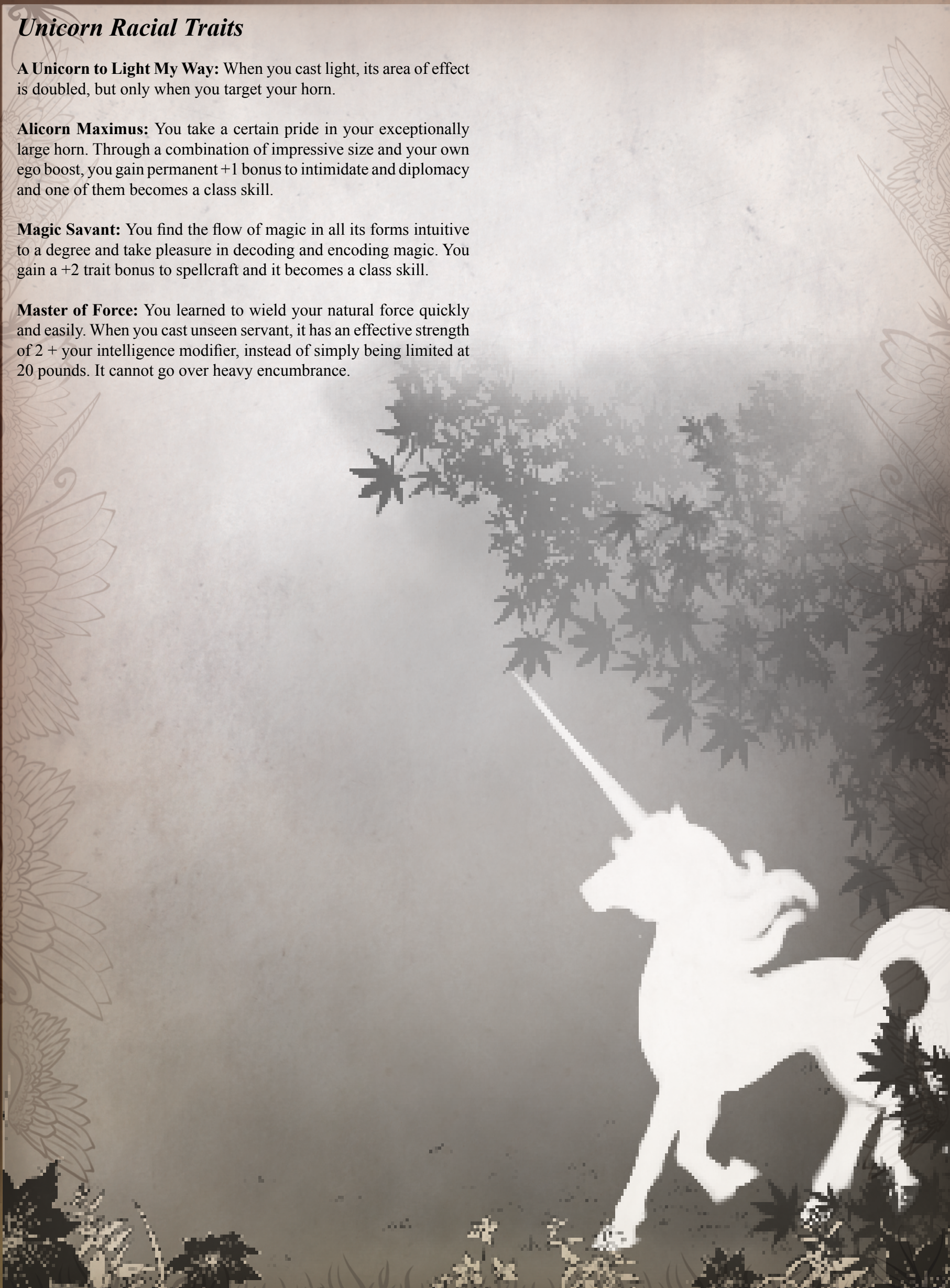
Unicorn Racial Traits

A Unicorn to Light My Way: When you cast light, its area of effect is doubled, but only when you target your horn.

Alicorn Maximus: You take a certain pride in your exceptionally large horn. Through a combination of impressive size and your own ego boost, you gain permanent +1 bonus to intimidate and diplomacy and one of them becomes a class skill.

