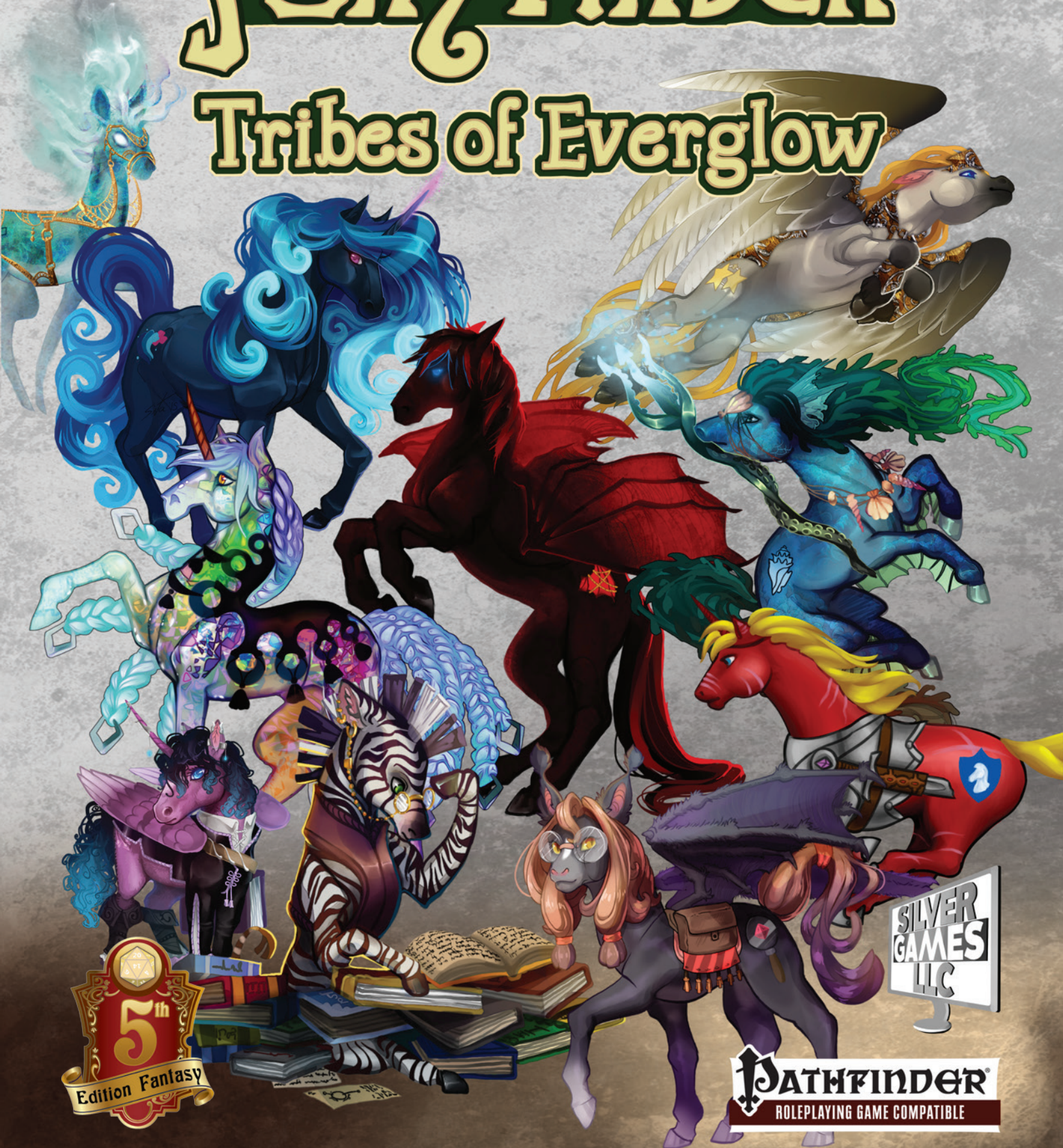


Ponyfinder

Tribes of Everglow



5th
Edition Fantasy

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Ponyfinder
ROLEPLAYING GAME COMPATIBLE

Ponyfinder

TRIBES OF EVERGLOW

Dawn of the Fifth Age

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PONYKIND RACIAL TRAITS



Ability Score Increase. Your Constitution score increases by 1.

Age. Ponies mature at the same rate as humans and reach old age at about the same time.

Alignment. Ponies tend towards the lawful alignments.

Size. Your size is Medium. Ponies are around four feet tall and long. Their weight can vary wildly, with fat and skinny ponies of all builds.

Speed. Your base walking speed is 40 feet.

Fey Born. You count as fey for all purposes.

Fingerless. You may use your mouth as one hand and are considered Small-sized when determining the weapons you are able to wield.

Four-Legged. Being a four-legged creature, you can bear greater weights than a human of the same strength without being encumbered (increasing your carrying capacity by 50%). You gain advantage on any ability checks or saving throws to avoid the prone condition.

Languages. You can speak, read, and write Common and Sylvan. Sylvan is a musical language of fey creatures and their sing song can find its way into other languages.

Eclectic. Each pony selects one physical and one spiritual subrace, detailed below.



FINGERLESS RULES

Many of the races presented in this book lack a basic feature of humanoids, fingers. Here are the rules reprinted from the core campaign book for your convenience.

- Hand and ring covering magic items automatically adjust to fit, becoming anklets that otherwise function normally.
- Any worn magical foot items (boots, shoes, etc.) adapt to cover all four extremities.
- Those with hooves may use horseshoe items, but doing so occupies the hooves, preventing boots, shoes, and other such things.
- Creatures with fingerless may wield/use items with their mouth as if their primary hand.
- Abilities requiring touch can be made with paws, talons, hooves or horn. There is no mechanical benefit to this and it resolves exactly the same as a humanoid touch with a finger.
- Unarmed attacks can come in the form of teeth, slams, or hooves. They do normal damage for an unarmed adventurer of medium size and are resolved entirely as unarmed attacks.
- Somatic components are handled with hoof, talon, paw, and/or horn.
- One-handed weapons with the ammunition property may be loaded despite lacking a free hand.



Earth-bound ponies lack the impressive abilities of the other pony types, but they are without a doubt tougher and hardier.

EARTH-BOUND POWER

While the other tribes wandered farther and wider, some of the early proto-ponies were happy right in the fields and meadows. They became more solid and used to navigating long expanses of open fields to get where they wanted to be. Compared to some of the other tribes, they were slower to establish large, stationary, cities—they were the tribe of runners once, the prairie ponies and no other tribe can compete with the earth-bound for their sheer durability. Solid and reliable, wounds, exposure, poison, and even magic have a hard time bringing down one of these hardy equines from their decided task.

Their resistance to magic leads some to think that the ways of spellcasting are not “natural” to the earth-bound but this simply isn’t true. While many of their kind are drawn to physical pursuits, their minds are just as able as most other tribes. They have a keen sense of the world be it the one they are in or in communing with other worlds, drawing them to the ranks of clerical studies.

The brands of earth-bound are extremely varied.

Though the most common are fruits, vegetables, and animals of the ground, almost anything is possible to adorn the flank of a prairie pony. They are a tribe blessed with both numbers and breadth, and they eagerly pursue even tasks that would seem unwieldy to such solid creatures (confusing other ponies when a hoofed pony decides that sewing is the profession that consumes them).

More so than other tribes, brands of destiny can and do pass down among earth-bound through from parent to offspring. Well-established families share a common theme that seems almost universal to their foals, which can make them very easy to spot and identify, but also gives them friends in many towns depending on how old and far-spread their family is.

EARTH-BOUND NAMING

Earth-bound are often named for fruits, vegetables, or animals, though sometimes their first name is a modifier on the second. Common first names include things like Apple, Carrot, Cabbage, Pig, Melon, Cherry, Chipmunk, Lotus, Peach, Sapphire, Big, Steady, Fast, or Dog.

While last names can be passed down, sometimes last names of one generation can become first of the last and vice versa. Last names of earth-bound tend to be

EARTH-BOUND PATHFINDER ATTRIBUTES



+2 Constitution, +2 Wisdom, -2 Dexterity: Earth-bound are tough and insightful but not terribly agile.

Medium: Earth-bound are Medium creatures and have no bonuses or penalties due to their size.

Quick: Earth-bound have a base speed of 40 feet (20 feet bipedal).

Low-Light Vision: Earth-bound can see twice as far as humans in conditions of dim light.

Fingerless: See fingerless rules on page 4.

Four-Legged: Earth-bound gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

Unique Destiny: Earth-bound select one extra feat at 1st level. They also gain Endurance as a bonus feat.

Hardy: Earth-bound gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

EARTH-BOUND 5TH EDITION ATTRIBUTES



Ability Score Increase. Your Constitution score increases by 1.

Like a Weed. You have advantage on saving throws against poison and resistance against poison damage.

Tougher than Magic. You have advantage on Strength, Dexterity, or Constitution saving throws against magic spells and effects.

as varied as the ponies themselves are. Others complete the word started with the first name. Examples include: Cake, Shore, Apple, Wrangler, Shepherd, Cobbler, Surprise, Pie, Oil, Patch.

A BRIEF HISTORY OF EARTH-BOUND

Given to running long distances and with plentiful clear land for them to do canter across, this tribe became one of the most spread of them all, having members in almost every settlement. Their desire to build true cities did not manifest clearly until Queen Iliana appeared with her divine wings and led her people, the earth-bound, to unite with the pegasi and begin a campaign to draw all the tribes together.

Being instinctively drawn to deep familial bonds, the queen's words struck powerfully with them. It helped that she began as one of their own and gave credence to her commands when she told them to embrace all the equine tribes as family, however distant, to be loved, protected, and worked alongside. The earth-bound took this to heart and became the bedrock of the burgeoning society.

As a generally welcome tribe after the forming of the empire, the earth-bound have a good reputation with most of their kin. They serve well in bureaucratic, agricultural, and guard positions across the empire, to speak nothing of more specialized and individual

professionals that emerge from the tribe.

The open hooves of the tribe were not always so—in the time before the empire, earth-bound kept themselves to their more immediate family and considered all others (often even other earth-bound) as suspicious. These families would become quite large, more like clans than parents and offspring, and many would roam across the fields of Everglow protecting their interests against anything else that moved.

When the empire began to decline the earth-bound were in many ways the worst hit. After so many generations of being a part of this grand society, they became lost; they were no longer the nomadic runners, and leaving their cities felt dangerous. Many simply stayed where they were, doing their best to prop up failing communities despite the lack of the empire's presence. The rarest of them took up the old ways, returning to their nomadic roots and seeking ever onwards for the great home their hooves still feel the hills to be, but their hearts can no longer find.

LIFE OF EARTH-BOUND

Rare is the earth-bound foal not born into a protective family. Their young are often the most important part of their lives, to be celebrated within and outside of the family. Birthdays until the sixteenth are small holidays with relatives from near and far given casual

invitation, but for this seminal achievement invitations are extended out to the entire community and family members can sometimes travel across the empire to attend. The population of a town measurably swells during one of these celebrations. It is at this time that a young earth-bound is king or queen for a day, and their talents are demonstrated and revelled in. This is also the traditional time that a foal may select a new name for themselves to carry for the remainder of their lives. The name selected during this part is sacrosanct and to use the original is considered an offense for any save the parents of the newly-matured mare or stallion.

Many earth-bound parents expose their foals to their own professions early in life, showing them tricks and techniques, and a foal that takes up the trade of their parent is a source of pride. When feasible a parent cedes their business ahead to the next generation when they become old and when there are multiple offspring old enough and willing to take the position, they are often selected by age. Sometimes an entire generation bands together, running a business side by side as brothers and sisters, especially in the case of larger operations like sprawling farms or factories.

Earth-bound ponies are more likely than many other tribes to return to the place of their birth at least once a year, joining their extended family for a chosen holiday or even a decided upon reunion date. This is a time of singular isolation—while there is eager socialization between family members no matter how distant, other friends are not welcome on reunion day as it is a day for family alone.

Age is seen as a mark of wisdom and experience. Ponies who become venerable are retired from heavy physical labor but taken care of with pride and respect by their clan, serving as mentors, matchmakers, and mediators for their families. Should a younger earth-bound pony have difficulty balancing work and their foals, a grandfather or grandmother is usually available to take up the slack and help raise the youths. Such elders also command a say in the daily operation of their house and community, prompting the majority of earth-bound communities to have elders that serve as mayors or in other parts of government.

Their mundane appearance can serve them both well and poorly in strange lands. Humans see earth-bound as harmless, almost whimsical, while talking ponies with exotic colors look more like the toys of the wealthy than anything else. They can play this up to work under the radar (seeming to be a curious horse and nothing more), but this makes getting respect all the more difficult—there is little disputing the primal majesty of a

pegasus or unicorn but to the untrained eyes of outsiders, earth-bound ponies are just small horses.

Earth-bound typically remain in their chosen profession for life, seeking to enhance, refine, and master it in all ways possible. An offer of secrets that may enhance or expand their speciality is a powerful bartering tool for earth-bound and some travel the world, seeking secrets to their craft and amassing a wide variety of techniques. Their trade even finds its way into their personal life, shaping how they interact with friends and family; a cook prepares meals for their family as eagerly as any customer, commonly greeting their friends with treats and snacks.

The passing of an earth-bound is a somber affair. Typically the body is held in careful repose while mis-sives are sent through the family, giving upwards of a month for relatives to wander past. While a formal funeral occurs within the week, the body remains available for respects for the remainder of the month until the moon returns to the phase in which the deceased passed. At this point they are returned to the earth that spawned them whenever possible. Family graveyards are extremely common amongst the earth-bound, that they may be together in death as they were in life. In larger cities where this is not always feasible (especially among the poor) plots are often made available with only earth-bound even if they may be from different clans.



STEREOTYPES OF OTHER TRIBES

Unicorn: While their bodies are as earth-bound as our own, their minds are often floating as high as the pegasi. Unicorns are good and true friends if you can get them to come down long enough to talk face-to-face.

Pegasi: It was their wings that gave our queen the right to rule. She has trusted them to guard and fight for us, and we haven't forgotten that. Brave and fierce, a pegasi as an ally makes everything safer and though they are quick to leap to protection, they're also good fun. You could do far worse than a pegasus friend—provided you can give them some grounding.

Leather Wing: I don't know too much about them. They hide in caves? Leather Wings shouldn't be so scared. There are a lot of good ponies out here that would like to meet them.

Clockwork: This is what happens when a unicorn doesn't have a good earth-bound pony or two to keep their head on straight. It's not their fault though, only the mistake of their parents. Try to be nice.

Gem: The pony spirit at its best, worn on the outside for everyone to see its shine! Rare but a delight to see, you should treasure any gem pony spotting.

Chaos Hunter: So far removed from hearth, family, or society itself, I can't help but feel bad for ponies called upon by destiny to combat the forces of chaos. If they are hurt, offer them love. If they are hungry, give them your bread. You have a home—they never will.

Sun: What happens when ponies of the prairie run out into the desert sands? These. They share our love for community and make fast friends, but their smiles seem a little...false. Enjoy their company and their drink but never forget that they are not your people.

Ghost: They have run from the very ground we are home to, thinking themselves safe in a realm of nothing. They are secure, but at what price?

Antean: To dream of large things is an impulse many of us can feel some kinship to. Bigger, stronger, but not meaner. The anteans are good ponies, by and large, and can accomplish big things if encouraged.

Sea: Happy and cheerful, it's hard to not like most sea ponies. Many of their towns are intermixed with earth ponies because our tribes find kinship in one another—don't let them talk you into swimming out too far, however.

Griffons: Friends of the pegasi and at least neutral with the empire, we have no problem with the birdcats but not much business with them either.

Sun Cat: They respect family and we can respect that in turn. They are proud creatures as cats tend to be, but they are good people.

Purrsian: Ugh—greedy, vain, and selfish! There are

exceptions, but they only serve to prove the rule. Avoid the purrsians if you want to avoid a headache.

Cloven: Charming, meek, and polite almost to a fault. I've never managed to be angry at a cloven for longer than it took them to apologize. They have a city all to their own, and it's run just as nicely as they are kind.

Steel Heart: Those unicorns...they are talented people but leave them alone and this happens. The steel heart had no control over how they were made but they are here now and though they look like ponies, they're no kin of ours.

Doppelganger: Shiftless boogeyponies that lurk in the shadows. You can't trust anyone that won't show you their true colors and you can never be sure you're seeing them with a doppelganger.

Flutterponies: They proudly assert themselves to be ponies but we know better. Behind the equine shape lies a heart of chaos. A friendly chaos to be sure, but a chaos nonetheless—tread lightly around them.

Phoenix Wolf: I don't know much about them which is how they prefer it, hiding away from the world more often than not. They were made by unicorns, like several other odd species, but have little to do with them anymore.



RACIAL FEATS



BORN RUNNER (GENERAL)

Running is a natural state for you. Walking almost feels unnatural compared to at least a trot, or preferably a gallop.

Prerequisite: Earth-bound, Run

Benefit: Your base speed increases by 5 feet. If you move more than half your speed this turn, you gain a +1 dodge bonus to AC. At 5th, 10th, 15th, and 20th level this bonus increases by +1 (up to a maximum bonus of +5 at 20th level).

Special: You may take this feat again for every 5 levels you possess. This increases your speed, but not the bonus to AC.

DEEP HEALING (METAMAGIC)

Calling on the power of the earth, you fortify those you heal with your magic and impart on them a tiny shred of its stability.

Prerequisite: Earth-bound, caster level 5th

Benefit: When a spell, spell-like ability, or supernatural ability of yours heals someone, they gain 1 temporary hit point per die healed. For example, a casting of *cure moderate wounds* by a 5th level spellcaster with this feat heals 2d8+5 and grants 2 temporary hit points. These temporary hit points remain for 1 minute and do not stack.

DEEP ROOTED (COMBAT)

Your ties to the ground are so powerful that you cannot be forced off your hooves, no matter how persuasive the force.

Prerequisite: Earth-bound, Strength 13, Wisdom 13

Benefit: Your CMD against trip attacks increases by +10 and you gain a +10 bonus on saves made to avoid going prone.

EARTH DRIVEN (GENERAL)

You have a deeper tie to the forces of the earth than those of your peers. So long as your hooves are planted on solid ground, you are difficult to put down.

Prerequisite: Earth-bound, Knowledge (geography) 5 ranks, Toughness

Benefit: While at half hit points or less and standing on solid dirt, stone, or metal, you gain fast healing 1. This fast healing increases by 1 at 10th level and 20th level (to a maximum of fast healing 3).

ESTABLISHED BRAND (GENERAL)

Your brand of destiny belongs to a large clan of ponies. Wherever you go, there's likely someone related to you around—even if distantly—allowing you to travel safer and cheaper.

Prerequisite: Ponykind, character level 1st+

Benefit: When arriving in a new city, make a Diplomacy or Knowledge (local) check with a -1 penalty per day's distance from home (to a maximum penalty of -10) and consult **Table: Established Brand** for the effect.

INNOCENT APPEARANCE (GENERAL)

Earth-bound ponies can appear quite harmless to many other creatures, a trait that can be used to their advantage.

Prerequisite: Ponykind, earth-bound

Benefit: You gain a +4 to Bluff and Diplomacy checks against non-ponykind, as well as Disguise checks to appear as a mundane (if possibly small) horse.

Table: Established Brand

Result	Effect
10	You found a distant relation willing to offer the equivalent of a closet to collapse in, giving you free—if poor—lodging.
15	You find the local branch of your family. You can get poor lodging for free or average lodging at half cost. Any random chance of combat or misfortune in the community is halved.
25	You find a friend from long ago, or perhaps a friend of a friend. They can put you and your friends up with average lodging for free as well as halving the random chance of combat or misfortune in the community.
35	You managed to find a sibling, uncle, aunt, or other direct relation. They're willing to go out of their way for your comfort, providing lodging and food for your party for free while quartering the chance of combat or misfortune in the community.

RESPROUTING SOUL (GENERAL)

You have mastered the cycle of life and death, tying your essence to the fertile soul of Everglow. As long as you remain on it, your soul will never entirely depart.

Prerequisite: Ponykind, earth-bound, character level 15+

Benefit: One week after death, you reincarnate as per the spell, though you always become an earth-bound pony. Your destiny, and its mark, do not change and you appear much as you did in your past life unless you died while not an earth-bound pony. You appear wherever you consider “home” to be. If you lack a home you emerge at a random point in Everglow. If you die on a different plane or your body is removed, this does not function unless your remains are returned to Everglow.

SOLID MAGIC (METAMAGIC)

The bulk of an earth-bound can be turned to mystical might with the right training.

Prerequisite: Ponykind, earth-bound

Benefit: Spells that you cast that involve combat maneuvers gain a +1 racial bonus to CMB and CMD. This bonus increases to +2 at 4th level and every 4 levels thereafter (up to a maximum bonus of +6 at 20th level).

RACIAL FEATS



BORN RUNNER

Prerequisite: Earth-bound

Running is a natural state for you. Walking almost feels unnatural compared to at least a trot, or preferably a gallop. You gain the following benefits:

- Any turn during which you move at least half your speed, your AC increases by 2.
- Your speed increases by 5 feet., or by a total of 10 feet if you are at least 10th level.
- You can take the Dash action as a bonus action on your turn.

DEEP HEALING

Prerequisite: Earth-bound, the ability to cast spells

By calling on the power of the earth you fortify those you heal with your magic, imparting on them a tiny shred of its stability. You gain the following benefits:

- Whenever you perform an action that causes a creature to recover hit points, they gain 1 temporary hit point per die healed (for example, a *cure wounds* spell that heals 4d8 hit points grants 4

temporary hit points.) These temporary hit points do not stack and remain for 1 minute.

- You learn the *spare the dying* cantrip. If you already have *spare the dying* as a known cantrip, you may instead choose another cantrip available to you through one of your spellcasting classes (or *guidance*). When you cast *spare the dying*, you may reduce the casting time to a bonus action.

DEEP ROOTED

Prerequisite: Earth-bound, Strength 13 or higher

Your ties to the ground are so powerful that you cannot be knocked off your hooves no matter how persuasive the force. You gain the following benefits.

- You are immune to the prone condition while you are not incapacitated.
- You have advantage to ability checks and saving throws against any combat actions that would force you to move from your square.
- You have advantage on ability checks and saving throws to avoid becoming grappled.

INNOCENT APPEARANCE

Prerequisite: Earth-bound

Earth-bound ponies can appear quite harmless to many other creatures, a trait that can be used to their advantage. You gain the following benefits:

- You gain advantage on Persuasion and Deception checks against non-ponykind, as well as relevant checks to appear as a mundane (if possibly small) horse.
- You gain advantage on Animal Handling checks when dealing with any beast that is non-predatory.
- Creatures that have an alignment other than evil and an Intelligence of 4 or more are unlikely to attack you unprovoked, though they can attempt to capture, coerce, or restrain you. Such creatures treat you as if you were under the constant effects of a *sanctuary* spell. Unlike the spell resisting this effect requires a DC 12 Charisma saving throw until you attack them or cast a harmful spell targeting them.

RESPROUTING SOUL

Prerequisite: Earth-bound, Wisdom 13 or higher

You have a deep tie to the earth beneath your feet and you exemplify the eternal nature of Everglow. You gain the following benefits:

EARTH-BOUND ALCHEMICAL DISCOVERIES



- Whenever you are standing on solid ground, you recover 1 hit point per minute. You can also use a bonus action to instantly spend up to 4 hit dice, though you recover only half as many hit points as you would if you had taken a short rest and spent hit dice normally and recover an amount of hit points equal to the result as if you had taken a short rest. You can do this once, and regain the ability to do so after completing a long rest. When you reach 10th level, you can spend up to 8 hit dice when using this ability.
- Upon attaining 7th level, the material component cost are halved for any spell that would bring you back to life from death. When you reach 12th level, the costs are negated entirely.
- Upon attaining 18th level, your soul becomes inexorably linked to Everglow, and you become effectively immortal. One week after permanently dying you reincarnate (as the spell, though you always become an earth-bound pony of the same spiritual path). Your destiny and its mark do not change, and you appear much as you did in your past life unless you died while not an earth-bound pony. You will appear wherever you consider your home to be; if you lack a home, you emerge at a random point in Everglow. If you die on a different plane or your body is removed, this does not function unless your remains are returned to Everglow.

SOLID MAGIC

Prerequisite: Earth-bound, ability to cast spells

The bulk of an earth-bound can be turned to mystical might with the right training. Taking from the stability of Everglow, you can leverage this might at your enemies. You gain the following benefits.

- When standing on solid ground and not in an artificial structure or environment (i.e. a cobbled city street, a castle), your spell save DC is increased by 1.
- Spells you cast that affect or move earth, dirt, mud, or stone are considered one slot higher than the slot you used to cast it, up to a maximum of the highest spell level you are capable of casting.
- You learn the *druidcraft* cantrip. Your spellcasting ability and saving throw DC are determined by one of the spellcasting classes available to you (your choice).



Alchemic Toughening (Ex): This discovery functions as and stacks with the Toughness feat.

Craggy Hide (Su): The alchemist's mutagen's natural armor bonus is increased by +1 and while under its effects, the alchemist gains DR 1/magic. At 4th level and every 4 levels thereafter, the alchemist's damage reduction increases by 1 (to a maximum of DR 6/magic at 20th level).

Earth-Shattering Force (Su): When the alchemist creates a bomb, they can choose to make it an earth-shattering bomb. An earth-shattering bomb deals half the normal damage but all of the damage it deals is force damage. An area struck by an earth-shattering bomb becomes difficult terrain. Creatures damaged by an earth-shattering bomb are knocked prone unless they succeed on a Reflex save.

Earth Meld (Su): The alchemist gains a burrow speed equal to their base speed although they are unable to move more than 5 feet beyond the surface of any earth they are swimming through. The alchemist may burrow for a number of rounds per day equal to their class level. An alchemist must be at least 7th level before selecting this discovery.

Extra Legs (Ex): The alchemist sprouts an additional leg, making them more difficult to trip (gaining a +2 bonus to CMD vs. trip attempts) and increasing their speed by 5 feet. This discovery can be taken up to two times.

Foliant Bomb (Su): When the alchemist creates a bomb, they can choose to make it a foliant bomb. A foliant bomb's damage dice is reduced to d4s and changes its damage type to piercing. Any plant caught in its effect heals instead of taking damage. Constructs take double damage from a foliant bomb.

Serrated Hooves (Ex): Any hoof natural attacks or unarmed attacks you make deal bludgeoning or slashing damage, whichever is more advantageous. This does not change nonlethal damage from unarmed strikes to lethal damage (see Improved Unarmed Strike).

Tauric Transformation (Ex): An alchemist cannot select this discovery unless they have already se-

lected the vestigial arm discovery twice. The alchemist grows an extra torso for their vestigial arms, making them look like a small centaur with an equine face. The alchemist can now wear three rings (in any combination on their fingers or hooves).

RACIAL EQUIPMENT



Earth-bound have access to the following equipment.

Rock: A rock—they come in a variety of colors, usually gray but not always, and sometimes they have patterns, sometimes plain. This rock is assumed to be a four pound beauty. If you are earth-bound and you keep this rock for at least a year, you can bond to it and gain a +1 morale bonus against fear and despair effects so long as it's carried. An earth-bound can only have one pet rock at a time. Rocks are free, minus the time it takes to find one that feels "right".



RACIAL EQUIPMENT



Items found here are made with earth-bound in mind.

Hat. Though very few ponies wear hats as a matter of course, some find that a good head covering is a perfect way to feel grounded. If you wear a hat daily for at least 10 days, you can bond with a hat. Once bonded, you gain a point of inspiration if you succeed on a check that relates to your mark of destiny. However, losing this hat can leave you nervous and disoriented. When you lose your hat, you become nervous and agitated, suffering disadvantage on ability checks for 1 minute while you adjust.

Rock. A rock—they come in a variety of colors, usually gray but not always, and sometimes they have patterns, sometimes plain. This rock is assumed to be a four pound beauty. If you are earth-bound and you keep this rock for at least a year, you can bond to it. As long

as you are bonded, you gain a point of inspiration at any time you succeed on a saving throw to avoid being frightened. An earth-bound can only have one pet rock at a time. Rocks are free, minus the time it takes to find one that feels right to you.

EARTH-BOUND MAGIC



EARTH'S PULL

School evocation; **Level** cleric/oracle 1, druid 1, shaman 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range medium (100 ft + 10 ft per level)

Target single enemy's weapon or an object of unattended metal weighing up to 2 lbs./level

Duration instantaneous

Save see text; **Spell Resistance** no

You exert a sudden powerful attraction to the target's weapon, making a disarm combat maneuver using your caster level as your base attack bonus and your spell-casting attribute to determine in place of your Strength attribute. If the victim is disarmed the weapon flies towards you and if you have a hand or equivalent free, it is now wielded by you. Otherwise or if the weapon is too large to wield, it falls in your square. This works despite the material of the target weapon.

RESTFUL PAUSE

School transmutation; **Level** druid 2, shaman 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range touch

Target single living target

Duration 1 minute + 1 round/level

Save none; **Spell Resistance** yes

With a touch, the target feels a powerful compulsion to lay down. The target is not forced to do so, but if they do, they gain fast healing 1 for the duration of the spell. If the target stands up from prone after laying down, the spell ends.

ROCKY SHARDS

School conjuration; **Level** druid 2, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range medium (100 ft + 10 ft per level)

Target single enemy

Duration instantaneous

Save none; Spell Resistance no

With a sudden flick, you hurl jagged spikes of stone from your hand. These spikes deal 1d6 points of piercing damage per level (to a maximum of 5d6). On a critical hit, the target is stunned for 1 round. If you are standing on stone when casting this spell, you may select a secondary target that takes half damage (make this second attack roll separately).

EARTH-BOUND MAGIC



EARTH'S PULL

1st-level evocation

Classes: Cleric, Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 150 feet

Target: 1 weapon or object weighing up to 10 lbs.

Components: V, S

Duration: Instantaneous

By exerting a suddenly powerful attraction to a target weapon or object that weighs no more than 10 lbs, you can force an opponent to make a Strength saving throw. On a failure, the victim is disarmed and the object flies towards you. If you have a hand or equivalent free, you can catch and wield the object. Otherwise, or if the object is too large to wield, it falls in your square. This works regardless of the material of the target object and unattended objects receive no saving throw



RESTFUL PAUSE

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: touch

Target: 1 living creature

Components: V, S

Duration: Concentration, up to 2 minutes

With a touch, a target living creature feels a powerful compulsion to lay down. They are not forced to do so but if they do, they begin healing quickly, gaining 1 hit point per round for the duration of the spell. If they stand up from prone after laying down, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the amount healed per round increases by 1 for each spell slot level above 2nd-level.

ROCKY SHARDS

1st-level conjuration

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 150 feet

Target: 1 object or creature

Components: V, S

Duration: Instantaneous

With a sudden flick, you hurl jagged spikes of stone towards the target. Make a ranged spell attack. On a hit, you deal 3d6 piercing damage. On a critical hit, the target is also knocked prone. If you are standing on stone when casting this spell, you may select a secondary target within range. Roll this attack separately. This secondary attack deals only half damage and has no additional effect on a critical hit.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d6 for each spell slot level above 1st-level.

NEW BACKGROUND: ESTABLISHED BRAND

Your brand of destiny belongs to a large clan of ponies. Whether you all share a destiny or a familial bond, your extended clan represents a unified group that finds strength in each other's unique contributions to the whole. While you may live near or with a large segment of your clan, being away from them does not make you a lone wolf. You are likely to find members of your clan throughout your travels, either in enclaves set up around large towns, or other individuals that occasionally stray from the clan as you do. Keep in mind that your clan may not be your family, as they are constantly adding outsiders to it either through marriage or other initiation rites, and your clan mates are mostly but not all blood relations.

CLAN INTEREST

Your clan is tied up in some sort of business or interest, whether it be art, ranching, mercantilism, or entertainment. Though there is no compulsion to join the clan's interest outright, every member is strongly encouraged to at least invest or assist in times of need. Choose a business or interest, or randomly determine the kind of activity that defines your clan.

D10	Clan Interest
1	Farming is the pride of the clan. Any farmer would know you by reputation.
2	Your clan produces many medical experts that are renowned for their abilities.
3	Your ancestors founded a traveling circus that still operates. Most of your clan is composed of talented entertainers.
4	The largest art colony in the region is beholden to your clan. The urge to create works of art is in your blood!
5	Your clan has a major stake in a guild. Despite the reputation for being strict and ruthless, you find comfort in the guild halls as an honorary member.
6	You come from a line of scholars that dutifully record the history of the world and are regularly asked to contribute to the clan archive.
7	Exploration abounds in your clan's history and many of your great ancestors are venerated for their discoveries.
8	Thinkers and inventors are prevalent in your clan, boasting an indomitable spirits and potent desires for innovation.
9	Your clan is associated with a current or defunct minor nobility. Though the clan fortune is depleted, their reputation affords you some benefits.
10	Many of those in your clan are associated with a military background. Whether sanctioned or otherwise, your clan thrives in times of conflict.

FEATURE: FAMILIAR FACES

Wherever you go, there's likely someone related to you around (even if distantly) allowing you to travel safer and cheaper. Any time you enter a town, you are at least somewhat likely to find someone who is either a member of your clan or who sees your clan in a favorable light. You can always expect to have a place to stay for at least a few nights, a free daily meal, and congenial hospitality. If you run astray of authorities, you can be vouched for by one or two people within the community, if not more. Serious crimes cannot be ignored with your limited credibility though, and you'd be loathe to tarnish the family name by misrepresenting your clan.

SUGGESTED CHARACTERISTICS

Though you are not defined by your clan, being raised by such a focused group can be an interesting experience. You are likely to have a better time working with a team, seeing the bigger picture, and recognizing that groups can accomplish a lot with hard work and determination.

d8	Personality Trait
1	I enjoy my privacy and work hard for it.
2	I tend to recite facts about the clan interests at random.
3	I like to share everything, especially my thoughts!
4	I feel at home when I can be in charge of something.
5	I write letters to my family all the time and check in with relatives wherever I go.
6	I tend to speak with quaint colloquialisms.
7	Our clan is devoted to something banal and the concept of joy eludes me.
8	I invented a clan handshake! Want to join my clan?

d6	Ideal
1	Respect. There is no clan or family without the respect that comes from being part of it. (Lawful)
2	Destiny. As a group we will find success. We must forge our names in history! (Any)
3	Generosity. Even the clan is a part of a larger community. Give so that those around you will grow with you. (Good)
4	People. The clan is the most important thing. (Neutral)
5	Aspiration. Being a part of this group is only a springboard for my fame and fortune. (Chaotic)
6	Avarice. We are mighty as one. None shall stand in the way of our greatness! (Evil)

d6	Bond
1	I love someone from a rival clan. Please keep this a secret!
2	My sibling betrayed the clan and I must see to it that they answer for their crime.
3	Someday I'll start my own clan so that my name can mean something!
4	I'm always looking for something that might advance the clan's status.
5	My immediate family is important to me.
6	I look after those that have been forgotten or marginalized by the clan.

d6	Flaw
1	I love my clan but their business bothers me so I try to stay away from it.
2	I take advantage of my extended family whenever I can.
3	I am boastful of my clan's accomplishments, as if they were my own.
4	I never back down from a challenge especially if the clan's reputation is at stake.
5	I overwork myself because I want to prove myself useful.
6	I've betrayed the clan but they just don't know it yet.

Ponyfinder

Down to Earth





THE UNICORNS

These inherently magical horned ponies leverage their mystical link and intelligence to great effect.

UNICORN POWER

The power of unicorns is the most well known of all ponykind's greater gifts 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 but 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 said to be blessed of the sun, unicorns also have a strong tie to the forces of light and are 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 among unicorn spellcasters is the tendency to incorporate their horns into their spellcasting,

replacing hoof movements and shuffles with directing their signifying feature at the target or often straight upward 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.

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.

The last name of unicorns most often refers to a shining, as in the act of shining itself, but are picked by the unicorn at maturation and only if they wish to have one. Some examples include: Twinkle, Shining, Sparkle, Glowing, Shimmer, Gleaming, Glimmer.

UNICORN PATHFINDER ATTRIBUTES



+2 Constitution, +2 Intelligence, -2 Dexterity: Unicorns are resilient and canny but not very nimble.

Normal Speed: Unicorns have a base speed of 40 feet (20 feet bipedal).

Low-Light Vision: Unicorns can see twice as far as humans in conditions of dim light.

Fingerless: See fingerless rules on page 4.

Four-Legged: Unicorns gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

Horn Magic: Unicorns with Intelligence scores of 11 or higher gain the following spell-like abilities: 2/day—*unseen servant*, 3/day—*light*. The caster level for these effects is equal to the unicorn's level.

Steady Focus: Unicorns gain a +2 racial bonus on concentration checks made to cast spells defensively.

Unique Destiny: Unicorns select one extra feat at 1st level.

UNICORN 5TH EDITION ATTRIBUTES



Ability Score Increase. Your Intelligence score increases by 1.

Elegant Spellcaster. You can use your reaction to gain advantage on a Constitution saving throw to avoid losing concentration on a spell.

Kinetic Magic. You know the *light* and *mage hand* cantrips.

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 (like the forging of the clockwork tribe) and others a seeming success (such as 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, telling Iliana, "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 but 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 their shared realm, they worked feverishly to stop its fall but many worked at ends 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 even though some of their old fire was lost in the transition to gentle beasts. Many of their kind 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 to some, an adventuring party feels like the right place to start rebuilding.

LIFE OF UNICORNS

As one of the primary tribes unicorns 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. Their minds are their most valuable asset and for so gifted an offspring to neglect it is a failure for the parent. 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 as the 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 their marks with a special zeal. More unicorns specialize than not and become quite enamored with their profession, often the trait that makes them feel 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, their defining similarity drawing them together. Unlike many other tribes, unicorns love forming schools and colleges and gladly share the tricks they've learned to those willing to fill their halls and coffers.

Unicorns band together and in any community where there is a good number of their kind, they often have housing next to 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 they frequently form alliances in professional and political matters. These partnerships 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 factions attempt to win over adherents from

their 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. Those with the means to turn to magic to throw off the effects of age, denying it through a combination of cunning, stubbornness, and any amount of spell knowledge they might 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've made.

When a unicorn feels life slipping from them they meticulously work to set their affairs in order, getting their heirs (if any) organized and informed of whom will get what, arranging for proper burial or other ceremony themselves. 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 deity of their choice. Unicorn relations have the choice of showing final respect by playing along with the chosen ceremony—or a final insult by refusing to. Only the most callous of unicorn attempts to foul these ceremonies as 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.



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.

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

Gem: 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: 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: 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 any.

Antean: An antean unicorn is quite a dichotomy. Full of strengths 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.

EQUIPMENT



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

HORN BLOCKER

Aura moderate abjuration; **CL** 10th
Slot none; **Price** 5000 gp; **Weight** 1 lb.

DESCRIPTION

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. Even for those accustomed to casting through it the device is often quite traumatic. The ring prevents all horn-based feats of magic and spell-like abilities, and it 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 check.

CONSTRUCTION

Requirements Craft Wondrous Item, *dispel magic*;
Cost 2,500 gp



HORN FOCUS

Aura faint evocation; **CL** 1st
Slot head; **Price** 500 gp; **Weight** 1 lb.

DESCRIPTION

This ornate bit of jewelry is worn along the horn and helps the flow of magic through it, adding its own enchantment to magical constructs a unicorn might create (such as a *spiritual weapon*). 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.

CONSTRUCTION

Requirements Craft Wondrous Item, *mage armor*;
Cost 250 gp

EQUIPMENT

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

**HORN BLOCKER**

Wondrous item, rare, (requires attunement)

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 their horns, it is often quite traumatic for a unicorn to wear one. Having the ring placed on your horn forces an attunement to the ring, automatically removing attunement with another item if it would put you over your attunement limit. The ring prevents all horn-based feats of magic as well as the use of your racially given spells, and it imposes disadvantage on all checks to maintain spells through concentration. You are unable to remove the *horn blocker* yourself, but it can be disengaged by someone else if they know the subtle triggering mechanism or succeed a DC 20 Intelligence (Arcana) or Dexterity (Sleight of Hand) check.

HORN FOCUS

Wondrous item, very rare (requires attunement)

This ornate bit of jewelry is worn along the horn and helps the flow of magic through it, adding its own enchantment to magical objects a unicorn might conjure. Any magical construct weapons created by you (such as those from the Practiced Horn Magic feat, or *spiritual weapon*) gain +1 to attack and damage rolls. When you reach 11th level this bonus increases to +2 and when you reach 17th level it increases to +3. When the horn focus is removed while an enhanced item is conjured, the item fades immediately.

RACIAL FEATS



A TASTE OF PERFECTION (GENERAL)

You look in the mirror and see a perfect creature—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).

BLADE OF THE MIND (GENERAL)

Rather than wielding a physical instrument of violence, you fashion your force into a weapon (not always a blade).

Prerequisite: Ponykind, horn magic racial trait

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 your full concentration to exist. The weapon is always considered masterwork, has a hardness of 10, and 10 + 3 hit points per level. Besides striking incorporeal creatures without issue, it works as any other physical weapon.

CHARGED AMMUNITION (GENERAL)

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

Prerequisite: Ponykind, horn magic racial trait

Benefit: You can fire a weapon without any ammunition, treating all non-thrown ranged attacks as though they were made with a *ghost touch* weapon (but otherwise functioning normally). If you are using ammunition, it gains the *ghost touch* quality even if it lacks an enhancement bonus.

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 5th

Benefit: You may ready an action to assist an ally who also has this feat. You may add up to one metamagic (from a metamagic feat that you know) to their spell

without adjusting its casting time or effective level. At caster level 10th, 15th, and 20th, you may add one additional level of metamagic (to a maximum of 4 effective spell levels, as with *Quicken Spell*, at 20th level) though no more than one type of metamagic.

EMERGENCY REPOSITION (COMBAT)

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

Prerequisite: Ponykind, horn magic racial trait

Benefit: When you are attacked, you may move up to 15 feet in any direction as an immediate action. The attack that prompted your movement suffers 50% concealment miss chance. If it was an attack that does not suffer miss chance and you are still within the attack's reach or range, it resolves normally. You may use this ability a number of times per day equal to your Constitution modifier. This movement counts against any movement you make in your following turn.

FUR OF FORCE (GENERAL)

You can fortify your fur coat, turning aside blows that would kill lesser ponies by focusing your magic inward.

Prerequisite: Ponykind, Self Enhancement

Benefit: While benefiting from Self Enhancement you gain a +1 deflection bonus to AC. At 10th level and every 5 levels thereafter, this deflection bonus to AC increases by 1 (to a maximum of +4 at 20th level).

INSPIRED CHEMISTRY (METAMAGIC)

By taking wild leaps of clever thinking and inspired design, your extracts sometimes achieve an unusual potency.

Prerequisite: Ponykind, unicorn, ability to create 3rd-level extracts

Benefit: When preparing an extract you may roll 2d4-2 and modify the caster level of the final result by the amount rolled. If the caster level is reduced further than the minimum required to create the extract, it is wasted.

KEEN EVASION (GENERAL)

What you know can't hurt you (or at least not as easily).

Prerequisite: Ponykind, horn magic racial trait

Benefit: When you succeed on a Spellcraft check to identify an incoming spell or spell-like ability, you gain

a +1 circumstance bonus on saves made to resist it. This bonus increases by 1 for every 5 points your Spellcraft check beats the DC by.

MENTAL FORTITUDE (GENERAL)

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

Prerequisite: Ponykind, unicorn

Benefit: When you suffer an effect that causes Intelligence, Wisdom, or Charisma ability damage, the effect is reduced by 1 point.

MULTI-DISCIPLINED APPROACH (GENERAL)

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, unicorn, ability to cast 2nd-level spells from two different class spell lists

Benefit: Instead of increasing your caster level when you gain a new level, you may choose to gain spell slots as if you gained a level in two spellcasting classes of your choice that you qualify for. If your caster level is insufficient to use a given spell slot, you don't gain access to it except for use with metamagic.

OUTWITTING THE DIVINE (GENERAL)

Some say that quiet and introspection is needed to handle the divine but you mock the very notion—clean analytics is key to all magic.

Prerequisite: Ponykind, horn magic racial trait

Benefit: Choose one class that uses Wisdom as its spellcasting attribute. You may instead use Intelligence as your spellcasting attribute for that class.

SELF ENHANCEMENT (GENERAL)

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

Prerequisite: Ponykind, horn magic racial trait

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. At 8th and 16th level, this enhancement bonus increases by +1 (to a maximum of +3).



SELF PERFECTION (GENERAL)

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

Prerequisite: Ponykind, Self Enhancement

Benefit: When benefiting from Self Enhancement, you gain a second +1 enhancement bonus that increases by +1 at 5th level and every 5 levels thereafter (to a maximum of +5 at 20th level). You can change the first and second statistic benefiting from Self Enhancement and this feat during the same full-round action.

SHIELD OF WILL (GENERAL)

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

Prerequisite: Ponykind, horn magic racial trait

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 hit points equal to your 10 + 3 points per level. You may choose to summon it as any size of shield (buckler, light, heavy, tower), it is always of masterwork quality, and does not impose arcane spell failure. The shield of force is effective against incorporeal attacks. If the shield of force is disarmed or removed from you, it ceases to exist.

SPECIAL TALENT (GENERAL)

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, horn magic racial trait

Benefit: Select a spell with material components costing 1 gp or less and of a level no higher than your caster level divided by 2 and then subtracted by 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 the spell is below the maximum spell level you are able to select, add 1 to your daily uses.

SUDDEN WARNING (GENERAL)

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

Prerequisite: Ponykind, Keen Evasion

Benefit: Allies may spend an immediate action after you've successfully used Keen Evasion to gain the circumstance bonus against the same effect by taking your spoken advice. This ability fails if your allies cannot hear or understand you.

RACIAL FEATS



HEROPHANT

Prerequisite: Unicorn, ability to cast 2nd-level spells from two classes one of which must be wizard

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. You can learn spells from other disciplines by force of will and intellect alone, mastering the ability to become a multidisciplinary spellcaster

- You can use your Intelligence score as your spellcasting ability score for any spell you cast, affecting your spell save DC and spell attack modifier.
- You can use the average (round down) of your spellcasting classes to determine what spell levels are available to learn or prepare, if it would be higher than your individual spellcaster level. For instance, a wizard 7/druid 3 would have access to 3rd-level druid spells.
- You can prepare one more spell than normal for each of your spellcasting classes that prepares spells.

HORN MARKSMAN

Prerequisite: Unicorn, ability to cast spells

You can fashion your force magic into bolts, bullets, and other such ammunition, either making it wholesale or enhancing existing ammunition. Your horn magic is potent and you can use it to shoot various rays of force, either forming ammunition for a ranged weapon or simply firing off your magic at opponents. You gain the following benefits:

- You can fire a ranged weapon by creating ammunition out of force for one minute. This ammunition deals damage as normal ammunition would and does not deal force damage. When you reach 9th level it is considered magical. Once you have used this feature you cannot do so again until you finish a short rest.
- You can shoot beams of force as a ranged spell attack that deal 1d6 force damage to one target, out to a range of 60 feet. When you reach 6th level this damage increases to 1d8, and when you reach 12th level it increases to 1d10.
- Spells you cast that deal force damage add your spellcasting ability score modifier to damage rolls if the spell affects only a single target. This damage bonus only

occurs once per spell even if the spell creates multiple damage sources.

MYSTIC FORTITUDE

Prerequisite: Unicorn

Turning your horn magic internally, you fortify your physical body with the power of your mind. Your magic is strong and can even bolster your physical form. You gain the following benefits.

- If you are not maintaining concentration on a spell or effect, you can choose either Strength or Dexterity, increasing the chosen statistic by 2 (up to a maximum of 20). At 18th level, this bonus can increase your chosen ability score by 4, to a maximum of 22. Once you have used this feature you must finish a short rest before you can use it again.
- If you are maintaining concentration on a spell and you are not wearing any armor, you gain an armor of force that grants you an armor class of 13 + your Dexterity modifier. The armor ends when you cease concentrating on a spell.



MYSTIC MASTER

Prerequisite: Unicorn, the ability to cast spells

You have mastered the arcane arts enough to protect your mind and practice innate magic. Your fundamental understanding of magic grants the following benefits:

- No effect or spell can reduce your mental ability scores to below 14.
- An effect that would remove your ability to cast spells functions only until you use an action to reassert your mental faculties. You can take such an action at any time unless you are unconscious.
- Choose a number of spells equal to your proficiency bonus. You can cast these spells innately without the need for material components. Each spell can be cast once. You regain the ability to cast these spells after completing a long rest. Whenever your proficiency bonus increases, you can choose a new spell to cast innately, available from any of the spell levels that you can cast. These spell selections are permanent unless changed with a *wish* spell. Spells with components worth more than 1,000 gp cannot be selected.

PERFECT COMPANION

Prerequisite: Ponykind, an animal companion, familiar, or pet.

You look in the mirror and see a perfect creature—and insist your servants try to live up to it. Your animal companion, familiar, or pet takes on subtle equine characteristics. It gains the following benefits:

- The creature now has the “ponykind” subtype and can use and be affected by anything that requires ponykind.
- At 10th level, you can choose a feat that applies to the creature instead of you. Feats that require being ponykind are eligible if your companion would otherwise qualify.
- As a consummate friend, the creature helps you in everyday tasks. Once per day, its assistance grants you advantage on one ability check that is not made under stressful circumstances (such as searching for a book or gathering fruit).
- If you should permanently lose your chosen animal companion, familiar, or pet, you lose the benefits of this feat for 1 week. After that time, you can find a new creature to benefit from this feat.

TACTICAL MIND

Prerequisite: Unicorn

When you find yourself under attack you are adept at evading and tactically repositioning. You have a preternatural ability to avoid attack, especially from mystical sources. You gain the following benefits:

- When attacked, you can use your reaction to perform a disengage action and move up to 10 feet. The attack that prompted your action is made at disadvantage. The movement you use is subtracted from any movement you have during your next turn. Once you have used this feature, you cannot do so again until you finish a short rest.
- When you are subject to a spell that requires a saving throw or a spell attack, you can use your reaction to gain advantage to the saving throw or impose disadvantage on the attack roll. Once you have used this feature, you cannot do so again until you finish a long rest.
- You can use your action to warn your allies. For the next 5 minutes, your allies can use a reaction to gain advantage on a single saving throw against a spell or and magic effect. You can include as many allies as your Intelligence ability score modifier or your spellcasting ability modifier, but not yourself. Once you have used this feature, you cannot do so again until you finish a long rest.

NIGHT STALKER (PRESTIGE CLASS)



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

Role: Night stalkers turn their innate magic towards the control and domination of their enemies, allowing 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

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.

Table: Night Stalker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+1	+0	+1	Shrouded magic	+1 level of existing arcane spellcasting class
2nd	+1	+1	+1	+1	—	+1 level of existing arcane spellcasting class
3rd	+2	+2	+1	+2	Creature of the night	+1 level of existing arcane spellcasting class
4th	+3	+2	+1	+2	Haven of the night	+1 level of existing arcane spellcasting class
5th	+3	+3	+2	+3	Moon's blessing	+1 level of existing arcane spellcasting class

CLASS SKILLS

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

Skill Ranks at Each Level: 2 + Int modifier.

Spells per Day: At the indicated levels, a night stalker gains new spells per day as if they had also gained a level in an arcane spellcasting class they belonged to before adding the prestige class. They do not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if they are 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, they must decide to which class they add the new level for purposes of determining spells per day.

Shrouded Magic (Su): Any time a night stalker casts a spell, they may designate an ally within 30 feet 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 (DC 10 + 1/2 the night stalker's level + the night stalker's Intelligence modifier). A creature that successfully sees through a use of shrouded magic becomes immune to its effects for the next 24 hours. A creature receives only one save to see through the illusion obscuring a shrouded magic spell's origin.

While an enemy is fooled, the night stalker does 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 feet of the night stalker while casting, this ability does not function.

An unwilling ally receives an immediate Will save to resist being the perceived origin of a shrouded magic spell.

Creature of the Night (Ex): The night stalker's anatomy adjusts, growing cat-slit eyes and tufted bat-like ears. They gain a +2 racial bonus to Perception and darkvision 60 feet. If they already have darkvision naturally, it extends by 30 feet and functions in supernatural darkness. The night stalker also gains a +2 circumstance bonus to any skill check involving the night gods.

Haven of the Night (Su): The night stalker gains control over the safety that the darkness can bring—or withhold. As a standard action they may shroud allies in an aura of the night, obscuring them. Shrouded creatures gain complete concealment against attacks of opportunity and an enhancement bonus to Stealth equal to half the night stalker's level in this prestige class (to a maximum of +5).

The night stalker may also use this ability on enemies as a move action. Any targets within close range (25 ft. + 5 ft./2 caster levels) make a Will save (DC 10 + 1/2 the night stalker's level + the night stalker's Intelligence modifier) or be plunged into supernatural darkness that clings closely to their person for 1d4 rounds.

Whether targeting allies or enemies (or both), the night stalker is able to effect a number of creatures equal to their level in this prestige class (a maximum of 5).

Moon's Blessing (Su): Whether the night stalker has come to combat or control the night, they have earned the attention of one of the night gods. The night stalker chooses one of the following benefits. This choice is permanent and cannot be changed.

Combat the Night: Allies the night stalker targets with haven of the night gain a +1 luck bonus to all saves for every 2 points of Intelligence modifier the night stalker possesses.

Control the Night: Enemies night stalker targets with haven of the night take a -1 penalty to all saves for every 2 points of Intelligence modifier the night stalker possesses. This penalty remains for as many minutes as the darkness from the ability lasts in rounds.

NIGHT STALKER (SORCEROUS ORIGIN)



Most unicorns bask in the glory of the sun but there is power to be had in the dark of night, whether fighting against it or seeking to control it. The power of darkness courses through you and allows you to bend others to your will—though you could use these powers for good or evil, you are more likely to have fun with them instead.

SHROUDED MAGIC

When you choose this sorcerous origin at 1st level you learn how to avoid suspicion. Any time you cast a spell, you may designate an ally within 30 feet of you to be the apparent source of the spell. Enemies who have reason to doubt the validity of the deception can use a reaction to make an Intelligence saving throw against your spell save DC. Success reveals that you are indeed the caster of the spell.

While an enemy is fooled, you can make ranged spell attacks without disadvantage from them being within melee range, and it is considerably more difficult for enemies to try and stop you from casting spells. If there are no allies within 30 feet of you while casting, this ability does not function.

This ability ceases to function if an ally does not wish to be considered the source of the spell.

CREATURE OF THE NIGHT

Beginning at 6th level, your anatomy adjusts, gaining cat-slit eyes and tufted bat-like ears. You gain darkvision 60 ft. (or increase your current darkvision range by 30 ft.) and advantage on Wisdom (Perception) checks (increasing your passive Perception by 5). In addition, you gain advantage on any Intelligence checks relating to the gods of the night.

HAVEN OF THE NIGHT

Starting at 14th level, you gain control over the safety that the darkness can bring—or withhold. As an action, you may shroud up to as many allies as your Charisma ability score modifier in an aura of the night, obscuring them. Any opportunity attacks against a shrouded creature are at disadvantage, and shrouded creatures gain advantage on Dexterity (Stealth) checks. Your aura of the night lasts for one hour or until you voluntarily dispel it and once you have used it, you cannot do so again until you finish a long

rest.

In addition, you can also use your control of the darkness to blind enemies. As an action, you can make a ranged spell attack against a creature within 30 feet. If your attack succeeds, the creature is blinded for 1d4 rounds. Once you have used this ability twice, you cannot do so again until you finish a long rest.

MOON'S BLESSING

At 18th level, you are able to choose whether you have come to combat or control the night and have earned the attention of one of the night gods. Your choice is permanent, so consider carefully.

Combat the Night. Creatures you shroud with the haven of the night feature are also given the invisibility condition until they attack or cast a spell.

Control the Night. Creatures you blind with the haven of the night feature are instead blinded for 1 minute and poisoned for 1d4 rounds.