Magic Savant: You find the flow of magic in all its forms intuitive to a degree and take pleasure in decoding and encoding magic. You gain a +2 trait bonus to spellcraft and it becomes a class skill.

Master of Force: You learned to wield your natural force quickly and easily. When you cast unseen servant, it has an effective strength of $2 + \text{your intelligence modifier}$, instead of simply being limited at 20 pounds. It cannot go over heavy encumbrance.



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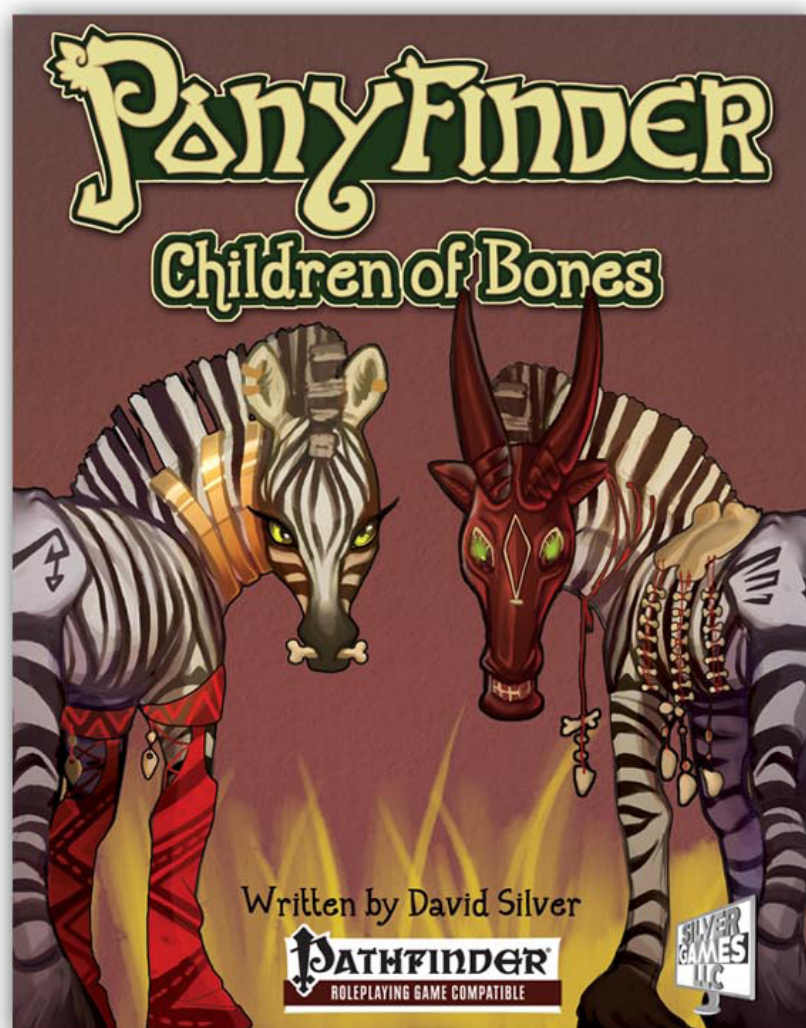
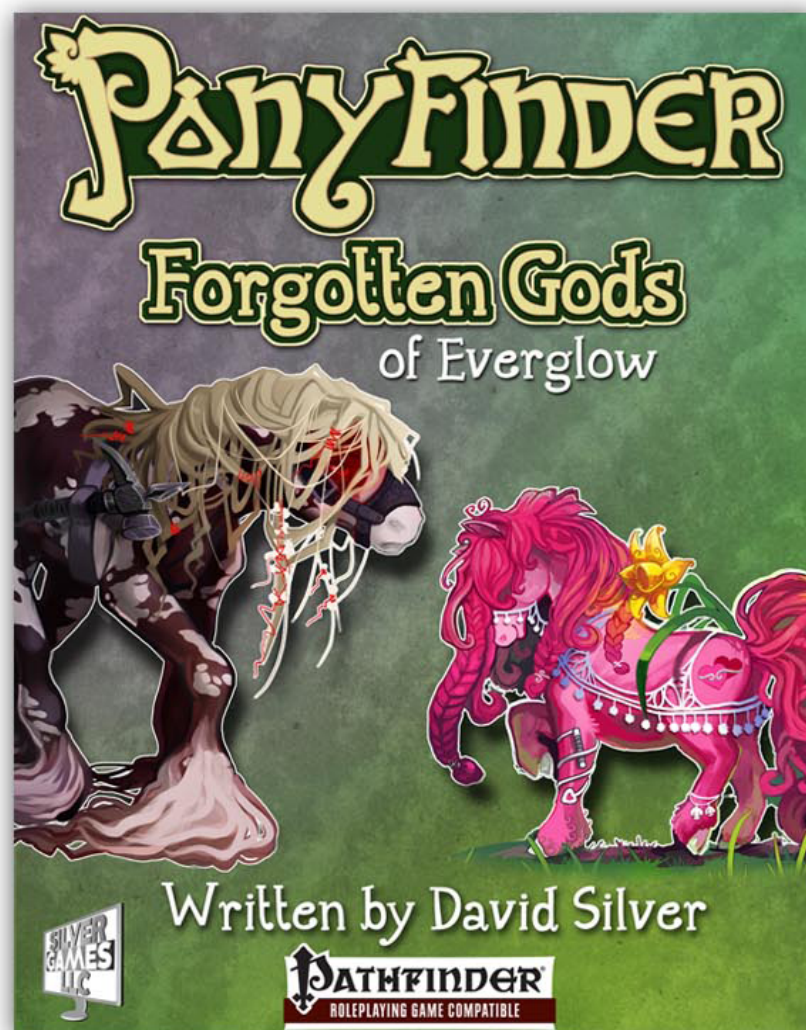
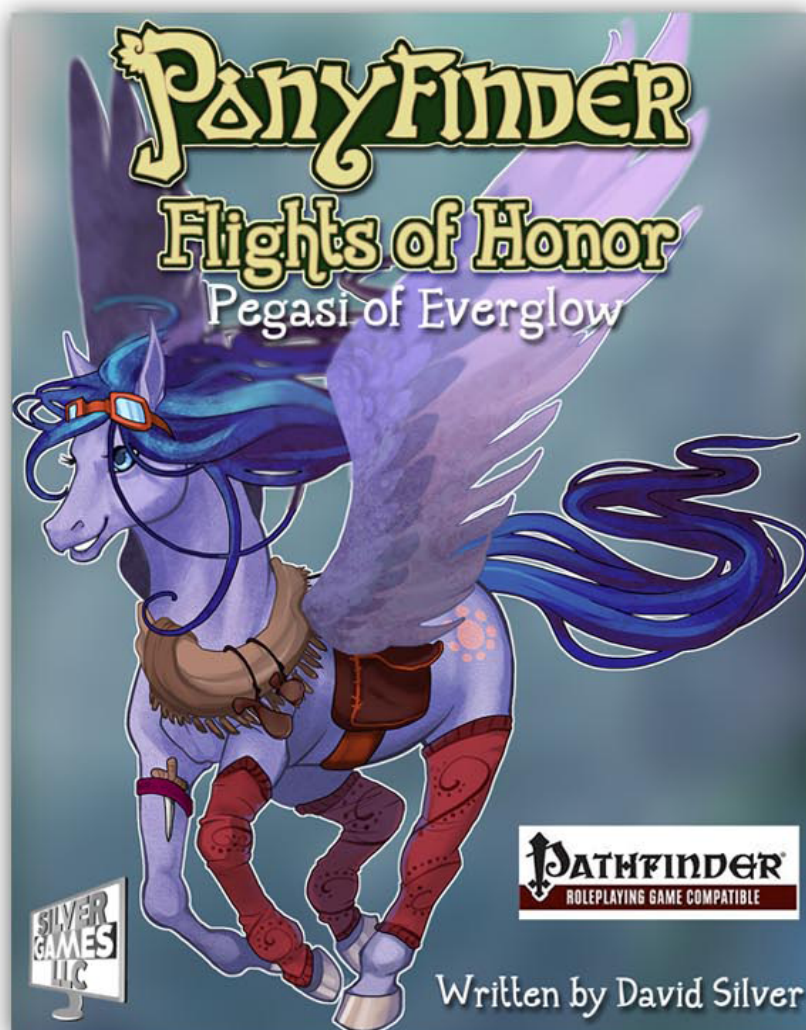
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