UNICORN RACIAL TRAITS



The following racial traits may be selected instead of existing unicorn racial traits. Consult your GM before selecting any of these new options.

A Unicorn to Light My Way: When the unicorn casts *light* its area of effect is doubled when they target their horn.

Alicorn Maximus: The unicorn takes pride in their exceptionally large horn. Through a combination of impressive size and their own ego boost, the unicorn gains +1 trait bonus to Diplomacy and Intimidate checks and chooses one of them to become a class skill.

Magic Savant: The unicorn finds the flow of magic in all its forms intuitive to a degree and takes pleasure in decoding and encoding magic. They gain a +2 trait bonus to Spellcraft and it becomes a class skill.

Master of Force: The unicorn learned to wield their natural force quickly and easily. When they cast *unseen servant*, it has an effective Strength of 2 + the unicorn's Intelligence modifier and its size for determining carrying capacity is treated as Medium (instead of simply being limited at 20 pounds). It cannot go over heavy encumbrance.

UNICORN MAGIC



ENHANCED HORN MAGIC

School evocation (force); **Level** alchemist 3, bard 2, bloodrager 2, cleric 2, inquisitor 2, magus 2, ranger 2, shaman 2, sorcerer/wizard 2, 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 feet plus 5 feet 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.

FORCE ARMOR

School abjuration; **Level** alchemist 2, bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range personal

Target self

Duration 10 minutes/level

Save none; **Spell Resistance** no

You wrap your body in force, gaining a +2 deflection bonus to AC. At caster level 6th and every 6 levels thereafter, this deflection bonus increases by +1 (to a maximum of +5 at 18th level).

FORCE BANDS

School evocation (force); **Level** bloodrager 1, inquisitor 1, ranger 1, shaman 1, sorcerer/wizard 1

Casting Time 1 standard action

Target one creature

Range close (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.

HORN BOLTS

School evocation (force); **Level** bloodrager 3, sorcerer/wizard 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 comes naturally to you. Humanoids wish they had your talent and flair. This spell releases 3 powerful blasts that you can direct at one or more creatures within 30 feet of one another. Each bolt flies unerringly, striking the target for 1d6 damage per 2 caster levels of force damage (to a maximum of 10d6 per bolt at 20th level). A *shield* effect or other effect that prevents the *magic missile* spell allows for a Reflex save for half damage. Firing more than one missile at the same target allows multiple spell resistance checks but does not deal more damage than one bolt, regardless of how many hit.

UNICORN MAGIC



ENHANCED HORN MAGIC

2nd-level evocation

Classes: Bard, Cleric, Ranger, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Personal
Target: Self
Components: S
Duration: 1 minute

You can telekinetically extend the reach of your weapons by 5 feet and make opportunity attacks against creatures that move away from this improved reach. Attacks made beyond your normal reach are made using your spell attack bonus. For each attack you make beyond your reach, one incoming attack before the start of your next turn is made with advantage (for example, if you attack three times but only twice with improved reach, only the next two attacks before your next turn are made with advantage.)

At Higher Levels. When you cast this spell using a 3rd-level spell slot or higher, you improve the reach of your attacks by 5 additional feet per spell slot above 2nd-level.

FORCE ARMOR

2nd-level abjuration
Classes: Bard, Sorcerer, Wizard
Casting Time: 1 action
Range: Personal
Target: Self
Components: V, S
Duration: Concentration, up to 1 hour

You wrap your form in force, granting yourself a +2 bonus to AC for the duration. This spell does not stack with *shield of faith*.

At Higher Levels. When you cast this spell using a spell slot of 5th-level, the bonus increases to +3. When you cast this spell using a spell slot of 8th-level, the bonus increases to +4. When you cast this spell using a spell slot of 9th-level, the bonus increases to +5 and the spell does not require concentration.

FORCE BANDS

1st-level evocation
Classes: Ranger, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Target: One creature or object of Large size or smaller
Components: V, S
Duration: Concentration, up to 1 minute

A band of force flies towards the target unerringly and attempts to wrap around their limbs and tether itself into the nearest surface. The target must make a Dexterity saving throw. A failed saving throw causes the target's movement to be halved for the duration of the

effect. If the target is within 10 feet of a solid object, they become tethered to that object, making it impossible to move anywhere but towards the object (or nowhere at all if they were standing on the ground). A successful save halves the target's movement for one round and does not tether the creature to a solid object.

HORN BOLTS

3rd-level evocation
Classes: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 120 feet
Target: Up to 3 creatures within 30 feet
Components: V, S
Duration: Instantaneous

Blasting out pure force from your horn comes naturally to you—humanoids wish they had your talent and flair. This spell releases three powerful blasts that you can direct at any number of enemies within 30 feet of one another. Each bolt flies unerringly, striking the target for 4d8 force damage. A *shield* effect or other effect that prevents magic missiles allows for a Dexterity save for half damage. Firing more than one missile at the same target will do no more damage than one bolt, regardless of how many hit.



Ponyfinder

Born to Magic



Written by David Silver





THE PEGASI

These feather-winged ponies soar through the sunny skies, gliding vigilantly for the benefit of all.

PEGASI POWER

Pegasi are lighter than other tribes, born to take to the air. Their lean musculature, light bones, and generally slight builds do not lend them to take up weightlifting or other acts of brute strength but what physical prowess they do have is under their constant control. Every muscle on a pegasus is a fine machine, moving precisely where the pony wishes it to, lending to them possess graceful agility.

It has been a long need for those in the air to be able to see far and wide. Spotting predators, friends, or lunch while the land vanished beneath has lent them enhanced senses. Some say that their time with the griffons also gave them an appreciation for knowing the “otherworlds” but whether or not this has any truth and as flighty as pegasi have a reputation for being, they are usually the first to notice when things have gone awry.

Like most ponykind pegasi are capable of four and two-hoofed locomotion, though moving bipedally is awkward and slower. Bipedal movement is quite useful

for climbing however and in a tight spot they are able to use their talented fetlocks as simple hands where fingers are denied them. The fore-fetlocks (or ankles) of ponykind are quite dexterous, able to hold an item while they move bipedally, or sit in place. The grip is not sure enough to wield a weapon or do much else other than carry, but transferring from fetlocks to mouth for proper handling is easy enough (a swift action). Having flight, pegasi can also hold things in their fore-fetlocks while flying without any decrease in speed, so long as it doesn't exceed half their carrying capacity (which can prevent flight in some medium and most heavy armors).

Flying speed amongst pegasi are wildly variant. While all pegasi foals are capable of basic flight only some make it a point to become especially talented at trick flying, especially during the height of the empire when such acrobatics usually did not lend to extra income for the average city dwelling pony. Before and after the empire it became more common for pegasi to push themselves and they are capable of training to become supreme fliers.

Pegasi are branded from birth as most ponykind are with a symbol that reflects their special aptitude and purpose in life. Sometimes the brand is extremely obvi-

PEGASUS PATHFINDER ATTRIBUTES



+2 Dexterity, +2 Wisdom, -2 Strength: Pegasi are quick and cunning but not very mighty.

Medium: Pegasi are Medium creatures and have no bonuses or penalties due to their size.

Quick: Pegasi have a base speed of 40 feet (20 feet bipedal).

Pegasus Wings: Pegasi have a fly speed of 30 feet (clumsy) while they are not wearing medium or heavy armor.

Low-Light Vision: A pegasus can see twice as far as humans in conditions of dim light.

Fingerless: See fingerless rules on page 4.

Four-Legged: Pegasi gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

Cloud Walker: A pegasus may treat fog or other clouds as solid objects for the purposes of taking walks, playing games, fashioning an improvised weapon, and so on. Activating or deactivating this feature is a free action taken on the pegasus' turn. Should a pegasus become incapacitated it continues to function indefinitely and they treat all clouds as solid objects.

Unique Destiny: Pegasi select one extra feat at 1st level.

PEGASUS 5TH EDITION ATTRIBUTES



Ability Score Increase. Your Dexterity score increases by 1.

Pegasi Flight. You gain a fly speed of 30 feet. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. While flying, you have disadvantage on Strength checks to interact with objects that are on the ground. You fall to the ground at the end of your turn unless you move at least half your fly speed during your turn.

Cloud Walker. You may treat fog or other clouds as solid objects for the purposes of taking walks, playing games, fashioning an improvised weapon, and so on. Activating or deactivating this feature is a free action taken on your turn. Should you become incapacitated it continues to function indefinitely and you treat all clouds as solid objects.

ous, other times much more subtle. A brand of an arrow could mean the pegasi should be a fletcher, fly straight as an arrow, become an archer, or something even more subtle such as being a guide or explorer. It is up to the pony to discern what the fates have in store for them. Pegasi marks are most commonly related to weather be it the sun, clouds, rainbows, rain, tornadoes, or other effects of the air upon the earth below.

Gained long ago during their apprenticeship under the griffons, pegasi share a strong connection to the clouds. They may sit on them, much like perching on a firm pillow, and those who practice this connection may even push them around or dispel them with a powerful buck. Before and during the empire, pegasi were known to control the weather in great flocks of cloud controllers that would manipulate and manage the wind, rain, and other factors to keep their community healthy.

PEGASI NAMING

Like their brands, pegasi tend to be named after weather events but references to flying ability or speed are also extremely common. Typical first names include things like Rainbow, Cloud, Thunder, Daring, Straight, Lightning, Fast, Flash, Wild and Fast.

Common second names follow the trend, often modifying the first word. Though some pegasi families share their second name with their children this is not seen as required. Examples include Crash, Dash, Step, Shot, Ship, Cloud, Kicker, Clip, Find, Shy, Trot, Streak, and Dust.

A BRIEF HISTORY OF PEGASI

As the proto-ponies spread across Everglow, herds fragmented and became isolated. In this fertile ground



some scaled the mountains—food was hard to get scabbling from cliffside to cliffside, but they stubbornly persevered. Pushing further into the mountain ranges they encountered the griffons, majestic predators that soared through the sky, seemingly only to land to dispense death and fly off with their meal. Many of the early ponies feared these creatures and retreated into the caves to become leather wings, but that's another story. Those that would become pegasi were only emboldened by these masters of the air; filled with awe and curiosity, they followed them home.

Startled to find their nests suddenly infested with eager but clueless ponies, those who would become pegasi were not greeted kindly at first but the visitors' stubbornness was not to be denied. The next generation of pony responded to the wishes of their parents, sporting small wings that allowed for primitive gliding and the generation after that, true flight. They stayed by the griffons even if not always welcome, but time makes friends of many things and the beaked fliers began to enjoy the company of their kin of the sky. In turn the pegasi were eager students of the griffons, learning to fly well and taking quickly to the art of sky magic.

The pegasi, though born and honed in the mountains, were eager to rejoin their ancestral kin when the empire formed. Following Queen Illiana—the earth-bound pony with pegasus wings—they served as scouts and soldiers for the new empire almost fanatically. This zeal faded over time with many pegasi settling in the numerous towns that the empire moved through, setting down their weapons of war in favor of peace to become one of the major tribes alongside the prairie earth-bound and unicorns.

As members of the empire, the pegasi became integral parts of society, working as messengers, weather controllers, scouts, and any other position their brands, talents, and whimsies carried them toward. Few settlements did not welcome pegasi, even outside the borders of the empire proper. Some pegasi were filled with an urge to challenge themselves that could not be met with military service, filling the ranks of the like of the Seekers and adventurers as a whole to bravely explore forgotten places, measuring themselves against discovery of the unknown.

The pegasi have never betrayed the griffon secrets, keeping their numbers and settlements to themselves. When the empire collapsed and cloud magic was stolen shortly thereafter, they returned to the griffons to find out how—the answer was war against the elves. Many pegasi departed the mainland, soaring West with the griffons to do battle and reclaim their magic. Perhaps they will succeed but in the meanwhile they've left behind an already depleted and war torn Everglow with suddenly many less pegasi. Control over the weather (once carefully maintained in many larger cities) has

completely unraveled, the lack of soldiers and scouts make the advances of other races easier as the previous imperial lands shrink by the year, and if the pegasi succeed, what home will they return to?

LIFE OF PEGASI

Pegasi bind in pairs, typically one male and one female though other combinations are possible with adoption used when biology fails to produce a child. Those in a community are typically strongly bound into flocks, with any child that is left behind due to misfortune being taken up by another pair of pegasi. It is uncommon but not unseen for a wealthy couple to be surrounded by four foals, only one of which is their own blood relative.

Twins only occur in pegasi birth roughly ten percent of the time and triplets less than one. Newborns have naked wings though their fur is in place and like most mammals, they are dependent on their mother's milk for the first three months of life, at which point the offspring starts to wean off to plant matter until most develop mature diets by their first birthday.

Non-pegasi foals are a strange token of pride. Being the first tribe to convert to the empire, many of their kind are eager to display their solidarity with ponykind as a whole, resulting in pairs that include non-pegasi and in turn, non-pegasi foals. When a foal or partner is not a pegasi their home tends to be on the ground but when the entire family is pegasi, higher locations are more common (this is true whether or not there are stairs, ladders, or other means of reaching the higher altitude.) A family that adopts or gives birth to a non-pegasi after choosing a home often moves to a more accessible location at a lower elevation to accommodate the new family structure.

Pegasi celebrate several life events starting with birth. Newborn pegasus foal, be they pegasi or not, are given a primary feather from either parent. This is typically bound into a pendant and worn about the foal's neck until adulthood. When the foal's wings become powerful enough and full-feathered, they add their own feather to this token amid much revelry among the family. Upon adulthood the pendant is taken off but always kept close at hoof, considered to be a bond to the pony's parents even if they should perish—to lose the cherished token is considered to bring extreme misfortune. If a pegasus lives to the point that it can no longer fly a grand party is hosted by the pegasi of the community, celebrating the life of the senior and listing their achievements. They are then considered an honored elder and cared for by the community as a whole. Should they still have the token given to them at birth, it is only at that point that they give it up, hanging it in a secure place of honor to celebrate a successful life and those who made it happen.

STEREOTYPES OF OTHER TRIBES

Earth-Bound: Powerful and reliable but anchored to the ground, as their name implies. They're easy to pull the wool over and a little slow but you'll have a friend for life if you treat them right.

Unicorn: Heads in the clouds in all the bad ways. They can be smart but neurotic, and for each problem they fix they usually make up another one to be worried about. They are clever however, so it's not a bad idea to go bother one if you're in need of a new idea.

Leather wing: The leather wings are our lost cousins. As afraid of the day and those who live in it, they are fearless of the night's dangers. We would be fast friends if we weren't busy avoiding the other's prime times, but they are good sorts.

Gem: The gems are an odd sort but hey, some of them are pegasi! Having gem blood in the family is a thing worth being proud of, since theirs is the second best empire besides the pony empire. Just don't let them get too full of themselves.

Clockwork: Even the pegasi of this tribe are downright strange. Cursed to never know the joy of feathers, they have our sympathy but I never met one personally so I couldn't say too much.

Chaos Hunter: I can respect protecting the herd, or flock. They're out there fighting the good fight and deserve whatever support you can give. Just don't get swept up in their crusades.

Sun: They know how to make a pony feel welcome just keep an eye on your coin purse while you're sampling the local vintage, if you know what I mean. Best guys to be around for a good party though.

Ghost: Who?

Antean: What? Oh, the big ponies? Don't know much about them but they're big, like real big! I don't know how pegasi anteans work—you'd think all that weight would slow them down.

Sea: We swim the skies, they swim the seas. We're a lot alike and when the land meets the water the pegasi and the sea ponies will play.

Griffons: Our cousins of the sky! We owe them a lot and they're great fun to hang around. Just try to avoid insulting them, they take it personally every single time.

Sun Cat: We don't have a lot of business with them. They're ground pounders and proud of it. You can usually trust them to keep their word at least.

Purrisian: Full of themselves and eager to get your money. A sun pony will take it from behind, while a purrsian takes it from the front—watch out if you ever see the two of them together. They can fly but can't be bothered half the time.

Cloven: Easy to get along with. They put up with a lot and roll with the punches. They get points for that, now if only they could learn how to live a little.

Steel Heart: They cost us a lot of good flyers back when they were at war with the empire, but it's all peace and flowers now. I don't quite trust them.

Flutterponies: Colorful and damn good at flying. They say the colors make them go faster and the butterfly wings keep them stable. I think they're cheating, but they're ok if you can get past the colors.

Phoenix Wolf: Rare and usually sticking to themselves lends to not meeting them too often. They're ok, I guess? For groundpounders.

RACIAL FEATS



WEATHER CONTROL (TEAMWORK)

Coordinated efforts to master the clouds and wind in an area allow a flock of pegasi to control the weather over a region.

Prerequisite: Weather Pony

Benefit: With 1 hour of work, you and others may manipulate the weather depending on the total amount of those who have this feat, allowing you to choose a spell effect from below to replicate. For every participant with this feat, one creature with the cloud walker racial trait can join this ritual. The caster level for the ritual's effect uses the caster level of the participant with the most hit dice + 1 per helper. If a second effect is performed while one is already underway, the first effect immediately ends.

CL 1st: *gust of wind*

CL 3rd: *call lightning*

CL 5th: *control winds*

CL 10th: *control weather*

Special: If any participant is capable of casting the target spell, the effect's caster level increases by another 1.

WING ADEPT (COMBAT)

While wings may look like hands if you squint at their insides, you make this a reality with exhaustive work.

Prerequisite: Ponykind, wings, non-flutterpony

Benefit: Your wings become capable of holding things. This grip is far from secure—good enough to get things from point A to point B, but not wield traditional weapons or use a shield. Each wing used to hold something reduces your fly speed by 10 feet and causes you to take a -4 penalty to Fly checks.

Special: This feat does not count towards qualifying for Multiattack.

WIND STUBBORN (GENERAL)

The magic of the air may have been stolen by your people but you somehow cling tenaciously to that birth-right.

Prerequisite: Post-Empire, of a race that would normally possess the cloud walker racial trait

Benefit: For as many minutes as you have class levels, you operate as if you had the cloud walker racial trait. Activating or deactivating the ability is a free action. These minutes do not need to be consecutive, but activating the ability uses at least one minute of time.

Special: If the cloud walker trait is regained in play, this feat may immediately be swapped for another.

RACIAL FEATS



WING ADEPT

Prerequisite: Ponykind, fly speed, not a flutterpony

While wings may look like hands if you squint at their insides, you make this a reality with exhaustive work. You gain the following benefits:

- Your wings become capable of holding things. This grip is far from secure (good enough to get things from point A to point B) and you are not able to wield traditional weapons or a shield. Each wing used to hold something reduces your fly speed by 10 feet and carrying anything in one of your wings causes you to have disadvantage on ability checks related to flying.
- As a bonus action, you can make a wing buffet melee weapon attack using your Dexterity ability score modifier. Your wing deals 1d4 bludgeoning damage, and does not add any ability modifier to damage.
- By exercising your wings in new ways, your wings develop with slightly more strength and you increase your flying speed by 5 feet.

WIND STUBBORN

Prerequisite: Cloud walker racial feature; Post-Empire era only

The magic of the air may have been stolen from your people but you somehow cling tenaciously to that birth-right. You gain the following benefits:

- For as many minutes as you have levels, you

operate as if you had the cloud walker feature. Activating or deactivating the ability is a bonus action. These minutes do not need to be consecutive, but activating uses at least one minute of time. Uses of this feature recharge when you finish a short rest.

- You can spend a week of downtime to mold and craft a cloud to be your home, in which your cloud walker feature always functions.
- This feat counts towards qualifying for other feats that require cloud walker.

Special: If the cloud walker feature is regained in play, this feat may immediately be swapped for another.

RACIAL EQUIPMENT



Items found here are made with pegasi in mind though at the GM's discretion some may find their way to other flying races.

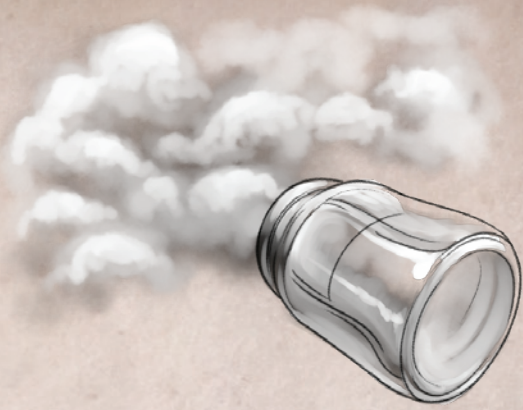
Carrying Harness: This flat surface is attached to the pegasus in a spread fashion that evenly distributes weight, allowing the pegasus to fly even while burdened (though not by armor). Any time the pegasus falls, items on the harness have a 50% chance of crashing separately and potentially being damaged.

Cloud Bow: This longbow is made to be used by pegasi. Before being used a cloud bow must be planted in the ground or on a cloud as a move action. Once planted, the pegasus then fires it with their mouth as normal. Non-pegasi who get their hooves on a cloud bow can still use it on the ground normally. A cloud bow that is more than 5 feet away from a pegasus falls through any cloud it is currently resting on. It is considered a longbow for all effects, including proficiency. Composite cloud bows are available for +100 gp per point of Strength bonus.

Cloud in a Bottle: This one use alchemical item of pegasi design looks like a friendly white cloud in a glass mason jar. When broken, opened, or thrown as a splash weapon, it operates as per *obscuring mist* (CL 1st). Crafting a cloud in a bottle requires a DC 30 Craft (alchemy) check.

Table: Pegasi Equipment

Item	Weight	Cost
Carrying harness	4 lbs.	5 gp
Cloud bow	3 lbs	150 gp
Cloud in a bottle	—	100 gp
Hoof crossbow	6 lbs.	40 gp
Queen's flyer's outfit	5 lbs.	40 gp



Hoof Crossbow: Wielded by many a pegasi, this weapon (with its almost comically oversized trigger and handle that a pony's fetlock can wrap around and trigger) functions as a light crossbow and can be cocked with hind-hoof levers.

Queen's Flyers' Outfit: This outfit is designed to reduce drag along a pony's furry body. It is traditionally brightly colored to make spotting the flier easy during stunt shows, but muted colors are available for actual combat or scouting purposes. Wearing this outfit grants a +2 circumstance bonus to Fly checks.

RACIAL EQUIPMENT



Items found here are made with pegasi in mind, though may find their way to other flying races.

Carrying Harness. A pegasuses attaches this flat surface to their body with several straps in spread fashion, evenly distributing the weight of anything secured to it. This allows the pegasus to fly even while burdened (though not by armor). Any time the pegasus falls, items on the harness have a 50% chance of crashing separately and potentially being damaged.

Cloud Bow. This longbow is made to be used by pegasi. Before being used it must be planted in the ground (or on a cloud) as a bonus action. Once planted, the pegasus then fires it with their mouth as normal.

Non-pegasi who get their hooves on a cloud bow can still use it on the ground normally. A cloud bow that is more than 5 feet away from a pegasus will fall through any cloud it is currently resting on. It is considered a longbow for all effects, including proficiency.

Cloud in a Bottle. By opening or breaking this glass mason jar containing a friendly white cloud (an alchemical item) the wielder is able to produce an effect identical to *fog cloud*.

Hoof Crossbow. Wielded by many a pegasi, this weapon (with its almost comically oversized trigger and handle that a pony's fetlock can wrap around and trigger) functions as a light crossbow and can be cocked with hind-hoof levers.

Queen's Flyers' Outfit. This outfit is designed to reduce drag along a pony's furry body. It is traditionally brightly colored to make spotting the flyer easy during stunt shows but muted colors are available for actual combat or scouting purposes. Wearing this outfit provides a +1 bonus to Dexterity checks related to flying.

RACIAL CLASS ARCHETYPES



These archetypes were developed by pegasi for their use and require being a pegasus to take.

WEATHER WARDEN (RANGER)

Confident of their place in the air, pegasi became natural protectors of the sky, both for their own families and the rest of ponykind. Working in tandem with their kin and even griffons, they attack those that would predate on their communities with a manic fervor. When not defending their homes pegasi take joy in managing the sky above. They eagerly nudge clouds into place, make art with them, and control the weather itself given enough skill—a community protected by weather wardens knows when to expect rain and when it's a fine time for a family outing.

Ruler of the Air (Ex): Weather wardens gain a +2 circumstance bonus to attack rolls, damage rolls, Bluff, Knowledge, Sense Motive, and Survival checks against anything with a natural fly speed. These creatures are considered by the weather warden to be favored enemies though the bonuses this ability grants are not increased at later levels. This ability modifies favored enemy, though only the favored enemy gained at 1st level.

Master Flyer (Ex): A weather warden adds half their level (minimum +1) to Fly checks. This ability replaces track.

Weather Wizard (Ex): A weather warden adds

the following feats to the bonus feats they may select in addition to their chosen combat style: Cloud Kicker, Weather Control, Weather Pony.

Storm Rider (Ex): At 7th level, weather wardens are considered one size larger for the effects of wind and storms on their flying. This ability replaces woodland strider.

Trick Flyer (Ex): At 8th level, weather wardens are no longer slowed down when they make sharp turns while flying. This ability replaces fast tracker.

Silent Flyer (Ex): At 17th level, the weather warden may use Stealth while flying against a natural sky, even while observed. This ability replaces hide in plain sight.

RACIAL CLASS ARCHETYPES



This archetype was developed by pegasi for their use and requires being a pegasus to take.

WEATHER WARDEN (RANGER ARCHETYPE)

Confident of their place in the air, pegasi became natural protectors of the sky both for their own families and the rest of ponykind. Working in tandem with other pegasi and griffons, they attack those that would predate on their communities with a manic fervor. When not defending their home they take joy in managing the sky above it, eagerly nudging clouds into place, making art with them, and controlling the weather itself given enough skill. A community protected by weather wardens knows when to expect rain and when is a fine time for a family outing.

RULER OF THE AIR

Starting when you choose this archetype at 3rd level, you gain the ability to overtake other airborne opponents. Once per turn when taking the attack action or making an opportunity attack, you can make an attack roll with advantage against a creature with a fly speed. In addition, you gain advantage on any checks made to track creatures with a fly speed.

WEATHER WIZARD

At 7th level, you gain the Weather Pony feat. If you already possess it, you can select another feat for which you qualify. If your game does not use feats, you may instead increase an ability score by 2, to a maximum of 20.

ONE WITH THE SKY

Beginning at 11th level, you are preternaturally linked to the sky. You have advantage on saving throws made to

resist being restrained or knocked prone while in flight. In addition, you are considered camouflaged while in the sky and have advantage to Dexterity (Stealth) checks when flying more than 50 feet off the ground.

STORM RIDER

Starting at 15th level, you are not impeded by natural winds, even in a hurricane. You can be impeded by tornados and magically created winds, but gain advantage on ability checks and saving throws made to resist them. In addition, you gain immunity to lightning damage and resistance to cold and thunder damage.

PEGASI MAGIC



ALLIANCE OF WIND

School evocation; **Level** druid 1, ranger 1
Casting Time 1 standard action
Components V
Range medium (100 ft. + 10 ft./level)
Target single enemy
Duration 1 round/level
Save Fortitude partial; **Spell Resistance** yes

Calling on your innate air magic with a sudden shout, you send a personal zephyr to harass and pin a foe, making it difficult for them to fly. Every round the target wishes to fly (including immediately on casting) they must make a Fly check against the spell's DC or crash, taking appropriate falling damage. Add half the spell's DC to any other Fly checks the target makes. So long as the spell is active the target is entangled whether or not it is flying.

LIGHTNING STROKE

School conjuration; **Level** ranger 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range touch (must be within reach of the cloud; see text)
Target 1 creature per level
Save Reflex half; **Spell Resistance** no

A sudden kick against a fog or cloud effect causes it to rumble ominously before lightning strikes those within it. Choose one target per level within a 30-ft.-radius. All targets must be within the same continuous area of a fog effect or cloud. Targets take 4d6 electric damage (a Reflex save halves this damage).

SKY'S MERCY

School transmutation; **Level** cleric/oracle 2, ranger 1,

summoner 2

Casting Time 1 standard action

Components V, S

Range touch

Target 1 creature per level

Duration 1 hour/level

Save Fortitude negates (harmless); **Spell Resistance** yes

You wrap your allies in a field of gentle wind. When a creature targeted by this spell is about to take falling damage, the spell discharges, preventing harm and causing the target(s) to land upright. Any time this spell discharges, it loses 2 hours of duration (duration lost is lost for all targets).

WIND BENEATH YOUR WINGS

School transmutation; **Level** inquisitor 2, ranger 2, summoner 2

Casting Time 1 swift action

Components V, S

Range personal

Target self

Duration 1 round

Save Fortitude negates(harmless); **Spell Resistance** yes

You suddenly surge forward, borne on a gust of wind that propels you at incredible speeds. You gain a +5 ft. enhancement bonus to your fly speed per caster level (to a maximum of +100 ft. at CL 20th), gaining a fly speed if you did not have one, and gain a +4 dodge bonus to AC against attacks of opportunity you provoke by moving before the start of your next turn.

PEGASI MAGIC



ALLIANCE OF WIND

3rd-level evocation

Classes: Druid, Ranger

Casting Time: 1 action

Range: 150 ft.

Target: One creature

Components: V

Duration: Concentration up to 1 minute

Calling on your innate air magic with a sudden shout, you send a personal zephyr to harass and pin a foe, making it difficult for them to fly. At the start of each turn the target tries to move by flying (including immediately on casting if the target is airborne) they must make a Strength saving throw or cease flying, speeding gracelessly to the ground at a rate of 40 feet per round and taking appropriate falling damage when they land. If the target succeeds on this saving throw, they can fly

as normal but their flying speed is halved for the duration of the spell. Regardless of success, the target must continue making saving throws at the start of each turn it attempts to fly.

LIGHTNING STROKE

2nd-level conjuration

Classes: Ranger, Sorcerer, Wizard

Casting Time: 1 action

Range: special (see text)

Target: 3 creatures within 30 feet

Components: V, S

Duration: Instantaneous

A sudden kick against a fog or cloud effect causes it to rumble ominously before lightning strikes those within it. Choose three creatures within a 30-foot radius. Each target must be within the same continuous area of a fog effect or cloud. Targets must each make a Dexterity saving throw, taking 5d6 lightning damage on a failure, or half as much on a success.

SKY'S MERCY

2nd-level transmutation

Classes: Cleric, Ranger, Warlock

Casting Time: 1 action

Range: Touch

Target: Up to four allies, including the caster.

Components: V, S

Duration: 8 hours

You touch up to 3 allies and yourself, wrapping yourselves in a field of gentle wind. When any creature affected by this spell would take falling damage the spell discharges, preventing harm and allowing the creature to land upright. Any time the spell discharges, it loses 2 hours of duration. The duration lost is lost to all targets.

WIND BENEATH YOUR WINGS

1st-level transmutation

Classes: Ranger, Warlock

Casting Time: 1 bonus action

Range: Personal

Target: Self

Components: V, S

Duration: 1 round

You suddenly surge forward, borne on a gust of wind that propels you at incredible speeds. If you have a fly speed, it increases by 10 feet. When you move this turn, opportunity attacks made against you have disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you increase the flying speed bonus granted by this spell by 5 feet for each spell slot above 1st-level.



Ponyfinder

Flights of Honor

Pegasi of Everglow



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Written by David Silver



THE GHOST PONIES

GHOST PONY POWER

Ghost ponies' first and immediate power is their draw towards the ethereal. This does not have any immediate physical difference, save for their slender form. Sometimes mistaken for a deer or stag, these gracefully shaped ponies are not made for a vigorous life on the prime Material Plane.

Even while standing on the physical world, ghost ponies can feel the presence of intruding intangible creatures and fight against them—without any magical aid their bare hooves can strike at spirits from either side of the divide. This can be quite troubling to physical foes as ghost ponies can lash out across from the ethers with impunity, battering a physical creature until it dies, surrenders, or flees.

As a part of their ties to the shapeless lands of the beyond, ghost ponies find it easy to become lost themselves. Lurking in any situation that would obscure their form, they seem to fade away into it, becoming as ghostly as their name and all the harder to strike at.

The brands of ghost ponies are surprisingly diverse and can appear as almost any object from any plane, as

well as symbols for activities and emotions. Their destined marks might draw them toward almost any direction and they pursue them eagerly, even unto the point of wandering into the great forever pondering their fate and its nature.

GHOST PONY NAMING

The first name of ghost ponies can refer to thoughts, secrecy, or space, and though they are often solemn they can sometimes be quite personal and “trivial”. Here are some popular ones: Joy, Reach, Contemplation, Vast, Veiled, Sunny, Foggy, Conspiracy, Whisper.

The last name of ghost ponies is chosen only after a pony achieves something great and worthy of making a name about. It has no bearing on lineage and is not passed from one generation to the next.

A BRIEF HISTORY OF THE GHOST PONY

As the early proto-ponies explored and branched out across Everglow, some happened on an escape from the dangers of the world, away from elementals, orcs, grif-

GHOST PONY PATHFINDER ATTRIBUTES



+2 Dexterity, +2 Wisdom, -2 Constitution: Ghost ponies are light-footed and sagacious but lacking in fortitude.

Medium: Ghost ponies are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Ghost ponies have a base speed of 30 feet (20 feet bipedal).

Low-Light Vision: Ghost ponies can see twice as far as humans in conditions of dim light.

Fingerless: See fingerless rules on page 4.

Four-Legged: Ghost ponies gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

Ghost Sense: *Ghost ponies gain blindsense 30 feet but only against incorporeal or ethereal creatures and objects.*

Ghost Strike: Unarmed, manufactured, and natural weapons used by a ghost pony are always considered magical for the purpose of striking incorporeal creatures or for striking creatures in the Material Plane while incorporeal.

Ghostly Shadow: Whenever a ghost pony has any amount of concealment, the miss chance against them increases by 5%.

Unique Destiny: Ghost ponies select one extra feat at 1st level.

GHOST PONY 5TH EDITION ATTRIBUTES



Ability Score Increase. Your Wisdom score increases by 1.

Spirit Touch. Your weapon attacks are considered magical for the purposes of bypassing the damage resistances of incorporeal creatures.

Takes One to Know One. You can sense incorporeal creatures within 30 feet as if you had blindsight. This feature is not blocked by solid objects.

fons, demons, and most things that find pony flesh delicious. They fled into the ethers and found it a welcome respite from the physical realm.

At first their exploration of the strange new world was hesitant and timid but they quickly found favor in it, gradually living more and more of their lifetimes there. When the empire was a vague rumor on the horizon only yearlings were seen in Everglow and by the time Viljatown was properly established, spotting a ghost pony was a miraculous event.

The vanishing of the ghost pony tribe was not a reduction in their number—instead it was simply that ghost ponies stayed in the physical plane for shorter periods of time with each generation, returning only to have young. Some say that they eventually gave up on returning, becoming true creatures of the immaterial and leaving the physical tribes behind in their unending quest for truth.

Visitations by the ghost ponies were so rare that they scarcely knew of the time of the empire or its falling, and its dissolution having no meaningful impact on

their society. This is not to say that they did nothing at all. Some foals of the physical tribes—abandoned in the hectic and disturbed times of the empire's collapse—simply vanished, spirited away to the safety of ghost pony surrogate parents. In time they would return, touched by the ether but spared a much more traumatic experience.

In the time beyond the empire ghost ponies have lived almost exclusively within their otherworldly home, paying little heed to the events of the physical world. Will they ever find what they seek or perhaps be drawn back to their kin? The rare curious soul does poke their slender neck out, but often only quickly before turning tail and fleeing.

LIFE OF A GHOST PONY

Encounters with a ghost pony are usually with only foals as they are usually borne out in the Material Plane. Their parents find a safe, quiet, and secluded place to raise their offspring together until the child is large

enough to speak, walk, and eat solid foods. It is often at this point that the foal is given up and the parents return to the ether with soft promises that they will be welcomed once the child can reach them—for some ghost ponies this may be the last time they see their birth parents.

Approaching the nearest large settlement, ghost pony foals emerge from the wilderness with confused expressions and a need for nurturing. Their delicate deer-like bodies make them look adorably vulnerable and they are usually adopted by more terrestrial ponies that show them how to survive in the physical world.

While ghost ponies learn practical skills of supporting themselves, they frequently feel the tug of the other world, gently calling to them during quiet moments and in their dreams. They stand out among their peers and while ghost ponies may find some acceptance, they never escape the fact that they don't quite look...right, to say nothing of having no family they can point to aside from any foster parent they may have gained. When a ghost pony reaches maturity the call of the ether becomes overwhelming and even if they have no tools or knowledge to reach it, they set out in search for it. The truly unprepared go to where there are no other ponies and let their mind slip off into the other world, dragging their body along just that once.

The effort of crossing for the first time sends out a loud signal to other ghost ponies, drawing them from the depths of their home to greet the young one and welcome them. They may be their parents but more often they are simply ghost ponies who decided to be good and help the foal. When they have the means these elder ghost ponies may surrender a ghost hook to the foal, allowing them to escape into the ether for short periods of time while they explore the living world. "It is not your time yet," they will assure the youth. "The ether is for those grown of mind. Develop yours and you will join us all."

After that point the ghost pony may have very limited contact with their kin, instead exploring the world and honing their mental abilities hoping to someday more permanently join the rest of their kind but sometimes a ghost pony turns their back, falling in love with the physical world instead. Other ghost ponies that discover this may seek to steal the traitor's ethereal goods (if at all possible) but otherwise they are left to live as they please. Oddly enough, ghost ponies conceived in the Material Plane never carry the tribe forward and their future foals, if any, are from other tribes.

When a ghost pony reaches middle age it is usually past the time they fade from the world, joining their kin in the ether if ever they are going to and leaving the world of Everglow behind. Ghost pony society has a mix of ponies all pursuing different problems and quandaries, gathering together to celebrate shared holidays,

responding to the subtle need to create the next generation, or responding to the call of a maturing ghost pony.

Ghost ponies do not seem to die of old age. Instead the urge to go further into the ether becomes stronger and more undeniable as the years go by, until eventually the elder surrenders to the inevitable and quietly departs friends and family to find the truth hidden in the swirling eddies. No pony that has gone off has ever been seen again—but neither have their bodies.

STEREOTYPES OF OTHER TRIBES

Earth-Bound: We were once like them but while they were content to play in the dirt, we lifted ourselves away from the drudgery of the physical world and its dangers. Sprawling families hide their constant fear. The love of an earth-bound is real but know it is reinforced by the terrors of the physical world.

Unicorn: They claim to be the mental giants of the pony world and yet there they are, tethered uselessly to their manors. They will crumble in time and they will be lost, wondering how they arrived when their very first steps brought them towards it. As allies go they are good sorts but do not allow one to examine you or you may never escape their curiosity.



Leather Wing: I understand them. They hide as well, thinking darkness sufficient, but it never is. Many terrors thrive in the dark and some leather wing become that which they hide from. Be mindful around them—they are predators first, and ponies second.

Gem: We are not fooled; shining with past glory means little. Judge them based on their actions in the present not on the merit of their ancestors.

Clockwork: Their curse means little to us. You will know more about the pony from their physical half. I have heard faint rumors of a ghost pony inflicted with the malady—the ether was unkind to his gears and made his life miserable with all manner of ailments.

Chaos Hunter: Sometimes one has run far enough and must fight back. I do not envy those who take up the task but I do respect them. Just don't ask me to join them.

Doppelganger: The physical world is not as concrete for some as it is for others. Just as the ether flows and shifts, so too does the flesh of these curious ponies. They call to us, offering the final bit of liberty needed to be completely free of mind and body.

Tribe of Bones: Old ghost ponies never die, they simply wander off into the ether seeking the true nature of things. What use have we for the false promises of an afterlife? To celebrate the failure of reaching that venerable age?

Sun: They dance in the desert and wear large smiles. I don't know too much more about them. Why would you choose to visit such an inclement place?

Sea: They swim through the waters as we swim through the ether. There's something familiar about their dance but I can't put my hoof on it. Though they are predators they're harmless to ponykind—they feel out of place but are a kindly and not an unwelcomed mistake.

Antean: Instead of hiding they attempt to cow dangers with physical size. We must inform you, gentle giants, that they come larger than you. Being a spiritual manifestation it is possible for ghost ponies to be taken with the need for mass, but it perplexes us—what use is a larger body when it is the mind that matters?

Short Leg: A material lesson in the harshness of the physical world. They never meant harm to even the smallest animal and their hearts knew only love, yet, here they are (or aren't).

Zebra: While unicorns flaunt their mastery of the mind the zebra are busy living it. I like the striped ones. Though their body is as trapped as any other, their minds are free and unfettered.

Griffons: A reminder of why we avoid the physical world when possible. Dangerous predators that look down on everyone else. Delightful...

Sun Cat: Predators of the grasslands, at least they respect ponykind. They turn their more feral urges on other prey but I'll just avoid the chance.

Purrisian: They don't hunt, they pay others to hunt for them. If you are going to be locked in the physical world you may as well enjoy it and they seem to have mastered the art.

Cloven: Where did they come from? They say they just appeared in the mountains where the griffons found them and they've been unobtrusive ever since. There's more to them, I know it. Watch for what hides behind false smiles and overly thick attempts at being polite.

Steel Heart: The product of the so-called masters of the mind—they are not ponies, despite appearances, but are creatures of wood and metal, just as confused as they are confusing.

Flutterponies: We must admit we didn't predict that our terrestrial kin would be so inspiring as to draw a wild fey creature to join their ranks. They play at being ponies eagerly and with an unrestrained joy that is a marvel to behold making them excellent company but poor long-term companions. Their attention runs as short as their lives.

Phoenix Wolf: Shy creations of the unicorns not meant for that particular physical world, they are still physical creatures, just lost and shattered in their own sad way.

GHOST PONY SATYR PHYSICAL HERITAGE



Though ghost ponies are rarely enough drawn to physical ponies let alone humanoids, some two-legged spellcasters who brave into the ether may find them and win their affection. Satyrs born of ghost pony parentage inherit some of their attachment to the ether.

Your Wisdom score increases by 1, to a maximum of 20.

Your weapon attacks are always considered magical.

You are treated as a ghost pony for the purposes of qualifying for feats, magic items, and spells.

GHOST PONY SATYRS



This is an alternate racial trait for satyrs. Though ghost ponies are rarely drawn to physical ponies let alone humanoids, humanoid spellcasters who brave into the ether may find them and win their affection. Sa-

tyrs born of ghost pony parentage inherit some of their attachment to the ether.

- The satyr takes a permanent -2 penalty to Constitution.
- The satyr's manufactured, natural, and unarmed attacks are considered magical when striking incorporeal creatures.
- The satyr qualifies for ghost pony feats.

RACIAL FEATS



COMFORT OF THE BEYOND (GENERAL)

Your life force is sustained in special places, renewing your faith that you belong there.

Prerequisite: Ghost pony

Benefit: You automatically stabilize and stop bleeding at the start of your turn when in the Ethereal Plane or the Astral Plane.

DIMENSIONALLY AWARE (GENERAL)

You have heard the whispers on the etherial winds, and heed its warnings well.

Prerequisite: Ghost pony, Skill Focus: Knowledge (planes)

Benefit: Any time you succeed at identifying an extraplanar creature you gain a $+2$ circumstance bonus to overcome its spell resistance and on saves to resist its effects.

DIMENSIONALLY STICKY (GENERAL)

When others try to flee your presence dimensionally you can create eddies in the field between planes, fouling their escape.

Prerequisite: Ghost pony, caster level 12th

Benefit: When a creature you can see attempts to teleport, plane shift, or otherwise move via a conjuration spell or effect, as an immediate action you can force them to succeed on a Will save against $10 + \frac{1}{2}$ your level + your Wisdom modifier. On a failure the creature wastes its action and goes nowhere.

ESCAPING MAGIC (GENERAL)

When you fortify yourself with magic, you slip into the cracks between worlds.

Prerequisite: Ghost pony, caster level 6th, Mobility

Benefit: Any time you drink an extract, consume a potion, or cast a spell with a range of personal, you gain partial concealment for a number of rounds equal to the spell's level.

GHOST STEP (GENERAL)

Sending your body partially between planes, you can bypass obstacles that would stymie others.

Prerequisite: Ghost pony, character level 9th+

Benefit: Once per day you may spend an immediate action to turn yourself incorporeal for the duration of your turn, becoming physical at the end of the turn. You cannot end your turn inside of an object. At 15th level, you can use this ability twice per day.

GRACEFUL IN DANCE (GENERAL)

Your slender body was made to dance between worlds and you have simply learned to express this facet of your essence.

Prerequisite: Ghost pony, bardic performance

Benefit: While you are using bardic performance you gain a dodge bonus to AC equal to your inspire courage bonus.

LET THE SOLID ONES LEAD (COMBAT)

Your delicate form was not meant for physical violence. That's for lesser ponies—they can handle that.

Prerequisite: Ghost pony, Dodge

Benefit: As an immediate action when adjacent to an ally, you may attempt to change the target of an incoming attack or single-target spell to them so long as they are also in range of the effect. If an attack roll has already been made, use it for the new target. You may use this ability a number of times per day equal to your Dexterity modifier.

LIKE A DEER IN THE LIGHT (COMBAT)

Your deer-like body had grown closer to your ancestral kin over time and you've sprouted fine antlers.

Prerequisite: Ghost pony

Benefit: You gain a natural primary gore attack that deals 1d6 piercing damage.

RETURNING HOME (GENERAL)

You have mastered the trick of your people, allowing you to come and go without an ether harness.

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Prerequisite: Ghost pony, character level 12th+

Benefit: Twice per day you can spend a full-round action to step into or out of the Ethereal Plane (as the *ethereal jaunt* spell with no fixed duration).

SEVERING THE WORLDLY TIES (GENERAL)

Your every action is deadly to conjured creatures, threatening to send them away.

Prerequisite: Ghost pony, character level 8th+

Benefit: When you deal damage to a creature that was summoned with any temporary spells, such as *summon monster*, they must make a Will save against a DC of 10 + 1/2 your level + your Charisma modifier. On a failure, the summon spell is ended, sending the creature away.

SMOOTH ARRIVAL (GENERAL)

Your natural talent at slipping between worlds makes conjuring smoother for you than others.

Prerequisite: Ghost pony, Spell Focus (conjunction)

Benefit: Provided you currently have no conjured creatures, you are able to cast *summon nature's ally* or *summon monster* spells with a casting time of a standard action (instead of a full-round action).

SPACE AND TIME COMPREHENSION (GENERAL)

Teleportation feels natural to you and you have formed a firm understanding of your place in the multiverse.

Prerequisite: Ghost pony, caster level 5th

Benefit: You gain a +2 luck bonus to saves against time and conjuration (teleport) spells and effects, the chance of teleportation spells you cast working successfully is increased by 10%, with a DC 15 Knowledge (planes) check you can determine what plane of existence you are in, and any time that you are subjected to an effect that makes you older or younger you may immediately gain or lose a year of age.

STARING IN THE DEPTHS (GENERAL)

You have long looked into the infinite—all else feels pale in comparison.

Prerequisite: Ghost pony, Iron Will

Benefit: You gain a +1 racial bonus to Will saves. This bonus increases by +1 at 5th level and every 5 levels thereafter (to a maximum of +5 at 20th level).

TIMELESS FOG (GENERAL)

The nature of the ethereal is that of being beyond time and you have brought that power into yourself.

Prerequisite: Ghost pony, middle-aged or older

Benefit: You become immune to the penalties of aging (removing any penalties you have already accrued).

RACIAL FEATS



BARELY THERE

Prerequisite: Ghost pony, Dexterity 13 or higher

You are adept at using your link to the other realm to avoid danger and harm. Your allies may not be as happy about your ability to become absent but it has gotten you (and sometimes them) out of some binds.

- As a reaction when adjacent to an ally, you can change the target of an incoming weapon or spell attack from its intended target to them so long as the ally is also in range of the effect. If an attack roll has already been made, use it for the new target. Once you have used this feature you cannot do so again until you have finished a long rest.
- Any time you drink a magical potion or gain the benefit of an abjuration or illusion spell, you can choose to also gain the effects of a *blink* spell for 1 minute.

BORN OF TWO REALMS

Prerequisite: Ghost pony, character level 12th

You have mastered the trick of your people, allowing you to come and go without an ether harness. You gain the following benefits:

- By spending all your actions for a turn (movement, bonus action, action, and reaction) you can step into or out of the Ethereal Plane. This feature functions *etherealness* but with no fixed duration, ending when you spend a bonus action to will it. Once you have used this feature twice you cannot do so again until after you finish a long rest.
- Once a day you may turn yourself incorporeal until the end of your turn. While incorporeal you can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage you end your turn inside an object. In addition, you gain resistance to acid, fire, lightning, thunder, and bludgeoning, piercing, and slashing from nonmagical attacks. Once you have used this feature you cannot do so again until you have finished a long rest. You can use this feature twice between long rests starting at 15th level.

ETHEREAL GRACE

Prerequisite: Ghost pony

Your life force is sustained in special places, renewing your faith that you belong there. You gain the following benefits:

- You automatically stabilize and stop bleeding at the start of your turn when in the Astral Plane or the Ethereal Plane.
- Once per turn, you can gain advantage on an attack roll against an incorporeal or ethereal creature. Such creatures do not enjoy advantage against saving throws against any of your abilities except to cancel out disadvantage.
- You do not suffer the effects of aging and your lifespan is elongated by 1d4 x 5 years. Your looks, though eternally youthful, may have a wan and diaphanous quality.
- When you take a long rest instead of healing you may alter your physical age by one year to appear older or younger. This only changes your physical appearance and perceived mortality (not your actual lifespan or health).

GRACEFUL IN DANCE

Prerequisite: Ghost pony, bardic inspiration class feature

Your slender body was made to dance between worlds and you have simply learned to express this. You gain the following benefits:

- Whenever you grant bardic inspiration to an ally other than yourself, you gain a +2 bonus to your Armor Class until the start of your next turn.
- You can expend a use of bardic inspiration as a bonus action to empower yourself, taking the Dodge action as you move gracefully in and out of the physical realm.

LIKE A DEER IN THE LIGHT

Prerequisite: Ghost pony

Your deer-like body has grown closer to that of a buck over time and you've sprouted fine antlers. You gain the following benefits:

- Your Charisma score increases by 1, to a maximum of 20.
- You gain a gore attack natural weapon that deals 1d6 piercing damage.
- Your speed increases by 10 feet.

WALKING DIMENSIONAL ANOMALY

Prerequisite: Ghost pony, Charisma 13 or higher or the ability to cast spells, character level 5th

When others try to flee your presence dimensionally, you can create eddies in the field between planes to foul their escape. You gain the following benefits:

- When someone visible attempts to teleport, *plane shift*, or otherwise move via a conjuration magic or effect, you can use your reaction to force them to make a Constitution saving throw or waste their action to no effect. The DC is equal to 8 + your Charisma modifier + your proficiency bonus, or your spell save DC (whichever is greater).
- You gain advantage on saving throws against time or conjuration (teleport) effects and spells.
- The chance of a teleport you are involved with functioning perfectly is increased by 10%.
- You always know what plane you are currently in.

GHOST PONY ORACLE CURSES



These curses are particular to ghost ponies, but could occasionally with the GM's permission crop up elsewhere (prey is particularly fitting among leather wings).

Echoing: Your essence refuses to stay on one plane for long, slipping and sliding between worlds. Spells and effects that target conjured creatures work on you as well. *Banishment* and similar effects stun you for 1d4 rounds if they cannot outright remove you. At 5th level, you gain lesser fortification in the form of a 25% chance of negating a critical hit or sneak attack with a sudden flickering transition between worlds. At 10th level, your allies may summon you with a summon spell with a spell level equal to at least half your level or 9 (whichever is lower). You may refuse the call, wasting the spell. At 15th level, you gain immunity to cannot be confused or sickened.

Prey: The very essence of timidity is infused in your heart and mind, making you scared of your own shadow though perhaps that will help you live through life's dangers. You take a -2 penalty against fear effects and automatically upgrade fear by one step (for example, an effect that would make you shaken makes you frightened instead). You can always choose to take an intelligent action while fleeing no matter how deep the fear gets so long as it gets you away from the source of your fear. This includes holding onto an item that allows faster movement or teleportation when you would normally drop everything. At 5th level, you gain a 15 ft. enhancement bonus to your speed. At 10th level, you

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can use creatures of your own size or larger as hard cover. At 15th level, as an immediate action you can move 1/4th your land speed to reach cover before the effect lands if you can reach cover in the allotted movement. This movement counts against any movement performed the next round.

GHOST PONY RACIAL TRAITS



Etherborn: When a ghost pony mother doesn't emerge from the ether before giving birth and it can leave its mark on the child. Once per day as a swift action the ghost pony can transition from the Ethereal Plane to Material Plane or back for one round, transitioning back at the start of its next turn. This racial trait replaces unique destiny.

Harness Craftspony: While every ghost pony knows the importance of the ether harness, some excel with the devices. When repairing an ether harness the ghost pony can restore even destroyed ones with *mending* as if it were *make whole* (and decreasing the caster level required to do so by 10). If the ghost pony made the ether harness, the level requirement reduces by another 10. This racial trait replaces unique destiny.

Physically Bound: The ether frightens some ghost ponies no matter how much their families insist on it being a natural place to be. When striking at incorporeal creatures, the ghost pony deals 1 extra point of damage after any reductions for incorporeality. This racial trait replaces unique destiny.

Supportive Parents: Supportive ghost pony parents that have done well for themselves won't pay for everything, but they do reduce the price for a ghost pony to buy or create their own ghost hook and ether harness by 10%. This racial trait replaces unique destiny.

GHOST PONY MAGIC



DANCE OF THE WINDS

School transmutation; **Level** bard 3, cleric 4, inquisitor 4, paladin 2

As per *mass ghostbane dirge* except for being lower level among otherworldly ghost pony spellcasters.

DENY THE OTHER

School abjuration; **Level** cleric 5, sorcerer/wizard 5

Range touch

Area a sphere with a radius up to 5-ft./level

Save Will negates (see text); **Spell Resistance** no

This spell functions as *dimensional anchor* but instead affects anyone who attempts to dimensionally travel to or from within the area of effect, forcing a Will saving throw. A successful or failed Will save applies for the entire spell, allowing or denying the creature entirely for the remainder of the spell.

DISRUPT THE SHELL

School transmutation; **Level** cleric 3, shaman 4, summoner 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target 1 outsider

Duration 1 round/level

Save Fortitude partial; **Spell Resistance** yes

This spell temporarily disrupts the spell resistance of the target, lowering it by 10. For the purpose of overcoming spell resistance during the casting of this spell, you gain a +5 bonus to the spell resistance check.

DRAW OF THE ETHER

School transmutation; **Level** alchemist 2, cleric 3, druid 3, shaman 3, sorcerer/wizard 3

Casting Time 1 standard action

Target self

Range personal

Duration 1 minute/level

Save none; **Spell Resistance** no

The subtle change that has overtaken your species can draw to a head, making you deer- or elk-like in appearance. You gain a +2 enhancement bonus to Strength and a +2 natural armor bonus to AC. You also gain a natural primary gore attack that deals 1d6 piercing damage, the scent special ability, and two natural secondary hoof attacks that deal 1d4 bludgeoning damage. If you already had a gore attack, increase the damage dice by one step (usually to 1d8) and increase the critical range by one (usually to 19–20/x2). This does not interfere with your ability to speak or otherwise function as a ponykind and your equipment adjusts faintly to fit the subtle alterations to your body.

GHOST PONY MAGIC



DANCE OF THE WINDS

2nd-level transmutation

Classes: Bard, Cleric, Paladin

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (old reed from a wind instrument)

Duration: 1 minute

You perform a quick dance and song that compels the veil between worlds to wane slightly for incorporeal creatures. A creature with the incorporeal movement trait that is resistant to weapon attacks loses that resistance for the duration of the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you can target an additional creature for each spell slot above 2nd-level. Ghost ponies can target an additional creature with this spell when using a 2nd-level spell slot and gain additional targets for each spell slot above 2nd-level (as normal).

DENY THE OTHER

4th-level abjuration

Classes: Cleric, Sorcerer, Wizard

Casting Time: 1 minute

Range: Self

Components: V, S

As per *forbiddance* except that it allows a Constitution saving throw that lets a creature teleport into and out of the area if it succeeds and this spell cannot be used to create a permanently protected space as *forbiddance* does.

DISRUPT THE SHELL

5th-level transmutation

Classes: Cleric, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell bypasses a creature's magic resistance feature and forces it to make a Constitution saving throw without advantage. If it fails, the creature's magic resistance feature is nullified for the spell's duration.

DRAW OF THE ETHER

3rd-level transmutation

Classes: Cleric, Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The subtle change that has overtaken your species can be drawn to a manifest with your head which becomes deer- or elk-like in appearance. You gain advantage on checks made with one physical attribute chosen when you cast this spell and your Armor Class is calculated as 14 + Dexterity ability score modifier unless it is already better than that. You gain a gore attack natural weapon that deals 1d6 piercing damage and a hoof attack natural weapon that deals 1d4 bludgeoning damage. You may use these attacks as though they were finesse light weapons. Finally, you gain advantage on Wisdom (Perception) checks relating to scent. If you already had a gore attack, increase the damage dice by one category (usually to 1d8). If you only attack with your gore, you can make a hoof attack as a bonus action. This does not interfere with your ability to speak or otherwise function as a ponykind and your equipment adjusts as needed to fit the subtle alterations to your body.



Ponyfinder

Ghost of a Chance



Written by David Silver





THE LEATHER WINGS

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 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 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 sunshine is no place for them. Let the other ponies stumble around in the day—the caves are safer.

Leather Wings are hardy creatures, easily weathering adversity and fearsome foes that arise from the depths with ears (sometimes tufted) 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, and stalactites are some examples. Leather Wings that are born aboveground or destined to emerge to it are sometimes branded with things only found on the surface as a clear warning of their eventual fate. Leather Wing brands do not pass with generations in most cases—neither name nor brand ties one of their kind's offspring to their parents and they often part ways once the foal is mature enough to survive by itself. A successful leather wing occasionally seeks out their parents in reunions that are usually subdued, although still happy, events.

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.

LEATHER WING PATHFINDER ATTRIBUTES



+2 Constitution, +2 Wisdom, -2 Dexterity: Leather Wings are hardy and wise but not the most agile of ponies.

Medium: Leather wings are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Leather wings have a base speed of 30 feet (20 feet bipedal).

Leather Wings: Leather wings have a fly speed of 30 feet (clumsy) while they are not wearing medium or heavy armor.

Low-Light Vision: Leather wings can see twice as far as humans in conditions of dim light.

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

Fingerless: See fingerless rules on page 4.

Four-Legged: Leather wings gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

Unique Destiny: Leather wings select one extra feat at 1st level.

LEATHER WING 5TH EDITION ATTRIBUTES



Ability Score Increase. Your Dexterity score increases by 1.

Leather Wing Flight. You gain a fly speed of 30 feet. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. While flying, you have disadvantage on Strength checks to interact with objects that are on the ground. You fall to the ground at the end of your turn unless you move at least half your fly speed during your turn.

In Darkness Thrive. You can see in dim light within 90 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray, and you make saving throws against light-based effects with disadvantage.

A BRIEF HISTORY OF LEATHER WINGS

As the primitive precursors to ponykind spread across the fertile lands of Everglow some ascended into the mountains. These tribes were fated 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. The equines 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 either solitary or tightly bound in small family units. They were not prone to gathering whole communities and never built a great city of their own, emerging from their caves when their feathery cousins 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, lacking any easy places to fit into the greater pony society in any stable fashion. Their keen night sight and ability to fly often open avenues to guarding and scouting, while others explore the world on their own initiative by becoming adventurers, mercenaries, or even merchants. In the time before the empire the leather wings were fiercely protective of their caves; pegasi were barely tolerated and 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 humans, elves, orcs, and 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 will 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. Those born aboveground often attend the same school (if any) that other foals in the vicinity attend, provided the teacher is patient with their light-challenged pupil.

Oftentimes a foal moves away from their parents to live with a master of their chosen profession, learning all they need to know from their tutor. 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 eager to empty the nest, perhaps to rear a new foal or simply for some 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 positions of authority based on their record of accomplishments, not personal charisma or an ability to manage. This can result in some being pushed into leadership who have little interest in being there but this tendency has provided for them well enough. Leaders serve for three year terms before the community pushes up another successful member and repetition is never practiced. In mixed-tribe societies leather wings usually eschew politics and governing but the occasional interest in bureaucracy has happened in the past.

Age is seen as the one predator that none can hide from. The old rely on their partner should they have one—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.

The sight of a leather wing sitting down to enjoy a steak is enough to send many other ponies packing. Being one of the few tribes that enjoys the taste of meat and with easily visible fangs they stand out from the other ponykind, 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, spending their time in solitude stalking after prey or turning to sea ponies for fish if living in a coastal city.

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 begin exploring new methods 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 looks for ways to return to a truer 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 on. Just as private is the means of removal, often left up to whomever 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.



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 search 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 poses a threat 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 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. If 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 predate. 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



BLOODY FANGS (COMBAT)

Some other ponies call your kind "vampire ponies" and perhaps there is some truth to these claims...

Prerequisite: Leather wing, Sharpened Fangs, character level 5th+

Benefit: Your bite attack also inflicts 1 bleed damage. If you inflict damage with your bite attack on a bleeding foe, you regain 1 hit point.

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 5th+

Benefit: When you damage a foe with a spell that allows for a save to reduce the damage it deals, the spell deals an amount of bleed damage equal to the number of damage dice the spell deals. A bloody magic spell uses up a spell slot one level higher than the spell's actual level.

DARK TENACITY (METAMAGIC)

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 a successful save (including evasion or similar abilities), you may chose to deal 1 point of damage per spell level or to inflict one of the following conditions for 1 round: dazzled, shaken, or sickened. The damage is the same type as the failed spell.

GUARDED THOUGHTS (GENERAL)

Your solitude is very important to you even when magic is involved. Your tribe's penchant for isolation has become supernatural armor against such meddling.

Prerequisite: Leather wing or doppelganger, Wisdom 13+

Benefit: You gain spell resistance equal to your level + 10 against any effect that determines your alignment, discerns if you are lying, or reads your thoughts.

INTERNALIZED FAITH (GENERAL)

Who you pay worship to is no one's business save your own and even when invoking deific power 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 minute, with no effect beyond that) to bypass the need for the focus. A quickened ability remains quickened (swift action).

SHARPENED FANGS (COMBAT)

All leather wings have fangs but not all learn how to come down on a prey with teeth bared to bring a target down.

Prerequisite: Leather wing

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

SHARP TURNS (GENERAL)

Life in narrow caves has forced your flight to focus on sudden turns in order to avoid careening into walls.

Prerequisite: Leather wing

Benefit: You do not require a Fly check to make ninety-degree turns and may take 10 on Fly checks even while distracted. If you have 10 or more ranks in Fly, you also gain a +2 racial bonus on Fly checks. This feat counts as Skill Focus: Fly for the purposes of prerequisites.



SOLO SURVIVAL (COMBAT)

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

Prerequisite: Leather wing, base attack bonus +4

Benefit: When you are not in the reach of an allied creature, as an immediate action you may gain a +1 dodge bonus to AC against one attack or a +1 racial bonus to a save against one effect. At 4th level and every 4 levels thereafter, this bonus increases by +1 (to a maximum of +6 at 20th level).

WALL CLINGER (GENERAL)

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, you are able to cling to a horizontal or vertical surface as if you had a climb speed. While you do not move, you can continue clinging even while asleep, stunned, or otherwise unable to act. Also, you can take 10 when making a Climb check.

RACIAL FEATS



BLOODY FANGS

Prerequisite: Leather Wing

Other ponies call your kind “vampire ponies” and perhaps there is some truth to these claims. You gain the following benefits:

- You gain a bite attack natural weapon that deals 1d6 piercing damage.
- When you make a successful bite attack, you gain temporary hit points equal to half the damage inflicted (this does not include additional damage from class features like rage or sneak attack.). If your hit point total is less than your normal maximum, you regain 2 hit points instead of temporary hit points.

CAVE ATTUNED

Prerequisite: Leather Wing

You enjoy life in a cave so much that you seek solitude in its safety, and are most at home navigating through and clinging to cave walls.

- You can now hover while you fly and you gain advantage on Dexterity checks made to maneuver during flight.

- If you are not within 30 feet of an ally, you can use your bonus action to take the Dodge action. Once you have used this feature twice you cannot do so again until you have finished a long rest.
- If you are not within 30 feet of an ally, you can gain advantage on a saving throw. You must declare you are using this feature before rolling. Once you have used this feature you cannot do so again until you have finished a long rest.
- You gain a climb speed equal to your walking speed, and you can cling to a wall or ceiling even while asleep, stunned, or otherwise unable to act. You ignore non-magical difficult terrain when climbing.

DARK TENACITY

Prerequisite: Leather Wing

Your spells and powers cling cloyingly, refusing to simply be thrown off despite the efforts of your prey. When you cast a spell that has no effect on the target due to a successful saving throw (including evasion or similar abilities), you may choose to deal 1 damage per spell level, or inflict the poisoned condition for one round. The damage is the same element as the failed spell. If it has no element, it is considered radiant damage. This feature has no effect on cantrips.

GUARDED THOUGHTS

Prerequisite: Leather Wing

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. You gain the following benefits.

- As an action, you may begin detecting as any alignment you wish, making opposed Charisma or Intelligence checks (whichever is higher) against any attempts to see through the deception. You can freely end this feature as a bonus action.
- Your aura disrupts divination spells targeting you, retrieving only erroneous information that likely causes the caster to think that the information is false or the spell is flawed.
- You can become null to any divination magic at all, spending an action to turn off your aura. This also fools the ability of creatures that might sense your life force, and you can fool other aura-based abilities in a similar way. Activating this feature is a bonus action.

INTERNALIZED FAITH

Prerequisite: Leather Wing, proficiency in Religion

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. You gain the following benefits:

- You can use a generic focus for your spells that does not betray the focus of your worship. You must still keep a holy symbol to your deity on your person, but you do not need to display it when casting spells.
- You have advantage on Charisma checks related to your religious orientation, even if it is to fool someone into thinking you worship a different deity or if you are tortured or interrogated about your religion.
- You gain advantage against spells that would read your thoughts or compel you to speak truthfully.

LEATHER WING ALCHEMICAL 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



MOMENT OF DARKNESS

School evocation (darkness); **Level** bard 0, cleric 0, inquisitor 0, magus 0, shaman 0, sorcerer/wizard 0, summoner 0, witch 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 spreads a slight shadow around the target, plunging it into normal light that extends 10 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. This spell does not function imbued in magic items.

PREDATOR'S APPROACH

School transmutation; **Level** hunter 1, ranger 1

Casting Time 1 standard action

Components V

Range personal

Target self

Duration 1 minute/level

Save none; **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 a +10 circumstance bonus on Stealth checks and +1d6 precision damage. After the first round of any combat, the spell ends.

PREDATOR'S APPROACH, GREATER

School transmutation; **Level** hunter 3, ranger 3

Casting Time 1 standard action

Components V

Range personal

Target 1 ally/level

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Duration 1 minute/level

Save none; **Spell Resistance** no

This spell functions as *predator's approach* but affects allies within 30 feet of you at the time of casting. The precision damage increases by 1d6 for every 6 character levels you possess.

SHADOW SNARE

School illusion (shadow); **Level** ranger 1, shaman 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./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 gains the entangled condition. A creature so entangled can free itself with a standard action or be freed by an adjacent ally that spends a standard action providing aid. Shadow snare cannot glue a creature to a surface, only slow the target down.

LEATHER WING MAGIC



MOMENT OF DARKNESS

Evocation cantrip

Classes: Bard, Cleric, Ranger, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Your touch brings a slight shadow around the target that extends 10 feet in all directions. This prevents harm and penalties caused by sunlight or other bright light. You can only have one *moment of darkness* in effect at a time. Casting another makes the first spell fail. It has no effect on lighting that is already normal or darker.

PREDATOR'S APPROACH

1st-level transmutation

Classes: Ranger

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

You take on the mantle of the shrouded predator. When casting the spell, you must name a specific creature race name (human, ghoul, fire elemental, etc). Against that creature race, you gain a +10 bonus on

Dexterity (Stealth) checks. Once during the first round of combat, you can choose to deal an additional 1d6 damage to a target of the named creature race. After the first round of any combat, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you can target one ally for each spell slot above 1st-level. Alternatively, you can increase the additional damage by 1d6 for each spell slot above 1st-level. You can mix and match these increases and additional targets effect as desired but each requires the expenditure of different spell slots.

SHADOW SNARE

1st-level illusion

Classes: Bard, Ranger, Sorcerer, Warlock, Wizard

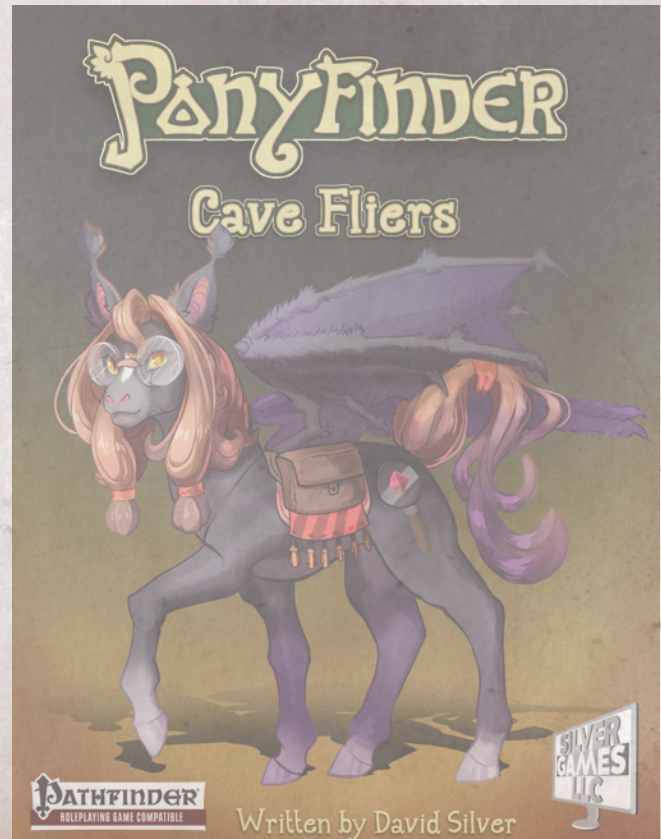
Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Ensnaring a foe with sudden tendrils of semi-real shadow, the victim makes a Dexterity saving throw. On a success, their speed is halved. On a failure, they gain the restrained condition. The affected creature or an adjacent ally can spend an action to remove the shadowy tendrils and end the spell. Shadow snare cannot glue a creature to a surface, only slow or stop a creature from moving.





THE SEA HORSES

SEA HORSE POWER

Sea horses often seem less impressive than some of their kin—as nice as it is to navigate water with grace, what is the practical purpose of it save to avoid drowning, which most ponies will tell you is best done by not being in water in the first place? Their delicate fins, pretty and colorful as they are, slows down their movement on land slightly when compared to sleeker equines, making them all the more inferior at first glance when measured against the earth-bound, their closest kin.

Theirs is a power that has waned over time to its current state. They still have a few potent links to primal elements, waiting to be awakened with the right training and focus. Sea horses are creatures of the waters—not just the surface, but into the depths. It is said that, long ago, even the smallest sea horse was innately amphibious and could descend far beyond the reach of light, ignoring the crushing pressure to reach vast sea horse cities that lurked on the bed of the ocean. Sea horses have to cultivate this slumbering potential now, however.

The brands of sea horses are often of aquatic things fittingly enough, usually in blue or green shading. There

are exceptions however and sea horses accept these as a sign that their destiny lies away from the waters of their ancestry, that fate has woven a path for them on land (likely for the benefit of their fellow pony tribes). Such sea horses actively eschew professions and jobs that require them to be on water despite their natural talent for it.

SEA HORSE NAMING

The first name of sea horses can refer to water, music, or good times, as the ponies themselves tend to exemplify. Here are some popular ones: Cadence, Beach, Sonata, Wave, Tide, Revel, Brine, Whitewater, Party, Sandy, Bubbles, Smooth, Surf, Haze, Tsunami.

The last name of sea horses is often chosen at maturity by the individual but the most favored names are those given by their friends. While it remains the pony's choice to adopt a given name as their own, the memories it brings of the good time behind it are what draw them to it.

SEA HORSE PATHFINDER ATTRIBUTES



+2 Constitution, +2 Wisdom, -2 Dexterity: Sea horses are hardy and insightful but not as nimble as some other ponies.

Medium: Sea horses are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Sea horses have a base speed of 30 feet (20 feet bipedal).

Waterborne: Sea horses have a swim speed of 40 feet and always treat Swim as a class skill.

Low-Light Vision: Sea horses can see twice as far as humans in conditions of dim light.

Fingerless: See fingerless rules on page 4.

Four-Legged: Sea horses gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

Unique Destiny: Sea horses select one extra feat at 1st level.

SEA HORSE 5TH EDITION ATTRIBUTES



Ability Score Increase. Increase your Strength score by 1.

Swim. You gain a swim speed of 40 feet.

Amphibious. You can breathe air and water.

Deep Sight. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. When underwater your darkvision's range increases by 60 feet.

When playing a game set in the far past the GM may wish to give sea horses more of their ancient power or perhaps allow for a PC that is a throwback to the time of this powerful tribe's greatest heights.

ANCIENT SEA HORSE



An ancient sea horse gains the following racial features and bonuses (which replace those presented for normal sea horses).

Ability Score Increase. Increase your Strength, Constitution, and Wisdom scores by 1.

Swim. You gain a swim speed of 40 feet.

Amphibious. You can breathe air and water.

Deep Swimmer. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. In addition, you are immune to pressure related damage due to being underwater.

Child of the Depths. Water spells you cast are considered to be one spell slot higher than the spell slot you use to cast them.

Momentum of the Waves. You gain +1 to attack and damage while both you and your target are in contact with at least an inch of water.

Note: Ancient sea horses do not gain a spiritual path.

ANCIENT SEA HORSE



Attributes: +2 Charisma, +2 Constitution, +2 Wisdom, -2 Dexterity

Movement: 30 ft (20 ft bipedal), 40 ft swim

Low-Light Vision

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

Gain the water type, allowing water breathing and making swim a class skill.

Child of the Depths: Darkvision 60', +1 caster level on any water type spell, and +1 to attack and damage while both they and their target is in contact with at least an inch of water, and immune to pressure related damage due to being underwater.

Note: Being an ancient sea horse trades away the Earth-Bound and Unique Destiny racial traits.

A BRIEF HISTORY OF THE SEA HORSE

In the time before recorded history when the empire was not even the distant dream of descendants far removed, there were the great cities of the sea horses spread across the vast and fertile beds of the ocean depths that surrounded what would later be called Everglow. They were prosperous and thrived, worshipping the great ocean mother of all equines, whose name and even image was to be lost to the ages.

It is not known what exactly pushed the empire of the sea towards the land but the theories are grand and plentiful. The most popular says that the elementally charged world of Everglow was a tempting target for foul beings that should not have been disturbed—just like Apep shaped the world above, so did some terrible creature raze the world beneath the waves, destroying their civilization and scattering the ponies far and wide.

Ill-suited for land dwelling, the years following their forced departure from the waves were difficult and harrowing. Numerous ponies did not survive, but many more did and they thrived, spreading out across the new lands as they adapted and adjusted to the new ground beneath their firming hooves. Some gained stripes, some wings, others horns and other adjustments, but most stayed by the water's edge, feeling the draw of it but losing the memories of past they had lost. The sea horses are now shadows of their old selves but their bodies remember and pull them inexorably towards the waves.

The sea horses—those who did not adapt for their new home—remained at the fringes of society both before and during the empire. Though always friendly with the earth-bound whom they view as their closest relatives, and the leather-wing that share their taste for flesh, they never became true members of pony society, at least, the communities that formed on land. When the empire failed and collapsed the sea horses were only minorly affected, changing their trade partners and destinations but carrying on as they always have, ever

resistant to the rigors of the time.

The sea horses found humanoids curious creatures and traded with them freely and though their alien appearance threw some off it attracted others. Some say that the alluring songs of the aquatic equine cause some false reports of mermaids, though few men follow through with the promise of companionship a sea horse may give once the truth is revealed.

LIFE OF THE SEA HORSE

Despite rumors sea horses are not born from eggs and like most other ponies they are the result of the hard work of a mother mare. Newborns are capable of swimming immediately upon first entering the world and birthings usually take place at the shore of a body of water (preferably one that is peaceful, like a lake), though sea horses come up less than expectedly when emerging from non-sea parents on dry land as any other pony might. In either event the urgings of the author usually inspire a name for the foal during or after birth.

Sea horses are fun-loving foals looking for the enjoyable side of anything they encounter. This joy is infectious as they attempt to bring good cheer to all around them, especially ponies willing to play in the water with them. They are not very apt for book learning but take to apprenticeship schooling quite seriously once they find a profession that appeals to them. The arts or sailing and fishing are the most common that draw young sea horses with wide eyes, but some find themselves joining the hospitality professions, bringing a smile and a soft touch to ease the days of other ponies.

Once a sea horse finds a path in life, their easy-going nature usually keeps them from considering other ones and they contently follow their chosen course with few regrets. The only force capable of dislodging most from this path is love. Finding a potential partner can guide a sea horse to abandoning their professional roots if it means keeping a firm hold on their potential life part-

ner. Often this results in a formerly-nomadic sailor settling down at a waterside town to form a family and find a new job that allows them to stay in place.

Sea horses are often too rare to form cohesive communities of only themselves but they do forge productive bonds with earth-bound who often share their towns by rivers, lakes, and coasts. As a result, many sea horses see themselves as just slightly different earth-bound. The fact that the two are very similar in basic function (if not quite as robust and fast as the earth-bound) only helps to keep the young from focusing too strongly on what sets them apart. Often willing to overlook such 'minor' differences, the sea horses can become the diplomats of the pony world, willing to negotiate and barter with all tribes of ponykind even before the empire became established.

A sea horse that feels as much of their life behind as forward usually retires from active life if they had a demanding or migratory position, but does not withdraw from public view. The social nature of their tribe drives such retirees to find a new position that puts them in contact with others—if they established enough wealth to live comfortably they often become socialites, inviting others to attend gatherings and parties to become the local busy-body that knows whenever anyone has any reason for celebration.

When time draws close to an end for a sea horse they can feel it. While this would be a time of sadness for many, most are drawn to gather their friends and family close and have the largest party they can afford. It is said to be good fortune if the pony does not live to see the end of the party but the celebration continues on without. It is better to be remembered for the happiness a sea horse brought to life rather than the sadness of their passing.

STEREOTYPES OF OTHER TRIBES

Earth-Bound: Our kind siblings of the land, we often share our beachy homes with the earth-bound and they make for excellent neighbors—if they liked the water more they would be perfect.

Unicorn: Few are unicorns that are willing to brave the waters, but they make for good conversationalists when you offer even the mildest interest in whatever has their attention already.

Leather Wing: They understand us and we understand them—we are bonded by our love for meat. You would think that is such a small thing, but when the rest of ponykind looks at you with those gazes of disgust it's nice to have a friend you can enjoy dinner with.

Gem: They sparkle in the light but so do we once we're wet. I don't see what the big deal is. We had a

great nation of our own and no one bows to us.

Clockwork: Most of them moan about rust, but only most; some of them rather enjoy the water. Their personalities are quite varied as are their shapes, so take each one as they come.

Chaos Hunter: You have to have some respect for anyone that would throw away what they have to defend everyone else. I met a pony that was born as one of these. The mare acted like she didn't even know what it meant to have fun.

Doppelganger: An old mare's tale if you ask me. I never saw one before. Kind of interesting to think about but there's no way it could be true.

Tribe of Bones: I prefer not to think about what's "after" life—we should be focusing on making sure what's going on during it is worth having.

Sun: We are like opposites. They watch the desert and we are creatures of water. Where our worlds touch we can have a good time but it doesn't happen often.

Ghost: More scary stories for foals that have way too many fans.

Antean: I met an antean sea horse before. He was huge! He made waves with every kick of his legs, but he was always careful about it. Nice stallion.

Short Leg: Who? Oh yeah. Weren't they killed off or something? Pity, they sounded nice.

Zebra: Too confusing for my tastes. Leave them to their riddles.

Griffons: They like the taste of fish as well but they don't respect things that don't fly and they don't countenance swimming.

Sun Cat: They hang out with their own and usually don't hang out around rivers, lakes, or seas, which is a lot of words to say I don't run into them much, but they seem alright.

Purrsian: I appreciate someone who's straight forward and purrsians are. If you have money, they want it. If you give them a chance to earn it, they'll work for it. You only get into trouble with them when you try to keep the money away from them.

Cloven: Polite, always. They'll listen in on your stories for as long as you want to tell them and they'll share a meal even while you're wolfing down meat. Great people, those cloven, just remember they expect you to be polite back to them.

Steel Heart: What happens when you let a unicorn design a pony? Steel Hearts. We can't prove it was a unicorn that did it, but my gold's on it.

Flutterponies: Not all that glitters is valuable, unless you're a flutterpony. Wear your brightest jewels and swim past one and you can make a friend for life.

Just remember they aren't really ponies and sometimes they just don't think like us.

Phoenix Wolf: Don't let their "leave me alone" attitude fool you. Bring them some nice fat fish and compliment how well they take care of their territory and they'll warm up eventually.

RACIAL FEATS



AN OUTSIDE AUTHORITY (GENERAL)

With an unnatural gaze you can destroy the mind of those who oppose you, replacing it with your will for a time.

Prerequisite: Sea horse, Tempting song of the sea, character level 12th+

Benefit: You can spend your move action to gaze at a creature able to see you that you can see. The target makes a Will save (DC 10 + 1/2 your level + your Charisma modifier) or is staggered for 1d4 rounds. A target that is already staggered stops being staggered but becomes confused for 2d4 rounds; you may spend an immediate action to choose the result of the target's confusion roll if you are adjacent to them at the start of their turn. A target that is already confused stops being confused, becomes immune to your gaze for 24 hours, and is dominated (as the *dominate monster* spell) for 1 hour. While you are dominating a creature with this effect, your gaze cannot be activated. These are mind-affecting effects and once a creature has successfully saved against this ability, it becomes immune to your gaze for 24 hours.

BEAST OF THE DEPTHS (GENERAL)

You have reached deep into the darkness, brushing up against the alien things that live where your people once dwelt and gaining access to all their fel powers.

Prerequisite: Sea horse, Perilous Balance, must not have Lost Child of Ry'Neigh

Benefit: You gain a natural primary bite attack that deals 1d6 damage, as well as two natural secondary rake attacks that deal 1d4 damage and cause 2 bleed damage. You may deploy or retract these adjustments (serrated and terrible fore-hooves in the case of the rakes) as a swift action (like your tail). You may deploy or retract as many deeptide features as you choose at once.

DEEP VISIONS (GENERAL)

You have fallen towards the deeptide depths, remembering the still darkness that still calls to you.

Prerequisite: Sea horse, Remember the Depths,

character level 8th+

Benefit: You gain blindsense 30 feet.

ELEMENTAL MASTERY OF THE SEA (METAMAGIC)

You have no issue hurtling magic while submerged.

Prerequisite: Sea horse

Benefit: You do not require concentration checks to cast spells while underwater (even if you can't breathe water) or to cast fire spells underwater. If you have to make a concentration check for anything else while in enough water to submerge yourself, you gain a +1 racial bonus per 4 levels (maximum +6).

FLOW LIKE WATER (GENERAL)

Your mind has the flexibility to withstand that which would seek to shatter it.

Prerequisite: Sea horse, Iron Will

Benefit: When you make a successful Will save against an attack that has a reduced effect on a successful save, you instead avoid the effect entirely.

INSPIRED REVELRY (GENERAL)

Some good drink and passable food are all you need to get the party started!

Prerequisite: Sea horse, Diplomacy 5 ranks, Persuasive

Benefit: Once per day, you can expend 4 days' rations of alcohol and food to emulate the effects of *heroes' feast* with a caster level equal to your character level. You have to supply the service and entertainment, preventing you from benefiting from this effect.

LOST CHILD OF RY'NEIGH (COMBAT)

You have dreams of a place far beneath the waves. Something terrible lives there now but so does your birthright—if only you could reach it...

Prerequisite: Sea horse, Swim 10 ranks, Weapon Focus: trident

Benefit: Any trident you wield gains the *frost* quality. If it already had it, it gains *icy burst* instead. Ice damage you deal ignores 5 points of energy resistance. If the target is immune to cold damage, it gains cold resistance 30 against your attacks instead (which is then reduced). You may wield a trident with your mouth as if you were wielding it in two hands.

Ponyfinder

LOST ONE (GENERAL)

You've reached far back into the depths of time and emerged with a powerful echo of your tribe's former glory.

Prerequisite: Sea horse, Remember the Depths, Knowledge (history) 6 ranks

Benefit: You gain a +2 inherent bonus to Charisma, and so long as your enemy is in contact with water you gain a +1 circumstance bonus to attack and damage. You are also immune to pressure-related sickness and damage (such as altitude sickness or being under an ocean).

PERILOUS BALANCE (GENERAL)

You have tamed the urges within you—for now—able to summon forth the corrupted power of the deeptides only when needed.

Prerequisite: Sea horse, Deep Visions

Benefit: As a swift action you may exchange your hind-legs for a powerful tail. While you have a tail you gain a +30 ft. racial bonus to your swim speed, your land speed is reduced by -20 ft., and you gain a tail slap primary natural attack that deals 1d4 bludgeoning damage and has the grab quality.

REMEMBER THE DEPTHS (GENERAL)

Your eyes shine with the ancient power of your people.

Prerequisite: Sea horse

Benefit: You gain darkvision 30 feet. This increases to 60 feet at 5th level, 90 feet at 12th level, and 120 feet at 20th level.

SHARED BREATH (GENERAL)

All ponies are sea horses and some have simply forgotten the fact—but you can share the old gifts with others.

Prerequisite: Sea horse

Benefit: With a simple kiss and a standard action, you endow the target living creature with the ability to breathe water for 1 hour per level. You can use this power a number of times equal to your Constitution modifier + 1 per 5 levels you possess.

SHOUT OF THE SEA (GENERAL)

A shrill note is heard by all but shatters the body of one who has offended you.

Prerequisite: Sea horse, Tempting Song of the Sea

Benefit: Once a day you may use *ki shout* as a spell-like ability with a piercing scream at the target (caster level equal to your character level). At 10th level you may use this ability twice per day.

TEMPTING SONG OF THE SEA (GENERAL)

Your voice can manipulate the minds of those who hear it, for good or ill.

Prerequisite: Sea horse, Perform (sing) 3 ranks, Charisma 13+

Benefit: You can fascinate victims like a bard of your level -2 for a number of rounds per day equal to your Charisma modifier + 4. These rounds need not be consecutive. If you have a class with bardic performance already, you instead increase its fascination DC by +2 and gain 4 additional rounds of bardic performance per day. At 10th level you may cast *charm person* as a spell-like ability once per day using Charisma as your spellcasting attribute (caster level equal to your character level) but unlike normal, you may target both fey and humanoids.

RACIAL FEATS



AN OUTSIDE AUTHORITY

Prerequisite: Sea horse, Tempting Song of the Sea, character level 12th

With an unnatural gaze you can destroy the minds of those who oppose you, replacing it with your will for a time.

As a bonus action, you can force a creature able to see you to make a Charisma saving throw (DC 8 + your proficiency bonus + your ability score Charisma modifier). On a failed save, the creature is frightened. If the creature is already frightened, they also become confused for 2d4 rounds (as per the *confusion* spell) and if you are adjacent to them at the start of their turn, you may choose the result of the confusion roll. A creature that successfully saves against your gaze is immune to this feature for 24 hours. Once you have used this feature twice, you cannot do so again until after you finish a long rest.

BEAST OF THE DEPTHS

Prerequisite: Sea horse

You have reached deep into the darkness, brushing up against the alien things that live where your people once did, gaining access to all their fell powers. You gain the following benefits:

- You gain a bite attack natural weapon that deals 1d6 piercing damage.

- You gain a clawed hoof attack natural weapon that deals 1d4 slashing damage.
- You can use your bonus action to attack with your clawed hoof, dealing an extra 1d4 slashing damage in the round after you hit. This attack does not add an ability modifier to damage.
- You may conceal or reveal some or all of these adjustments (serrated and terrible fore-hooves in the case of the rakes) without needing an action (retracting or deploying them is treated as a use object action).

DEEP VISIONS

Prerequisite: Sea horse, character level 7th

You have fallen towards the deepside depths, remembering the still darkness that still calls to you. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain blindsight 30 feet while submerged or in at least 1 foot of water.
- Your darkvision cannot be obscured by magical darkness, inky substances, or dust clouds.

ELEMENTAL MASTERY OF THE SEA

Prerequisite: Sea horse

You have no issue hurtling magic while submerged. You gain the following benefits:

- Increase your Constitution by 1, to a maximum of 20.
- You suffer no penalties from being submerged in water, even if you can't breathe water.
- While underwater you gain advantage on Constitution and Strength (Athletics) checks.

FLOW LIKE THE RIVER

Prerequisite: Sea horse

Your mind has the flexibility to withstand that which would seek to shatter it. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- When you succeed on a Charisma saving throw against a spell or ability that would have a lesser effect, there is instead no effect.
- By spending a bonus action, you can gain advantage on a Charisma check. Once you have used this feature you cannot do so again until after you

have finished a long rest.

FLOW LIKE THE SEA

Prerequisite: Sea horse

Your mind is filled by eddies and currents that carry forth wise counsel and deep insights. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- When you succeed on a Wisdom saving throw against a spell or ability that would have a lesser effect, there is instead no effect.
- By spending a bonus action, you can gain advantage on a Wisdom check. Once you have used this feature you cannot do so again until after you have finished a long rest.

INSPIRED REVELRY

Prerequisite: Sea horse, Charisma 13 or higher, character level 11th

Some good drink and passable food are all you need to get the party started! You can expend 4 people's worth of rations and alcohol and emulate the effects of the *heroes' feast* spell. You do so by actually serving and entertaining others, so you cannot benefit from this effect. Once you have used this feature you cannot do so again until after you have finished a long rest.

LOST CHILD OF RY'NEIGH

Prerequisite: Sea horse, proficiency in History

You have dreams of a place far beneath the waves. Something terrible lives there now, but so does your birthright—if only you could reach it. You gain the following benefits:

- Any trident you wield deals an additional 1d6 cold damage. This does not stack with weapons that already add cold damage.
- Cold damage you deal ignores damage resistance and deals half damage to creatures that are immune to cold damage.
- You may wield a trident in your mouth as if you were wielding it with two hands.

LOST ONE

Prerequisite: Sea horse, proficiency in History

You've reached far back into the depths of time and emerged with a powerful echo of your tribe's former glory. You gain the following benefits:

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- Increase your Wisdom score by 1, to a maximum of 20.
- You gain +1 to attack and damage so long as your enemy is in contact with water.
- You are immune to pressure related sickness or damage, such as altitude sickness or being under an ocean.
- Your darkvision increases by 30 feet.

PERILOUS BALANCE

Prerequisite: Sea horse

You have tamed the urges within you (for now) and are able to summon forth the corrupted power of the deep-tides only when needed. You can use a bonus action to shapechange your hind legs into a powerful tail or back into legs. While you have a tail, your swim speed increases by 30 feet and your speed decreases by 20 feet. In addition, you gain a tail slap attack natural weapon that deals 1d4 piercing damage and instead of dealing damage, you may grapple a creature you hit with it (escape DC 8 + your proficiency bonus + your Strength ability score modifier).

SHARED BREATH

Prerequisite: Sea horse

All ponies are sea horses—some have simply forgotten the fact but you can share the old gifts with others. With a simple kiss and an action, you endow a living creature with the ability to breathe water for one hour. You can grant this benefit to a number of creatures equal to your Constitution bonus. You regain spent uses of this feature after finishing a long rest.

TEMPTING SONG OF THE SEA

Prerequisite: Sea horse, proficiency in Perform, Charisma 13 or higher

Your voice can manipulate the minds of those who hear it, for good or ill. You gain the following benefits:



- You may cast *charm person*, only affecting fey and humanoids (spell save DC 8 + your proficiency bonus + your Charisma modifier). Once you have used this feature you cannot do so again until after you have finished a long rest.
- When you reach 5th level, you can also cast *enthral*. Once you have used this feature you cannot do so again until after you have finished a long rest.

SEA HORSE BLOODRAGER BLOODLINE



This bloodline is particular to sea horses, but it is possible (with GM permission) for other ponies to exhibit this ancient bloodline.

Bonus Feats: Combat Reflexes, Great Fortitude, Improved Disarm, Improved Grapple, Improved Initiative, Iron Will, Persuasive.

Bonus Spells: *Enlarge person* (targets fey) (7th), *see invisibility* (10th), *major image* (13th), *black tentacles* (16th).

Bloodline Powers: When you enter a bloodrage, the powers of undeath manifest, empowering your attacks with fear and your body with foul resistances.

Intimidating Strike (Su): At 1st level, when you confirm a critical hit the target must succeed on a Fortitude save (DC 10 + $\frac{1}{2}$ your bloodrager level + your Constitution modifier) or be shaken for 1 round.

Reach Across (Su): At 4th level, you strike with alarming speed and even time and space recoil from your presence. Your effective reach for making and threatening with attacks of opportunity increases by +10 feet.

Mind and Body Defiled (Su): At 8th level, you become immune to confusion and bleed damage.

Dread Internals (Su): At 12th level your internal anatomy shifts and changes, giving you medium fortification (a 50% chance to negate critical hits and precision damage).

DeepTide Resistance (Su): At 16th level, you are immune to cold, exhaustion, fatigue, poison, and the staggered condition.

Elder Form (Su): At 20th level, you are filled with the dread power of the one that sleeps beneath the waves. You gain spell resistance equal to 15 + your level against mind-affecting effects and gain a +4 bonus to caster level checks when casting mind-affecting spells. Your bloodrager damage reduction increases by 1 and while in water you gain blindsight 60 feet.

SEA HORSE RACIAL TRAITS



Child of Water: You feel an affinity for the Plane of Water and its denizens. You gain a +2 trait bonus to Knowledge (planes) checks dealing with the Plane of Water or creatures with the water subtype, and you gain Knowledge (planes) as a class skill. This racial trait replaces unique destiny.

Marine Biologist: It wasn't enough to just eat fish—you were fascinated by them, and spent some time watching their patterns and lives, trying to understand them. You gain a +2 trait bonus to Knowledge (nature) and you gain Knowledge (nature) as a class skill. This racial trait replaces unique destiny.

Siren of the Sands: Your voice can soothe the most wild of temperaments, calming others around you, but it is equally capable of hitting the wrong chords, unnerving those you speak to. You gain a +1 trait bonus to Diplomacy and Intimidate and choose one to gain as a class skill. This racial trait replaces unique destiny.

Tempted by the Waves: You feel the siren call of the depths of the ocean, making you a bit wild around the edges but granting a +3 trait bonus to Bluff, Diplomacy, and Sense Motive towards deep-tide horses, who are more likely to try to lure you away to join them rather than eat you on sight. This racial trait replaces unique destiny.

BLOOD OF THE DEPTHS (SORCEROUS ORIGIN)



This bloodline is particular to sea horses, but with the GM's permission it is possible for other ponies to exhibit this ancient bloodline. It represents the depths of the sea which the bravest dare not enter and the toughest cannot withstand. The pressure of the unseen seas beneath hide dangerous mysteries—it is to these secrets that some sorcerers owe their powers.

INTIMIDATING STRIKE

At 1st level, when you succeed on a Charisma (Intim-

idation) check or confirm a critical hit the target must succeed at a Constitution saving throw against your spell save DC or be frightened for 1 round.

REACH ACROSS

Beginning at 6th level, you strike with alarming speed and even time and space recoil from your presence. As a bonus action, you can spend a sorcery point to extend the reach of your melee attacks to 10 feet until the start of your next turn.

MIND AND BODY DEFILED

Starting at 14th level, you become immune to the poisoned and frightened conditions.

ELDER FORM

Beginning at 18th level, you are filled with the dread power of the one that sleeps beneath the waves. You gain immunity to cold and poison damage. Additionally, you can use your action to spend 3 sorcery points and target up to three creatures within 30 feet. Targets must make a Wisdom saving throw against your spell save DC or become charmed and frightened for 1 minute. Those who fail can make a new saving throw for each effect at the end of their turn to end the condition.

SEA HORSE MAGIC



DENY THE ELDER

School transmutation; **Level** cleric 5, inquisitor 3, shaman 4, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target 1 aberration
Duration 1 minute/level
Save Fortitude partial; **Spell Resistance** yes

The target aberration loses access to one named special attack or defensive ability for the duration of the spell. You must name the ability to be sealed before a saving throw is made. On a successful save, the ability is suppressed for one round.

RETURN TO THE DEPTHS

School enchantment (mind-affecting, compulsion);
Level bard 2, sorcerer/wizard 2
Casting Time 1 standard action
Target single living target
Range close (25 ft + 5 ft/2 levels)
Duration 1 round/level

Save Will partial; **Spell Resistance** no

This spell imbues the target with a sudden urge to submerge itself. On every turn, the target must make a Will save or spend a move action to approach the nearest, largest, visible body of water. If the target is already in the water, the move action is spent going deeper. The target can do what it wishes with the remainder of its turn except use it to move out of the water by any means. A target that successfully saves against this spell is staggered for 1 round.

RULER OF THE SEA

School enchantment; **Level** bard 3, druid 2

This spell functions as *dominate animal* but only works on creatures with an Intelligence of 3 or less and the aquatic or amphibious type.

THE SOUND OF SILENCE

School abjuration; **Level** bard 3, cleric 3

Casting Time 1 standard action

Components V, S

Range personal

Area 5-ft.-radius/level sphere around the caster

Duration 10 minutes/level

Save none; **Spell Resistance** no

All attempts to use sonic or language-dependent effects within the spell's area of effect have their save DC reduced by 1 per 4 caster levels.

SEA HORSE MAGIC



ELDER SEAL

4th-level abjuration

Classes: Cleric, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

You target one aberration, which must make a Constitution saving throw. On a failure, it loses access to one named special attack or defense for the duration of the spell. On a success, the spell has no effect. You must name the ability to be sealed before a saving throw is made.

RETURN TO THE DEPTHS

2nd-level enchantment

Classes: Bard, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell imbues the target with a sudden urge to submerge themselves. The target must succeed on a Charisma saving throw. A successful saving throw causes the target to be restrained 1 round. On a failure, the target becomes charmed for the spell's duration. On every turn, they use their movement to approach the nearest, largest, visible body of water. If they are already in the water, they swim deeper below. They can do what they wish with the remainder of their turn, save using it to move out of the water by any means. At the end of each turn, a charmed target makes a new saving throw to end the spell's effect.

RULER OF THE SEA

3rd-level enchantment

Classes: Bard, Druid, Ranger

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

This spell functions as *dominate animal* but only works on beasts with the amphibious feature or a swim speed.

THE SOUND OF SILENCE

3rd-level abjuration

Classes: Bard, Cleric

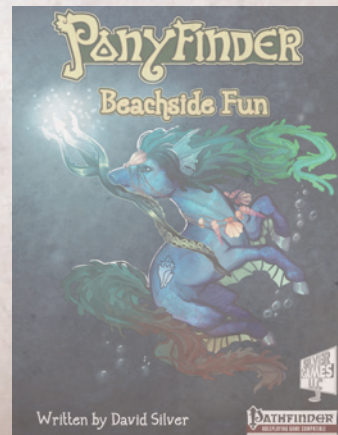
Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

For the duration of this spell, all attempts by creatures within 30 feet of the user to use sonic or language-dependent effects (including verbal spell components) require a Constitution check against your spell save DC. A failure means that a spell has no effect, or the sound or ability cannot be heard or used.





THE SHORT LEGS

SHORT LEG POWER

Short legs are—to live up to their name—small ponies, smaller than any other tribe save flutterponies which are not true ponies anyway. Their small stature makes it difficult to get around in a world made for larger creatures but they are as optimistic as they are tiny, and if they have to climb up to reach a doorknob they'll do it (spellcasters with *mage hand* earn the adoring stares of their fellows).

Being instilled with the urge to protect and love, short legs have an instinctive urge and ability to throw themselves in harm's way especially when someone they particularly like is in danger. Short legs that fall to evilness or who are simply opportunistic may use this ability to throw themselves in front of friendly abilities their enemy is using, leaping up to catch curing magic meant for a foe, for instance.

Born of love and small of stature, even short legs that have lost their innocence over time can assume the appearance of purity, holding the attention of those around them with piteous expressions and adoring posture, gripping any caught in their cute stare until they let them go or they are otherwise threatened. It is said some evil creatures are driven to wild rage once they are

free of this innocent effect.

The brands of destiny on short legs most often show icons of love, family, or other relationships, but when it isn't one of those almost anything is possible though most commonly these are still things that can stir the heart and soul such as symbols of music, art, or writing. Lighter colors are common but not universal and they are often drawn with a childlike quality rather than the severe and realistic brands of other tribes.

Despite the antagonistic nature of their patron gods, short legs and doppelgangers have been known to be drawn to one another. The presence of short legs is comforting to most doppelganger, who claim it is like feeding on emotions though smaller in scale and without the effort. According to the few doppelgangers that have managed it, to earn a short leg's true love is to know joy.

SHORT LEG NAMING

The first name of short legs tends to be something that stirs warmth or creativity, or speaks to the bond between two ponies. Here are some popular ones: Sketch, Heart, Love, Kiss, Hug, Color, Palette, Party, Family, Date.

SHORT LEG PATHFINDER ATTRIBUTES



+2 Constitution, +2 Charisma, -2 Strength: Short legs are hardy and possess a strong sense of self but not powerful frames.

Normal Speed: Short legs have a base speed of 30 feet (20 feet bipedal).

Small: Short legs are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Low-Light Vision: Short legs can see twice as far as humans in conditions of dim light.

Fingerless: See fingerless rules on page 4.

Four-Legged: Short legs gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

Lover's Sacrifice: Once per day, a short leg may spend their immediate action to become the target of an effect or attack within their reach. The effect must be targeting someone other than the short leg. This ability does not function for area effects larger than a single 5-foot-square. If used after a hit is confirmed, the hit is automatically confirmed on the short leg instead of its intended target.

Shield of Innocence: By taking on the appearance of innocence, once per day a short leg can hold the attention of humanoids and fey within 20 feet, fascinating them as long as the short leg continues to use this ability (a standard action). The DC to resist this ability is 10 + 1/2 the short leg's level + the short leg's Charisma modifier.

Unique Destiny: Short legs select one extra feat at 1st level.

SHORT LEG 5TH EDITION ATTRIBUTES



Ability Score Increase. Your Charisma score increases by 1.

Size. Short legs are Small-sized.

Slow. Your base walking speed is 30 feet.

Lover's Sacrifice. Once per day, you can use your reaction to become the target of a weapon attack or spell attack targeting an ally within 5 feet.

Shield of Innocence. You can cast the sanctuary spell (spell save DC 8 + your proficiency bonus + your Charisma ability score modifier). Once you have used this feature you cannot do so again until you have finished a long rest.

Short legs often do not have a second name but those that do inherit it from their parents and pass it along to their children, creating easily tracked family lines. Examples include: Shield, Passion, Close, Free, Date, Hard.

A BRIEF HISTORY OF THE SHORT LEGS

The history of the short legs is bound tightly with the history of Lashtada (see *Forgotten Gods*). Created in her image, they began as free lovers and creative souls that wished only for goodwill and peace for themselves and all around them. This made them well-liked among the other pony tribes but an easy target for just about

everyone else.

When the empire came together it brought with it a small time of upheaval when borders were ignored for a time as attention focused on internal conflicts with ponies figuring out where Queen Iliana's forces held proper control and who would be in charge of what. Though she offered to include the short legs in the empire they had little interest in being part of any military structure and remained in their peaceful town—fortunately the Queen had no ill-will towards these small and peaceful ponies, choosing to let them be.

The gnolls were not so generous. Sensing the weakness during the civil unrest they snuck in and seized ev-

ery short leg they could carry, putting the rest to sword and fire. By the time the next merchant train arrived they found a town burnt to the foundations and little sign of the peace-loving short legs left behind.

Here history diverges wildly. In the many echoes of Everglow the great author Sheila has seen many possibilities—in some the short legs are rescued by adventurous souls soon after capture, restored to Turves where they establish a colony and return their ways to the pony empire as a whole. In others, no help ever arrives and they die quietly in the gem gnoll mines, mourned only by the Queen that felt she had failed them (another mistake in her long life that she would carry with her until the end). Yet in most help does arrive to find the short legs reduced in number but stubbornly clinging to their faith and love. They will always carry the scars of their generations of servitude, only set free by their love and the light they bring with them to the greater world.

Whatever this mysterious time held for the short legs, afterward they quickly came together. Like the earth-bound they are a tribe that lives for their family and they were quick to form back together as soon as they saw the light of day again. Their line is fairly strong; despite their willingness to forge relationships with almost anything that they can get along with, most foals they are responsible for emerge as short legs themselves regardless of mixed parentage.

Feeling remorse for what she saw as a failing on her part, the Queen acted to protect the short legs from future aggression, assigning loyal soldiers to protect and live in Turves, passing to them the duty of safeguarding the town and its populace (short leg or not) from harm. When the empire fell to ruin the short legs dispersed, not out of misery or aimlessness, but to find and reignite the injured remnants of the pony spirit. They wander far and wide, finding pony settlements and gently encouraging hope in increasingly dark times. Some are even drawn to the human lands where they sing tales of the love and art that ponykind has managed, trying to keep alive the stories of the great empire and to remind the humanoids of the great potential of their pony neighbors.

LIFE OF SHORT LEGS

A good number (typically up to three out of four short legs) are conceived during the annual spring party held in tribute of Lashtada. Some say the fact that gnolls did not allow them to have this celebration was a large part of why the tribe shrank away during their captivity. During this revelry short legs would meet one another and other brave souls that would attend—anyone they hit it off with was considered fair game for proposing to on the spot, and any foal made that day was considered blessed.

Short leg foals are little bundles of energy that eagerly explore everything they can put their eyes and hooves on, including people. Anyone (un)fortunate enough to be around them is harassed with many questions about everything they do, the words they choose, and the why of how they live life. Perhaps conflictingly short leg children do poorly in school environments, preferring to be out in the world and actually poking things instead of reading about them.

It is extremely uncommon for short legs to have a spiritual tribe—for most they consider their tribe's communal love for Lashtada enough. It is however not impossible for a short leg to find a different shared destiny, though these instances almost always come about after a short leg has reached adulthood and makes a decision to part slightly from the way of their peers to seek an alternate path.

Short legs typically do not roam far from home and remain closely tied with the friends and family of their youth, much like earth-bound. Those that do travel or move to another city, town, or nation take great pains to remain in contact with their loved ones. Rather than send gifts of money or valuable artifacts they are more likely to send things that remind them of the ones they miss and write poetry or musings about life, especially in how it relates to the recipient of their letter. An uncle that used to play the banjo all day gets gifts of new songs to play on it and perhaps exotic strings from an adventuring kin to pluck at.

Death is no sad time for the short legs. Born into love and living love, they refuse to let their end be marked by pain and sorrow. Elderly short legs lay themselves out during the spring party and surrender to their goddess—if it is their time, Lashtada gathers them up and gently carries them back to the planes beyond Everglow. These short legs never know the pain of death and those they leave behind know that they are being well-cared for; some believe that such ponies may even return as foals born of the spring festival in the future, rejoining the joyful dance of life among the family that patiently waited for them.

STEREOTYPES OF OTHER TRIBES

Earth-Bound: Big, strong, and loving. They are very similar to us in the ways that matter most and to be welcomed into an earth-bound family is to know a powerful love that will last beyond your lifetime.

Unicorn: Curious and bright of spirit, if only they could be drawn away from the studies that consume them and remind that their fellow ponies will always be the most fascinating thing to learn.

Leather Wing: They fear many things—including the one thing that could protect them.

Gem: Glittering with promises of the past. Those that remember to love the present are amazing to behold and a pleasure to be around. I can do without the others.

Clockwork: I cannot even begin to grasp their pain. To only have the comfort of another's warmth but once a year? They are very strong for enduring it.

Chaos Hunter: They give up love for hatred. They give up comfort to protect others. Great is their sacrifice but greater is their foolishness. Love them for they don't love themselves.

Doppelganger: Their goddess does not like our goddess but as a people they are drawn to us powerfully. They will offer false love but if you can work past that, theirs are souls hungry for true companionship and once they have truly tasted and accepted it, they will be forever loyal.

Tribe of Bones: Our goddess protects us from death. As long as we are loyal to her, and dance and sing for her in the spring time, she gathers away all the old and sick to give comfort. For those who perish outside this time, from accident, violence, or other means, there is Soft Whisper to watch over our beloved kin until Lashtada can come for them. Be respectful of the tribe of bones—they do good work and they love, it just isn't a love we understand easily.

Sun: Easily roused to merrymaking and fast to make friends, I don't mind the company of the sun tribe. Our dense fur can make their desert homes uncomfortable but the ponies more than make up for it.

Ghost: I know little of them save that I wish they knew how much their ponykin would like to embrace them.

Antean: They're just as big as we are small! Only the bravest of short legs would try to court such a behemoth, but as friends they are usually dependable souls, kind and gentle in nature.

Zebra: Curious scholars, wise and mysterious. They can be good friends but good luck getting that far without becoming confused.

Sea: The company of sea ponies is about the only thing that tempts me into the water. Bright of spirit and warm of body, they are a fine tribe if you don't mind dating a half-fish.

Griffons: They look down on us, literally and figuratively. Their young are eager to play and cavort, but they only seem to get crankier with age.

Sun Cat: They know an intense love for their families, which they call prides. They are slow to accept ponies as one of their own and they aren't drawn to our ways, but they are good people.

Purrsian: Aggressively unloving unless you happen

to be made of gold. They need us more than they know but good luck convincing them of that.

Cloven: A kind people, warm and polite. They enjoy a good party and their city is clean and friendly. They are too good for Everglow.

Steel Heart: I don't understand them. How can I? They are not even born, instead grown and manufactured like a sword. Can I love a sword?

Flutterponies: Extremely excitable creatures that remind us of our fey natures. They are a rush to be around and can love fiercely if they decide they like you. A little obsessed with appearances but they like us being small.

Phoenix Wolf: They just want to be left alone. A pity that's something we're pretty awful at doing.

SHORT LEG SATYRS



This is an alternate racial trait for satyrs. Satyrs born of short legs are exceptionally small and adorable compared to most.

- The satyr takes a permanent -2 penalty to Strength.
- The satyr is a Small creature and gains a $+1$ size bonus to their AC, a $+1$ size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a $+4$ size bonus on Stealth checks.
- The satyr gains the shield of innocence racial trait of a short leg.



SHORT LEG SATYR PHYSICAL HERITAGE



Satyrs born of short legs are exceptionally small and adorable when compared to their thoroughbred kin.

- Your Charisma score increases by 1, up to a maximum of 20.
- You are Small-sized.
- **Shield of Innocence.** You can cast the *santuary* spell (spell save DC 8 + your proficiency bonus + your Charisma ability score modifier). Once you have used this feature you cannot do so again until you have finished a long rest.

RACIAL FEATS



BLESSED COAT (COMBAT)

Your coat is so fine it has earned the blessings of Lashtada herself

Prerequisite: Shield of innocence racial trait, Fluffy Coat, must worship Lashtada

Benefit: Your DR from Fluffy Coat becomes DR/magic and slashing. At 12th level it becomes DR/evil and slashing.

COMFORTING WHISPER (GENERAL)

Gentle words of encouragement can soothe the aches and pains that life hurls at your friends.

Prerequisite: Lover's sacrifice racial trait, Sense Motive 4 ranks

Benefit: Over the course of 3 consecutive rounds you whisper gentle encouragements to an ally other than yourself. At the end of the 3 rounds, the ally is cured of 1d4 ability damage to every attribute that is damaged. If the attribute has no damage but is drained, it restores 1 point. You are able to use this ability once per day. At 10th level, you can use this ability twice per day.

CRY OF PAIN (GENERAL)

It is said that the wisest and oldest of the short legs could defy death itself, pulling their loved ones back from Soft Whisper's grip—though only at a price.

Prerequisite: Lover's sacrifice racial trait, character level 8th+, worships Lashtada, Knowledge (religion) 6 ranks

Benefit: After being prone and helpless in the same square as a dead target while sobbing piteously for 10

minutes, the target is affected as if by *raise dead* and you gain 2 permanent negative levels (you cannot use this ability if it would kill you). At 12th level, you may instead use *resurrection* even on things normally unaffected by it (constructs, undead, outsiders), although doing so causes you to gain 4 permanent negative levels.

CUSHIONING COAT (COMBAT)

The air that gets trapped in your luxurious coat cushions you against sudden impacts.

Prerequisite: Shield of innocence racial trait, Shaggy Coat

Benefit: Subtract -1 from every dice of falling damage. If you take less damage than there are dice of damage, it all becomes nonlethal damage and you don't fall prone when you land.

EASY TO MISS (COMBAT)

Being low to the ground can be a blessing—ask any short leg.

Prerequisite: Shield of innocence racial trait, Dodge, Acrobatics 4 ranks

Benefit: You gain a +1 dodge bonus to your AC for every size larger than Small your attacker is, to a maximum of half your level.

Size	Lvl Needed	Dodge Bonus
Medium	2	+1
Large	4	+2
Huge	6	+3
Gargantuan	8	+4
Colossal	10	+5

EMPATHETIC PRESENCE (GENERAL)

You feel the pain of others keenly and can draw them away by taking them onto yourself with close contact.

Prerequisite: Lover's sacrifice racial trait

Benefit: After grappling an ally and while maintaining the grapple, you may grant the ally fast healing 1. The fast healing increases by 1 when you reach 5th level and every 5 levels thereafter (to a maximum of fast healing 5 at 20th level). You lose 1 hit point per round you grant this benefit to an ally and these hit points cannot be restored by any means other than rest or a *heal* spell. Though this healing is not positive energy it still does not function on constructs or undead.

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FLUFFY COAT (COMBAT)

Your fur has grown past the shaggy into the stupendously fluffy.

Prerequisite: Shield of innocence racial trait, Shaggy Coat

Benefit: You gain DR/slashing equal to half your level.

GRASPING COAT (COMBAT)

Those curls seem to flow even when there is no wind about. What magic works within them?

Prerequisite: Shield of innocence racial trait, Woolly Coat, base attack bonus +10

Benefit: When struck by a melee weapon by someone within your reach, you may spend an immediate action to make a free grapple combat maneuver against the attacker. If this grapple succeeds the attack roll suffers a -2 penalty (which may cause the strike to instead miss).

SHAGGY COAT (COMBAT)

Short legs are quite fluffy and your coat sets the gold standard.

Prerequisite: Shield of innocence racial trait

Benefit: You gain a cold resistance equal to half your level.

WOOLY COAT (COMBAT)

With increasing devotion and care your coat has curled into protective locks.

Prerequisite: Shield of innocence racial trait, Blessed Coat

Benefit: You enjoy the constant effect of *endure elements* against cold as well as +4 racial bonus to saves against cold effects. Allies within 5 feet of you gain a +2 racial bonus on saves against cold effects..

RACIAL FEATS



BLESSED COAT

Prerequisite: Shield of innocence racial feature, must worship Lashtada

Your coat is so fine it has earned the blessings of Lashtada herself. Whenever you are the subject to the effects of a *sanctuary* spell, you also gain damage resistance to bludgeoning, piercing, and slashing damage. When you reach 5th level, you can cast *sanctuary* as part of your Shield of Innocence racial trait after finish-

ing a short or long rest. At level 12, this benefit instead grants damage immunity to bludgeoning, piercing, and slashing. The benefits of this feat vanish when the spell ends.

COMFORTING WHISPER

Prerequisite: Lover's sacrifice racial feature, proficiency in Insight

Gentle words of encouragement can soothe the aches and pains that life hurls at your friends. Spending two consecutive actions taking the Help action, you can whisper gentle encouragements to an ally within 10 feet. At the end of the three rounds they are cured of one of the following conditions: charmed, frightened, restrained, stunned, or one level of exhaustion. You can use this ability once and can do so again after finishing a short or long rest.

CRY OF PAIN

Prerequisite: Lover's sacrifice racial feature, character level 8th, proficiency in Religion

It is said that the wisest and oldest of the short legs could defy death itself, pulling their loved ones back from Soft Whisper's grip—at a price. After being prone and helpless in the same square as a perished target while sobbing piteously for ten minutes, the target is affected as if you had cast *revivify* as long as you start your sobbing within a minute of the creature's death. When a creature is successfully revived you gain 5 levels of exhaustion (which can kill you if you have any current levels of exhaustion). When you reach 12th level, this effect is identical to *resurrection* instead, even when targeting creatures normally unaffected by it (like constructs, undead, and outsiders), but you suffer 5 exhaustion levels as well as the penalties of the *resurrection* spell (a -4 penalty to attack rolls, saving throws, and ability checks that can be removed 1 point at a time with every long rest.)

EASY TO MISS

Prerequisite: Shield of innocence racial feature, proficiency in Acrobatics

Ask any short leg—being low to the ground can be a blessing. You gain a +1 bonus to your AC for every size larger than Small your attacker is.

EMPATHETIC PRESENCE

Prerequisite: Lover's sacrifice racial feature

You feel the pain of others keenly and can draw them

away by taking their suffering onto yourself with close contact. If you remain adjacent to your ally, you may grant them cumulative temporary hit points equal to your proficiency bonus each turn (maximum of 20 total) for up to 1 minute. You lose 1 hit point per round when you use this ability, and these hit points cannot be restored by any mean other than through a short rest, long rest, or *heal* spell. If you are no longer adjacent to your ally, they stop receiving additional temporary hit points but keep any they have for up to 1 minute or until they are lost through damage. You cannot grant temporary hit points to constructs or undead with this feature. Once you have used this feature, you cannot do so again until you have finished a long rest.

IMPRESSIVE COAT

Prerequisite: Shield of innocence racial feature, Constitution 13 or higher

Your locks and curls seem to flow even when there is no wind about. What magic works within them?

- Your coat is able to intercept attacks. You can use your reaction before an enemy makes a melee weapon attack to impose disadvantage on the roll. Once you have used this feature you cannot do so again until you have finished a short rest.
- You gain resistance to cold damage.

RACIAL CLASS ARCHETYPES



The following racial archetype is available to short legs.

SPEAKER OF LOVE (CLERIC)

Clerics are already a largely selfless lot by definition, but you take that notion and carry it to the next level in your loving chest, trying to mend all the hurts in the world that you can find.

Loving Touch (Su): You care more for the comfort of your fellow people than the esoteric demands of the spirit. You lose access to one domain but gain the lay on hands ability of a paladin of your level -2. You cannot use this ability to cause harm.

Selfless Channeling (Su): Your innate desire to help others eclipses your fear of death. Your channels can never affect you but you restore +1 extra hit point per die rolled. This ability modifies channel energy.

Beloved of the Gods (Ex): Your martyr ways gain

the respect of the gods. At 6th level, when brought back from death you receive 1 less negative level than normal (minimum 1).

SHORT LEG RACIAL TRAITS



Lashtada Spawned: They say all short legs are descendants of the goddess of love but you were literally one of her foals. You have little claim to divinity but do gain access to one orison from the cleric spell list, which you may use once per day (caster level equal to your character level). This racial trait replaces unique destiny.

Love Finds a Way: One of your parents was not a short leg. You gain a +2 trait bonus to Diplomacy checks with that species and you gain Diplomacy as a class skill. This racial trait replaces unique destiny.

Pit Pony: You or your parents were born in the gemgnoll pits and forced to adapt to the constant darkness. You have darkvision 30 feet but you treat complete darkness as dim light (giving everything partial concealment). This racial trait replaces unique destiny.

Spring Born: You were the first foal born that year after the ritual, possibly during the entreaty to Lashtada itself. This blessed occasion allows you to heal 1 extra point of damage any time you are magically healed and makes you a minor celebrity (at least among the short legs). This racial trait replaces unique destiny.

SHORT LEG UNIFICATION



If you are a unification sorcerer and wish to add short leg via the awakened ancestry ability, use the following:

Small: You shrink one size category and gain the shield of innocence racial trait.

RACIAL CLASS ARCHETYPES



This archetype was developed by short legs for their use and requires being a short leg to take.

SPEAKER OF LOVE (DIVINE DOMAIN)

Clerics are already a largely selfless lot by definition but you take your devotion and carry it to the next level in your loving chest, trying to mend all the hurts in the world that you can find.

Speaker of Love Domain Spells

Cleric Level	Spells
1st	<i>comprehend languages, shield of faith</i>
3rd	<i>aid, detect thoughts</i>
5th	<i>beacon of hope, remove curse</i>
7th	<i>death ward, resilient sphere</i>
9th	<i>raise dead, telepathic bond</i>

SELFLESS HEALING

When you choose this domain at 1st level, you can improve your healing by sacrificing your own vitality. Whenever you use a spell or effect that would heal another creature, you can spend 1 hit dice and add it to the hit points you restore. If you no longer have hit dice to spend, you can instead add 1 to any healing effect or spell you use on another creature.

CHANNEL DIVINITY: SELFLESS CHANNELING

Starting at 2nd level, your innate desire to help others eclipses your fear of death. You can choose up to three allies other than yourself and instantly grant them the ability to heal as though they had finished a short rest as well as removing 1 level of exhaustion from each ally. Allies that benefit from this ability do not gain any benefit from this simulated short rest other than healing. You can supplement this healing by donating your own hit dice (which are 1d8 regardless of the receiving character) to allies in any combination you desire. If you have no hit dice to donate, you gain a pool of hit dice equal to half of your hit dice total that can only be used to donate. This use of channel divinity cannot benefit from the selfless healing feature.

LOVING TOUCH

Beginning at 6th level, you care more for the comfort of your fellow people than the esoteric demands of the spirit. You gain the lay on hands feature of a paladin, treating your paladin level as your cleric level – 2.

BELLOVED OF THE GODS

Starting at 8th level, your martyr ways gain the respect of the gods. Spells that bring you back to life (but not to undeath) do not consume material components (although they are still required for the casting of the spell).

MERCIFUL BENEFACTOR

Beginning at 17th level, your ability to heal becomes truly impressive. You automatically heal up to 40 hit points every time you take a short rest without needing to spend any hit dice. You also can have up to double your normal number of maximum hit dice, but you can no longer use them to heal yourself in any way. In addition, you can now spend two hit dice per spell or effect when using the selfless healing feature.

SHORT LEG UNIFICATION



ALTERED SORCERER ORIGIN

If you are a unification sorcerer (*Ponyfinder Campaign Setting: Dawn of the Fifth Age*) and wish to add short leg, use the following:

Small. At 1st level when you gain the awakened ancestry feature, You shrink, losing one size category, but gaining the shield of innocence racial feature.

Lover's Soul. At 14th level when you gain the improved awakened ancestry feature, you gain the effects of the Blessed Coat feat.

SHORT LEG MAGIC



PASSIONATE LASH

School enchantment (mind-affecting, language-dependent); **Level** bard 2, cleric 3, inquisitor 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target 1 whip touched

Duration 1 minute/level

Save Will; Spell Resistance no

The target whip becomes imbued with the raw power of Lashtada, becoming capable of ensnaring hearts. Whenever a creature is struck with the whip (a combat maneuver check is sufficient to ensnare the target), for the duration of the spell the wielder may choose to not inflict damage, instead forcing a target to succeed on a Will save or become dazzled for 1d6 rounds. If another target is dazzled within 30 feet, the wielder may affect them as if they had cast *relationshiping*, using the save DC of this spell +2. Doing so removes the dazzled condition.

POWER OF LOVE

This spell functions as *infernal healing* but targets good creatures instead of evil creatures and requires a tear from an ally of the target as a material component.

RELATIONSHIPPING

School transmutation; **Level** bard 1, cleric 2, paladin 1, shaman 2, sorcerer/wizard 2
Casting Time 1 standard action
Save Will negates; **Spell Resistance** no

As per *charm person* without the type limitation, except you pick two targets who must be within 30' of one another and it affects their view of the other. If one succeeds and the other fails, it becomes one-sided, but otherwise functions.

LIBERATED HEART

School enchantment; **Level** bard 4, cleric 4
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature/3 levels
Duration instantaneous
Save none; **Spell Resistance** yes

This spell shatters any lingering hostile mind-affecting effect on the targets, freeing them from charms, lesser geases, and other effects, allowing the targets to think clearly and ending all such effects immediately.

SHORT LEG MAGIC



POWER OF LOVE

As per *Infernal Healing* but good type instead of evil type, and requiring a tear from an ally of the target.

LIBERATED HEART

2nd-level enchantment
Classes: Bard, Cleric
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

This spell shatters any lingering hostile mind-affecting effect on the targets, freeing them from the frightened and charmed conditions as well as any curses that might affect their behavior or free will, allowing them to think clearly and ending all such effects immediately.

If the condition originated from a spell or effect that is either 6th-level or higher (or uses a 6th-level or higher spell slot) this spell does not end the effect but does allow a creature to make a new saving throw to end the effect.

At Higher Levels. If you cast this spell with a spell slot of 6th-level or higher, it ends the stated conditions and effects regardless of potency.

PASSIONATE LASH

3rd-level enchantment
Classes: Bard, Cleric
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

The target whip becomes imbued with the raw power of Lashtada, becoming capable of ensnaring hearts. For the duration of the spell when the whip's wielder successfully hits a creature with it, they can choose to inflict no damage and instead forcing the target to make a Charisma saving throw or become charmed for 1d6 rounds. If another target is charmed within 30 feet, the whip's wielder can affect two such targets as if by *relationshiping*, but with a DC 2 higher than normal. Doing so replaces the charmed condition of this spell with that of *relationshiping*.

RELATIONSHIPPING

2nd-level enchantment
Classes: Bard, Cleric, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 hour

As per *charm person* without the type limitation, except you pick two targets within 30 feet of one another and it affects their view of the other (making them charmed to each other instead of you). If one succeeds and the other fails it becomes a one-sided persuasion but otherwise functions normally.



Ponyfinder

Small Packages



Written by David Silver





THE SUN PONIES

SUN PONY POWER

Native to the scorching sands, the first thing other ponies notice is that they don't sweat—not because they can't but because they rarely need to. Especially in the case of those that are earth-bound as well, these equines can march on stoically for several days between watering stops though they are no fools and know better than to rely on natural hardness when a full flask of water does so much better. Monsters and bandits alike love to hide behind dunes and under shifting sands, awaiting the unwary targets that could be their next meal ticket and thus sun ponies have developed a sort of second sense. While they may not always spot the attack coming, they react quickly and instinctively to defend themselves.

Though it seems to be putting the cart before the horse the skill of sun ponies at socializing has created dizzying hierarchies within their society of who is above and below whoever else. Visitors from foreign lands are both above and below all others—they are considered foolish, but lost. The sun herself demands they be treated kindly, but relieving travelers of some coins while saving them from themselves is not against the typical sun pony's ethos.

The brands of sun ponies are based strongly on their physical tribe but with a slant towards jewelry, sand, alcohol, and sun iconography. It is not uncommon for these brands to appear slightly washed as if sand blasted.

SUN PONY NAMING

The naming structure of sun ponies leans towards the physical tribe but the surnames often refer to features found in their sandy homes. Sun ponies are more likely to pass on their last name than their physical tribe would suggest.

A BRIEF HISTORY OF THE SUN PONY

The rise of the sun ponies came along with the rise of the pony empire as a whole. As ponykind spread under the Queen's banner, they braved out into the desert sands before the purrsians returned from hiding. Many ponies succumbed to the sun's relentless barrage but some rose up to the challenge, allowing its radiance to soak into their fur and then their very souls. They became at one with the blazing heat and subtly transformed to be different from their ancestral kin. Schol-

SUN PONY PATHFINDER ATTRIBUTES



Attributes: Same as physical tribe.

Medium: Sun Ponies are Medium creatures and have no bonuses or penalties due to their size.

Movement: Same as physical tribe.

Low-Light Vision: Sun Ponies can see twice as far as humans in conditions of dim light.

Fingerless: See fingerless rules on page 4.

Four-Legged: Sun Ponies gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

Earth-Bound: Sun Ponies gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities. In addition they gain Endurance as a bonus feat.

Fire Resistance: Sun Ponies gain fire resistance 5.

Quick Reactions: Sun Ponies gain Improved Initiative as a bonus feat.

Sunny: Sun Ponies gain a +1 racial bonus to Bluff, Knowledge (local), and Sense Motive checks.

SUN PONY 5TH EDITION ATTRIBUTES



Ability Score Increase. Your Charisma score increases by 1.

Sun Kissed. You have resistance to fire damage.

Children of the Desert. You are proficient in the Survival skill.

ars agree that the first true foals of the sun tribe were recorded around IC 104.

They became merchants, living in small but brilliant towns of their own, and when the purrensians returned some moved into Murrage. One curious feature of many of these desert cities is their mobility; they don't often appear on maps because many move at the behest of the sun. When priests of the community declare it the proper time to migrate, all of the buildings are raised onto sleds and pulled along to a new place that their visions deem worthy (sometimes multiple times in a year, but usually once per two to five years).

When the empire began to decline the sun tribe proved they would not be beaten so easily—the setting of a sun is simply a time to prepare for the next rising. Their towns began to wander eastwards, pressing into human lands and bringing their trade with them. Protective of their own kind they resisted attempts at banditry and predation while plying their wares to increasingly eager humanoid customers, becoming the most common sighting of ponykind outside of Everglow proper.

While the Queen reigned they were happy enough to call her such but their true master was ever the sun and the next journey ahead of them. Military efforts that came through their territory were treated with kindness

and modest fees before being sent on their ways; the Queen never made any serious attempt to 'tame' these people of the sands.

LIFE OF A SUN PONY

It is said that a sun pony mare cannot produce foal without the warmth of the sun bathing her and welcoming the young one into the world. Whether it is true or not, sun ponies spend their time together as couples outside when the time draws near and it is considered ill-fortune to be caught inside during that vital time. Night-births are uncommon but considered the will of the gods, not something a pony could plan for like simply being outside. Foals are celebrated with the community drinking, dancing, and singing their joy to the newest member of their tight-knit family. Life can be harsh in the desert and every new start is reason enough to get even the surliest of pony to shed their shells for a day.

Sun pony foals are invited to take part in the chores and lives of the town as soon as soon as they are old enough to understand what's going on around them. Even the smallest of hooves take part in the work (and play), their early victories encouraged and cheered. While a foal may not land the final blow on a beast

harassing the town, their part during the hunt is carefully watched and talked about with all the same gravity. Foals are encouraged to try different roles as their whims carry them, usually finding some job that they are particularly good at or simply enjoy to begin pulling their weight in society.

Not all foals stay with the community that raised them. The call of the dunes and the horizon are known to these people, and if a pony wishes to set out into the world to seek their fortunes they are given a parting revelry. Any danger worth facing is worth facing buried in strong liquor and strong friends—or so some say—and with the next dawn the pony is sent on their way knowing that when they tire of their journeys, they will be welcomed back where they truly belong. Sun ponies who wish to pursue extremely scholarly things may set out in much the same way in the less hazardous pursuit of a formal college to expand their knowledge, but they are given much the same sending-off. Such ponies often return sooner than their adventure seeking kin though some catch that same itch, setting out after their education to put that knowledge to practical use in the wider world.

When time or lasting injury begins to drag at a sun pony they typically return to their home town. Other ponies wonder how they can locate their homes (wandering as they are across the world) but some innate sense allows sun ponies to return to the peoples they left so long ago. Those who return laden with jewels and treasures become like returning champions, celebrated, sung of, and if they haven't already found a partner are likely to do so shortly. Those less fortunate are still welcomed back and given a more subdued welcome back party. No matter the case—or if they even left in the first place—sun ponies become managers and leaders, showing others the way often without directly commanding their fellow spirits of the sands.

When Soft Whisper comes and takes a pony away, it is one day that sun ponies do not drink and instead gather to speak frankly of the life of the fallen, its ups and downs without embellishment or grand storytelling. It is considered a time to learn and remember the whole of their lost family member before leaving the deceased behind, burying their loved one without a marker and moving on immediately (even when the town has moved recently) as death is considered a sign that a chapter of the town has ended and action must be taken.

STEREOTYPES OF OTHER TRIBES

Like many spiritual tribes, sun pony stereotypes often form from their physical aspect and divide amongst those who are or are not of their mystical kin.

Outsiders: Those not of the sun tribe should be

treated well and with hospitality. They do not understand the world the way we do and it would be rude to turn them away. Give them succor and rest, and never let the sun claim them. Their wallets—on the other hoof—are yours if you can convince them to give it to you.



RACIAL FEATS



BLADE DANCER (COMBAT)

When you wield a blade, it is more of a dance than a battle. In the sun you become a dizzying spectacle of light and pain.

Prerequisite: Sun pony, base attack bonus +8

Benefit: When wielding a one-handed weapon and no shield, any opponent you strike becomes dazzled for 1d4 rounds.

BURNING STEPS (GENERAL)

You can leave burning trails, inviting your foes to experience the sting of the desert.

Prerequisite: Sun pony, character level 9th+

Benefit: As a swift action, you begin leaving flaming prints in the ground with every step. Anyone who enters a 5-foot-square you passed through before the start of your next turn takes 1d4 fire damage per 2 character levels you possess. A successful Reflex save (DC 10 + ½ your level + your Constitution modifier) reduces the damage by half.

EXPLOSIVE BREATH (GENERAL)

Take a mouthful of alcohol and mix in your personal heat before spraying out a mixture of heat and flames across those that bother you.

Prerequisite: Sun pony, Constitution 13+

Benefit: Once per day, you can create a 15-ft.-cone of fire that deals 1d6 damage per level. A Reflex save (DC 10 + ½ your level + your Constitution modifier) reduces the damage by half. You gain additional uses of this ability at 10th level and 15th level. At 12th level the area increases to a 30-ft.-cone and at 20th level it becomes a 60-ft.-cone.

FED BY THE FIRES (GENERAL)

A blast of heat may burn some hair but you come out of it ready to face your obstacles.

Prerequisite: Sun pony, character level 8th+

Benefit: Whenever you take 5 or more points of lethal fire damage, you accelerate (as the spell *haste*) for 1d4 rounds.

FOR YOU, A BARGAIN (GENERAL)

You have learned the way around merchants, and can secure a discount where others are bemoaning the feats.

Prerequisite: Sun pony, Skill Focus: Knowledge (local)

Benefit: You pay 10% less for goods and items purchased from NPCs.

GUIDED BY THE SUN (GENERAL)

You feel as if you simply cannot be lost as long as the sun shines brightly on you.

Prerequisite: Sun pony

Benefit: During the day, you gain a +5 racial bonus on Survival checks against getting lost. You can also forage and hunt on the move without penalty provided that you travel during the day.

HAIL THE SUN (GENERAL)

All sun ponies know the power of Her, but you take it just that one step further.

Prerequisite: Sun pony, Knowledge (religion) 6 ranks, must worship Blaze or Sun Queen

Benefit: Your fire resistance increases by 5, the range of your vision in daylight doubles, and the penalties you suffer for Perception checks made at a distance are cut in half when made in daylight.

HEAT FROM WITHIN (GENERAL)

Your heat has become so intense that you can throw off savage chill.

Prerequisite: Sun pony, sun kissed racial trait

Benefit: You gain cold resistance equal to half your level and gain a +2 racial bonus on saves against fire and cold effects.

IN ALCOHOL, CLARITY (GENERAL)

When life gets you down you can trust in your flask to hold the answers.

Prerequisite: Sun pony, Endurance, character level 5th+

Benefit: Drinking a bottle of alcohol cures some status ailments depending on your character level. Confusion and fear do not stop you from drinking. Every bottle drunk incurs a cumulative -1 penalty to attack and damage rolls for 1 hour.



Level	Conditions Removed
5th	shaken, sickened
10th	terrified
15th	confused, panicked
20th	nauseated, staggered

MASTER BLADE DANCER (COMBAT)

You have become one with the swirling sands, or so it feels when you come into an attack.

Prerequisite: Sun pony, Blade Dancer, base attack bonus +12

Benefit: When you score a critical hit while wielding a one-handed weapon and no shield, the target is blinded for 1 round. You also deal 1d4 fire damage when you successfully hit a creature with a melee weapon.

NOT ALL THAT GLITTERS (GENERAL)

You wear bright and shiny things to show your appreciation for the bounty of the world—and the sun that gets caught in them.

Prerequisite: Sun pony

Benefit: Every 100 gp worth of non-magic jewelry you wear in a magic slot gives you 1 temporary hit point that is renewed at noon every day. Worn jewelry does not grant temporary hit points until the next noon, and removing any jewelry immediately strips the temporary hit points it granted. You cannot have more temporary hit points than triple your level.

SANDY ESCAPE (COMBAT)

You are skilled at using sand (and things like it) to cover your retreat.

Prerequisite: Sun pony, Mobility

Benefit: In sand or snow, you may withdraw as a move action.

SHARE A DRINK WITH ME (GENERAL)

Passing alcohol between friends is a good way to build team spirit and strengthen bonds.

Prerequisite: Sun pony, bardic performance

Benefit: You may share alcohol with a number of creatures equal to your level over 15 minutes of idle chat and planning. For the next hour after the end of this recreation, all who partook gain a +1 morale bonus to attack and damage so long as another member of the drinking circle is within 15 feet.

THE SUN COMES FIRST (COMBAT)

You rise with the sun and your blade rises before the infidels.

Prerequisite: Sun pony, Improved Initiative

Benefit: When you roll for initiative, roll twice and take the better result.

WELL-HONED SUSPICION (GENERAL)

You have learned to be suspect of people, especially outsiders—they make their living on lies and skullduggery but you're wise to it.

Prerequisite: Sun pony, Sense Motive 5 ranks

Benefit: When rolling an opposed Sense Motive check (to counter Bluff for instance, but not when feeling out a hunch or discerning a secret message), roll twice and take the better result.

RACIAL FEATS



BLADE DANCER

Prerequisite: Sun pony, extra attack class feature

When you wield a blade it is more of a dance than a battle and in the sun you become a dizzying spectacle of light and pain. You gain the following benefits:

- When you wield a one-handed weapon and no shield, you can spend a bonus action to cause any opponent you strike to have disadvantage on attack rolls and sight-based Wisdom (Perception) checks for 1 round instead of dealing damage.
- When wielding a one-handed weapon and no shield, when you score a critical hit the target is blinded for 1 round.
- When you reach 8th level, you deal an extra 1d4 fire damage with melee weapons when wielding a one-handed weapon and no shield.

BURNING STEPS

Prerequisite: Sun pony, character level 9th

You can leave burning trails that invite your foes to experience the sting of the desert. As a bonus action, you begin leaving flaming prints in the ground with every step. Anyone who enters a square you passed through until the start of your next turn must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution ability score modifier). On a failure, the creature takes 1d8 fire damage per point of proficiency bonus you possess. On a success, the creature takes half as much damage. Once you have used this feature you cannot do so again until you finish a short rest.

CLARITY IN LIBATION

Prerequisite: Sun pony, character level 5th

When life gets you down you can trust in your flask to hold the answers. Drinking a bottle of alcohol cures some status ailments. The charmed and frightened conditions cannot stop you from drinking. For every bottle you drink, you can remove one condition, as noted on the chart. You must be a level equal to or higher than the condition listed on the chart to remove it through drink. Every bottle drunk causes you to suffer a stacking -1 penalty to attack and damage for 1 hour (these hours are cumulative).

Level	Conditions Removed
5th	deafened, poisoned
10th	frightened, restrained
15th	charmed
20th	stunned

EXEMPLAR SUN CHILD

Prerequisite: Sun pony

You exemplify the best traits of the sun pony and are regarded well by others of your kind. You gain the following benefits:

Whenever you are afflicted with fire damage, you gain temporary hit points equal to the half the damage dealt after your damage resistance. This ability still functions even if you gain immunity to fire.

You have advantage on ability checks related to business deals and bartering.

When you are in the sunlight, you can use your bonus action to take the Dash or Withdraw action.

You can never get lost during the day and can forage or hunt without slowing down if you only travel during the day.

EXPLOSIVE BREATH

Prerequisite: Sun pony, Constitution 13 or higher

Take a mouthful of alcohol and mix in your personal heat before spraying flames across those that bother you. You can create a 15-foot cone that deals 2d6 fire damage per point of proficiency bonus you possess. Enemies must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Constitution ability score modifier). On a success, the creature takes half as much damage. Once you have used this feature you cannot do so again until you finish a short rest. When you reach 12th level, the area increases to a 30-foot cone and when you reach 20th level the area increases to a 60-foot cone.

HEAT FROM WITHIN

Prerequisite: Sun pony, Constitution 13 or higher

Your heat has become so intense that you can throw off savage chill. You gain the following benefits:

- Your Constitution score increases by 1, to a maximum of 20.
- You gain resistance to cold damage.
- You have advantage on saving throws against spells and effects that deal fire or cold damage.

NOT ALL THAT GLITTERS

Prerequisite: Sun pony

You wear bright and shiny things to show your appreciation for the bounty of the world, the sun's radiance getting caught in them. You gain the following benefits:

- You have advantage on any check related to appraising the worth of treasure.
- You intuitively know if someone is willing to accept a bribe and have advantage on Charisma checks to influence them in such a way.
- When you are wearing jewelry worth at least 100 gold, your confidence allows you to smile in the face of danger. Your armor class increases by 1.

THE SUN COMES FIRST

Prerequisite: Sun pony, Dexterity 13 or higher

You rise with the sun and your blade rises before the infidels. You gain the following benefits:

- You have advantage on initiative checks unless you are in darkness.
- When you are in bright light, you can use your reaction to counterattack as an opportunity attack when you are hit by an opponent. If you score a critical hit, the opponent's attack is negated.

WELL-HONED SUSPICION

Prerequisite: Sun pony, proficiency in Insight

You have learned to be suspect of people, especially outsiders. They make their living on lies and skullduggery, but you're wise to it. You gain the following benefits:

- You gain advantage on Wisdom (Insight) checks (and as normal your passive Insight increases by 5).
- Your Wisdom or Charisma score increases by 1, to a maximum of 20.

SUN PONY BARBARIAN POWERS



These barbarian powers are specific to sun-ponies but other fire-aligned races may be at home with them (like phoenix wolves or ifrit or sun cats).

A Drink to the Fallen (Ex): While raging, the barbarian can spend a move action to quickly spill 1 portion of alcohol. When the barbarian does so within a turn after a creature is reduced to less than 0 hit points, all allies within 60 feet gain a +2 insight bonus to attack and damage rolls until the start of the barbarian's next turn.

Burning Rage (Ex): While raging the barbarian emits intense heat in all directions, dealing 1d4 fire damage to any creature that ends its turn within 5 feet of the barbarian.

Flame Wind (Ex): Any fire damage the barbarian has taken since the end of their last turn (including any amount reduced by fire resistance) is transferred to adjacent creatures at the end of the barbarian's turn. A Reflex save (DC 10 + 1/2 your level + your Constitution modifier) negates the damage.

Heart of Fire (Ex): Once per rage the barbarian explodes with the fury of the sun, becoming the target of a *fireball* (caster level equal to barbarian level). The barbarian is not harmed by the effect.

Sun Totem (Ex): The area of bright light expands to 30 feet and the area within 5 feet of the barbarian is considered to be true daylight. The barbarian may expend 5 rounds of rage to dispel a target *darkness* or similar spell with a caster level up to half the barbarian's level. A barbarian must have the lesser sun totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

Sun Totem, Greater (Ex): The area of bright light expands again to 60 feet, with the true daylight encompassing 30 feet of it. Any attempt to bring darkness against the barbarian is immediately dispelled as per *dispel magic* using the barbarian's level as the caster level. A barbarian must have the sun totem rage power to select this rage power. A barbarian must be at least 10th level to select this rage power.

Sun Totem, Lesser (Ex): While raging, the barbarian emits bright light to a radius of 20 feet (as the *light* spell). Creatures that are harmed or otherwise penalized by light become dazzled while in that area.

Sun Walk (Ex): While raging, the barbarian takes no damage from lava and other heat-based environmental hazards so long as they do not end their turn on or in it.

Valuable Strike (Ex): When the barbarian is attacking multiple creatures and targets the enemy with the most visibly valuable gear (or if attacking a self-identifying noble or member of royalty), the barbarian gains a +1 morale bonus to damage. This bonus increases by +1 at 3rd level and every three levels after 3rd (to a maximum bonus of +7 at 18th level).

SUN PONY RACIAL TRAITS



A Sucker Born Every Minute: Some sun-ponies don't wish anyone ill but they've bills to pay and know how to find the money, able to spot gullible marks. The sun pony gains a +1 trait bonus on Sense Motive checks and gains Sense Motive as a class skill. By making a DC 20 Sense Motive check after a minute of casual observation, the sun pony can determine how many ranks a target has in Sense Motive. This racial trait replaces sunny.



Desert Caravan Master: A caravan with a sun pony as the navigator can cover 6 more miles per day while traveling through desert terrain. This can also affect parties on foot provided the sun pony is allowed to lead the way, but only adds up to 3 more miles of travel per day. This racial trait replaces sunny.

Let Me Get You a Drink: Once per day the sun pony can spend up to 100 gp, gaining a +1 circumstance bonus on Diplomacy checks to gather information for the next immediate attempt for every 33 gp spent. This racial trait replaces sunny.

Sand Snake: The sun pony gains a +2 trait bonus on Perception and Stealth checks while in desert terrain. This racial trait replaces sunny.

FLAMING INQUISITION



Only Sun Ponies who worship the Sun King, Sun Queen, or Blaze may select this inquisition.

Granted Powers: The divine fires of Everglow's flaming gods empower you to ensure that your foes are scorched by your devotion.

Burning Hoof: As a swift action you grant a weapon within 30 feet the *flaming* special ability until the beginning of your next turn. If it already has *flaming*, it gains *flaming burst* (if it has both already it gains *igniting*). You can use this ability a number of times per day equal to 3 + your Wisdom bonus (minimum 1).

Inner Flame: At 6th level, as a swift action you may release a burst of flame around yourself that deals 1d6 points of fire damage per two caster levels to anything within your reach. Any targets hit by this burst of flame receives a Reflex save for half damage. You can use this ability once per day plus one additional time per day at 10th level.

SUN PONY MYSTERIES



ARID MYSTERY

Class Skills: An oracle with the arid mystery adds Acrobatics, Knowledge (geography), Perception, and Survival to their list of class skills.

Bonus Spells: *sun metal* (2nd), *ground swell* (4th), *battle trance* (6th), *stoneskin* (8th), *snake staff* (10th),

dust form (12th), *sunbeam* (14th), *repel metal or stone* (16th), *clashing rocks* (18th).

Revelations: An oracle with the arid mystery can choose from any of the following revelations.

Become the Storm (Sp): As a standard action, you can transform into a Small air elemental (as *elemental body I*). At 9th level, you can assume the form of a Medium air elemental (as *elemental body II*). At 11th level, you can assume the form of a large air elemental (as *elemental body III*). At 13th level, you can assume the form of a huge air elemental (as *elemental body IV*). You can use this ability once per day for 1 hour per oracle level. You must be at least 7th level to select this revelation.

Call Forth the Storm (Sp): Once per day you can spend a standard action to create a sandstorm in a number of contiguous 10-ft.-cubes equal to your oracle level. A sandstorm reduces visibility to 1d10 × 5 feet and provides a -4 penalty on Perception checks. The first cube must be adjacent to you. At the start of its turn any creature caught in your sandstorm takes 1d4 points of bludgeoning damage per oracle level. After a number of rounds equal to your Charisma modifier your sandstorm dissipates. You must be at least 11th level to select this revelation.

Caravan Keeper (Ex): Your critical threat range doubles when wielding a falcata or khopesh. You must be at least 3rd level to select this revelation. You must have the well-trained wanderer revelation to select this revelation.

Chase the Wind (Su): You gain a +20 ft. sacred bonus to your speed while on sandy terrain. Additionally, you gain the ability to “sand step,” teleporting 5 feet per oracle level from one sandy surface to another as part of a move action. You must be at least 11th level to select this revelation. You must have the swift hooves revelation to select this revelation.

Dustbowl Divination (Su): You may use sand or dust in place of a reflective surface when casting divination spells.

See Below the Sands (Ex): You gain favored terrain (desert) as a ranger of your oracle level -2.

Stand Against the Storm (Sp): You are able to see through dust and sand storms so long as you have

sufficient light by which to see. At 7th level, if you have the dustbowl divination revelation you can gaze through sand within 10 feet per oracle level as if using *clairvoyance*. You can use this ability for a number of rounds per day equal to your oracle level. These rounds need not be consecutive.

Swift Hooves (Ex): You treat sand as normal terrain

Wary Beyond Measure (Su): When standing on sand, you gain tremorsense 30 feet for any other targets in contact with sand. You must be at least 7th level to select this revelation.

Waters of Life (Sp): You learn the *create water* cantrip if you did not already know it. Once per day, water created by you can be used to grant fast healing 1 for 1 hour. Once affected, a target cannot benefit from this ability for 24 hours. You are able to simultaneously target a number of creatures equal to your oracle level with this ability.

Weathered Hide (Su): Your weathered hide has toughened after surviving many sandstorms, granting you a +1 natural armor bonus. At 5th level and every five levels thereafter, this bonus increases by +1 (to a maximum of +5 at 20th level). At 13th level, this armor also grants you DR 5/slashing. You can use this revelation for 1 hour per oracle level each day. The duration need not be consecutive, but it must be spent in 1-hour increments.

Well-Trained Wanderer (Ex): You gain proficiency with the falcata and khopesh.

Final Revelation: Upon reaching 20th level, you gain the fire subtype and become immune to fire (but do not gain a vulnerability to cold).

PATH OF BOILING BLOOD (PRIMAL PATH)



Barbarians who are aligned to the radiance from above can sometimes manifest their anger into powers that scorch like the desert sun. The sun ponies would claim this path as their own but other fire-aligned races can also follow the boiling blood path (like phoenix wolves, ifrit, or sun cats).

BURNING RAGE

Starting when you choose this path at 3rd level, your rages become intensely destructive. While raging, you emit intense dry heat in all directions, inflicting 1d4 fire damage on any creature that ends its turn within 5 feet of you. This heat does not ignite materials. In addition, you also emit a red glow that gives off bright light for 30 feet.

SUN TOTEM

Starting at 6th level, the light you shed expands to 60 feet and you emit true daylight out to a radius of 5 feet. Darkness effects that are within your radius of bright light are negated until you leave the area of darkness.

SUN WALK

Beginning at 6th level, while raging you are immune to fire. If you already have fire immunity through some other source, you instead regain hit points equal to half the fire damage you would take.

HEART OF FIRE

Starting at 10th level, you can explode with intense heat. Any creature that ends its turn within 5 feet of you must make a Dexterity saving throw. The creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. This effect supersedes the damage caused by your burning rage but not the glow.

You can end this effect early to cast a *fireball* centered on yourself. Ending this effect does not end your rage, but you do gain a level of exhaustion when your rage concludes.

SUN TOTEM, GREATER

Beginning at 14th level, your rages become even more potent. Your glowing light expands to 100 feet and the range of your true daylight reaches out to 30 feet. Any attempt to bring darkness against you is immediately dispelled as per *dispel magic* (cast using a 9th-level spell slot). You are also always considered immune to fire damage and automatically regain hit points from half the fire damage you take when raging.

Ponyfinder

Place in the Sun



Written by David Silver





THE ZEBRAS

ZEBRA POWER

The zebra take pride in being the least specialized of the ponykind. They reach out into the world with questing hooves and try to learn all that they can, taking advantage of knowledge both new and ancient. Zebra are second only to short legs for being trouble in school for the curiosity that most of them simply cannot turn off. Just knowing the sun rises is not enough. Why does it rise? Why at that time? Why doesn't anything get in the way? Why hasn't it ever bumped into the planet before? What's it made of? Why does it glow? A zebra can sometimes get stuck on a question like this and spend their life trying to answer them. Fortunately for others, they are usually good about writing down what they find for future generations.

Zebra have an innate love for words and languages both spoken and written. With an almost religious zeal they consider the mastery of language to be one of the marks of intelligence and true sentience, and how one pays first respect to one's ancestors and descendants. Anything worth knowing is worth writing down for someone else to learn. Any question worth asking is worth checking to see if it's already written down. Most zebra amass quite the collection of books in exotic tongues in their dwellings if they have any permanent

housing, many of which may be on topics they seem to have no day-to-day interest in.

To their ancestors the zebra bow their heads low—they are of the communal opinion that progress can only be had thanks to the efforts of those who came before. Both by reading what they left behind and in meditative prayer to the ancestor spirits, they seek out knowledge that is already there so that they can focus their efforts on questions that have yet to be answered.

The brands of zebra are unique among ponykind. Rather than being of specific objects, they tend to be patterns and whorls. While there may be a picture within the pattern, most zebra consider the pattern itself more valuable and can learn much about themselves and kin by examining the flow of a brand of destiny. Also unlike other ponykind, a zebra's brand changes over its lifespan. A major discovery, an altered alignment, marriage, divorce, tragedy, and triumph can all cause a zebra's mark to change to reflect its new stage of being.

When it comes to gods the zebra have many they find universal appeal in. Soft Whisper takes care of their ancestors and it would be rude to not tip one's head in her venerable direction. Princess Luminace shares their love of books and learning and is a fine pony to look up

ZEBRA PATHFINDER ATTRIBUTES



+2 Intelligence, +2 Wisdom: Zebras are not just cunning and smart but insightful as well.

Medium: Zebra are Medium creatures and have no bonuses or penalties due to their size.

Quick: Zebra have a base speed of 40 feet (30 feet bipedal).

Low-Light Vision: Zebra can see twice as far as humans in conditions of dim light.

Fingerless: See fingerless rules on page 4.

Four-Legged: Zebra gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

Poison Use: Zebra cannot poison themselves accidentally while applying poison.

Gifted Linguist: Zebra gain a +4 racial bonus on Linguistics checks, and they learn one additional language every time they put a rank in the Linguistics skill.

Unique Destiny: Zebra select one extra feat at 1st level.

ZEBRA 5TH EDITION ATTRIBUTES



Ability Score Increase. Your Intelligence score increases by 1 and your Wisdom score increases by 1.

Driven by Curiosity. You gain proficiency in one skill and one tool.

Natural Linguist. You know an additional language and gain advantage on any checks made to decipher written text.

to. It is something of a shame that neither are zebras, but even gods can't be perfect. Their near-global veneration of Soft Whisper creates a good number of zebra that become members of the tribe of bones.

ZEBRA NAMING

The first name of Zebra are often terms in a language other than Common. The more obscure the better, and most zebra refuse to translate the name for those who ask. Running into a zebra that has a name in the same language is both a joy and slightly embarrassing—like finding someone who loves the same band you picked for obscurity. Here are some popular ones: Heimlich, Clavata, Saborea, Habari, Asante, Shá

The majority of Zebra take on the last name of their profession if they take on a last name at all, and can mean that their last name can change over the course of their life.

A BRIEF HISTORY OF THE ZEBRA

The zebra were among the first wave of tribes of pony-kind, forming from curious proto-ponies that began examining the world with their minds rather than special-

izing their bodies for the environment. It was perhaps their lack of physical adaptation that kept their numbers down, or the fact that they were driven to wander and explore instead of building towns and gathering numbers.

When the empire began to form the zebra watched on curiously from the fringes of society, interested to see what would happen but taking no sides—at least until diplomacy between Queen Iliana and the tribe of bones fell apart. With many of their kin in the tribe the zebra quickly mobilized, spirited away their endangered brethren to the far corners of Everglow to survive the massacre of the Battle of Broken Bones and keep their beliefs and knowledge alive for future generations.

Despite this rocky start most zebras simply wrote off the queen rather than take up an active dislike for her. Politics were never a strong point among the nomadic zebra and instead they pursued their intellectual and spiritual seekings while avoiding being involved in the workings of the empire (for good or ill by and large).

As the empire started to fail and collapse, the zebra were scarcely affected. They tried to help those who had been kind to them but the life of the average zebra didn't change with the empire there or not—they have lived, learned, studied, recorded, and taught onwards

from one generation to the next uninterrupted until the arrival of humans changed things.

The bipeds did not know what to make of these strange nomads that would wander through their cities, trying to read their books until eventually retiring at the outskirts of settlements as sages and teachers. Curious fey creatures they were largely tolerated, if not understood. Some brave or foolish humans would try to stop the zebra, attempting to capture them as curiosities or simply to bar them from libraries and colleges, which were no places for horses (striped or not, or so the humans claimed).

LIFE OF THE ZEBRA

When a zebra foal is to be born its parents usually prepare a ceremony to call out to their ancestors and introduce the newest member of the family. The reactions and whispers of said forebears can give the parents hints on a name to bequeath the foal and their interference has also sidestepped complications in birth more than once for an appreciative zebra mother—few can compare to the midwifery prowess of one’s own ancestral mother. Young zebras are voracious learners yet unlike some overly energetic youth, zebra are fully capable of advanced study and intense focus, and once they’ve mastered the art of reading (usually soon after learning to speak) they can get lost in libraries looking up the answers to any questions that come to their mind. Others immediately begin exploring the world around their community and learning by seeing. Any supposed “master” of an art is a valid target for any and all questions a zebra may have.

Zebras often dabble in multiple potential professions before finding the one that fully captures their attention but once they discover it, they tend to focus on it and stretch their knowledge of the field hoping to push into areas others have not considered in order to leave words worth reading. They are about as likely as not to take after their parents, less so if one or both are not zebras themselves. Zebra parents know to be patient with their seemingly aimless youth, aware that greater focus comes when their offspring discern a path through life.

Lacking large communities young zebras often wander into the world seeking lost bits of lore while trying to invent their own. They can go for years without meeting another of their kind and when two of compatible genders cross paths it is reason enough for celebration and an exchange of lore. During this time they feel one another out and if their personalities are also compatible, they may become a family for a time, producing young. Such couples may go their separate ways after the foal matures but some remain fastly bound to one another for the remainder of their life. It is possible—and not uncommon—for a zebra to find love in other ponykind but their would-be lover generally must be

willing to join them in their wandering.

A zebra that reaches middle-age often finds a place to call a more permanent home, usually at the outskirts of a city or town. They are content to study and experiment but also to serve as a sage for anyone that comes to them seeking answers. With lives so full of accumulating knowledge, mature zebras usually serve quite eagerly as a teacher for any student of any species respectful and humble enough to approach them and ask politely.

Elder zebra reaching their twilight years prepare for their transition by writing down every shred of inspiration that they can recall—if it isn’t already penned. They greet every day with a song to their ancestors, asking to be welcomed when they join them. If they know where any foals they’ve had are, they select one and send a missive, informing their offspring of the duty to personally watch over them. When the time comes the perishing zebra sings a final song, the last note of which frees their spirit and releases it into Soft Whisper’s patient hooves. The nearest zebra to the final death is drawn to visit and see that proper burial ceremonies are adhered to.



STEREOTYPES OF OTHER TRIBES

Earth-Bound: They carry the weight of the empire on their backs and the view of their living family, but they often forget those of their forefathers beyond a generation at most. Solid and reliable, they are a good people in need of our advice.

Unicorn: They are often more clever than even they know which results in trouble for them. They should be cared for—their innovations can rival our own and they are very eager to see our notes. If only they looked past tomorrow.

Leather Wing: Timid creatures of the night, they hide a power far beyond their outward appearance.

Gem: They stand as living lessons but what is that lesson, exactly? One could spend a lifetime trying to divine that answer.

Clockwork: Our forefathers worked diligently beside the unicorns and reaped the reward alongside them with this lingering curse. Sometimes grand ambitions have grand rewards—this was not one of those times.

Chaos Hunter: Guardians of their fellows, they do their ancestors proud but also sad as they turn away from so much that makes a pony what we are.

Doppelganger: How much trust can be put into a creature that will not show you its true face? Tread carefully.

Tribe of Bones: Our brothers without stripes. Many of our number join their tribe, paying reverent heed to Soft Whisper, but know that any member of the tribe of bones is like a brother or sister, striped or not.

Sun: Where other ponies see trouble, we know they have secrets of the sand and are a generous people if you prove worthy of their time. I find them quite pleasant to be with.

Ghost: I would like dearly to know more of this tribe, but they avoid us and everyone else.

Antean: Their spirits cry out to be larger by the day, but the body is only willing to bend so far. What purpose do these titans truly pursue with their usually gentle ways?

Short Leg: Poor creatures. We saved our brothers in the tribe of bones but we scarcely knew of the short legs before they were stolen from us. They know of a thing quite valuable, and a year or two learning at their hooves would do any zebra well for what is life without love?

Sea: Our circles do not often cross but they are fine enough creatures. Watching one eat fish can be a touch disquieting, however.

Griffons: Grand predators of the sky, it is good they never gained a taste for zebra flesh. Their society is full

of lost secrets I would dearly like to learn.

Sun Cat: Being a nomadic people, we understand one another quite well. Be respectful to them and they will return the favor.

Purrsian: They covet wealth as we covet knowledge. Sometimes this works to our benefit and we can both emerge with what we want.

Cloven: They have little we desire. Their history is like an open book, if you wish to read it. They are a kind people but there are no secrets there.

Steel Heart: Where did they come from? How do they function exactly? Why won't they let me examine one of them to try and find out? One day I'll learn more.

Flutterponies: Though they are living proof that one's origins do not dictate one's potentials, they are not ponies. Do not be fooled.

Phoenix Wolf: Theirs is an experiment with a good ending but still foul in doing. They are an object lesson that the ends do not always justify the means.

ZEBRA SATYRS



This is an alternate racial trait for satyrs. Satyrs born of zebra parentage inherit some of the mental acuity of their ancestors.

- The satyr loses the blend of views racial trait.
- The satyr gains a +4 racial bonus on Linguistics checks, and they learn one additional language every time they put a rank in the Linguistics skill.
- The satyr qualifies as a zebra for all purposes.

ZEBRA SATYR PHYSICAL HERITAGE



Satyrs born of zebra parentage inherit some of the mental acuity of their ancestors.

- Your Intelligence score or your Wisdom score increases by 1, up to a maximum of 20.
- **Linguist.** You begin play with one additional language, and it takes you half the normal amount of time and money to learn a new language.
- You are treated as a zebra for the purposes of qualifying for feats, magic items, and spells.

RACIAL FEATS



ACT WISELY (GENERAL)

Provided you come equipped with knowledge, you know how to slip past the defenses of your foes.

Prerequisite: Zebra, Perception 5 ranks

Benefit: As a free action after succeeding on a Knowledge check to identify an enemy and their special powers or vulnerabilities (DC 10 + the target's CR), you can ignore 1 point of damage reduction and 2 points of energy resistance. For every 5 points you succeed the Knowledge check by, you ignore 1 additional point of damage reduction and 2 additional points of energy resistance. You may only target a specific creature with this ability once every 24 hours whether or not you are successful and you may only target one creature with this ability at a time (if you target a second creature while already using this ability, the new target replaces the old one).

BEJEWELED (GENERAL)

Your ornamentations are not idle vanity but a persistent reminder of your place in the world, each one selected for a specific memory or ancestor.



Prerequisite: Zebra

Benefit: You gain a +1 morale bonus to all trained Knowledge skills. Once per day, you can spend a swift action to increase this bonus by +1 per 3 character levels (to a maximum bonus of +7 at 18th level)..

CANNY OFFENSE (COMBAT)

While some rely on brute strength, and others blinding speed, you listen to the whisper on the wind, and the subtle cues for where to strike.

Prerequisite: Zebra

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Intelligence modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: This feat qualifies as Weapon Finesse for prerequisites.

CONSIDERING A MINOR (GENERAL)

While you were learning the basics of your art, you looked at others curiously and may have picked up a few tricks.

Prerequisite: Zebra, ability to cast 0th-level spells

Benefit: Add three 0th-level spells from any class spell list to your class spell list.

HERBAL REMEDY (GENERAL)

Given time and access to moss, herbs, or other innocuous reagents some might pass over, you can cobble together a cure for many things.

Prerequisite: Zebra, Craft (alchemy) 3 ranks, Knowledge (nature) 3 ranks

Benefit: Once a day after 10 minutes of preparation and gathering you can create a potion that has the effect of *remove disease* or *lesser restoration*. At 10th level, you can emulate *remove paralysis*, *remove fear*, or *neutralize poison*. These effects use your character level for caster level and the potions remain potent for 1 hour before becoming nothing more than odd-tasting drinks.

LOST AMONG PEERS (COMBAT)

Your stripes do serve a purpose, at least among other zebras.

Prerequisite: Zebra

Benefit: You gain a +1 circumstance bonus to AC for every other zebra within 10 feet of you. You do not gain this bonus to AC against creatures that do not rely on visual-based sight.



MULTILATERAL RESEARCH (METAMAGIC)

Never quite content with the research they have, zebras often seek out the discoveries of others and try to incorporate them into their own designs.

Prerequisite: Zebra, Spellcraft 4 ranks, Intelligence 13+, Wisdom 13+

Benefit: Choose a spellcasting class you do not have any levels in. Pick a spell of a level at least one lower than the highest spell level you can cast. Increase the level of the picked spell by 1 and add it to the spell list of a spellcasting class you do have levels in.

You cannot learn a spell from a class with a lower maximum spell level than your spellcasting class (a bard could learn a wizard spell, but a wizard cannot learn a bard spell.) The borrowed spell casts just like any other spell from your spellcasting class, such as a wizard casting a cleric spell having arcane spell failure.

When you gain a level, you may change the spell gained, losing access to the old spell.

PAINFUL LESSONS (GENERAL)

Sometimes pain can be the greatest teacher—if one has the wisdom to listen to it.

Prerequisite: Zebra, Constitution 13+

Benefit: Any time you take an amount of damage equal to your level x 3 in one blow, you may make a free Knowledge or Spellcraft check against the source as appropriate, possibly remembering things you forgot the last time you tried.

SPONTANEOUS COUNTER (GENERAL)

With knowledge comes preparation. With preparation comes victory.

Prerequisite: Wisdom 17+, caster level 5th

Benefit: You may attempt to counter a spell as an immediate action, instead of readying for it.

WISE DEFENSE (GENERAL)

There is no attack that cannot be defeated by a clever mind.

Prerequisite: Zebra

Benefit: Once per day, you may spend your immediate action to add your Wisdom modifier to a saving throw. You gain an additional use of this ability at 10th level and again at 20th level.

RACIAL FEATS



ACT WISELY

Prerequisite: Zebra, Intelligence 13 or higher

Provided you have good reason to know about a creature or special insight into a newly encountered monster, you know how to slip past its defenses. As a bonus action, you can make an Intelligence check against a target creature. The DC of this check is equal to 5 + the target's Challenge Rating (minimum DC 10). At the GM's discretion, skills like Arcana, History, Nature, or Religion may be used with this check.

On a success, you can ignore one of its damage resistances with your spells and attacks. For every 5 points by which you exceed the DC, you can negate an additional resistance. This benefit lasts for 1 hour or until the creature is defeated. Once you have used this ability you cannot do so again until after you have finished a long rest.

CANNY OFFENSE

Prerequisite: Zebra

While some rely on brute strength and others blinding speed, you listen to the whisper on the wind and the subtle cues for where to strike. You gain the following benefits.

- Increase your Intelligence score by 1, to a maximum of 20.
- When wielding a weapon with the finesse trait, you may use your Intelligence modifier for attack and damage instead of Strength or Dexterity.
- You have advantage to any checks or saving

throws made to resist being being disarmed.

HERBAL REMEDY

Prerequisite: Zebra, proficiency in Arcana

Given time and access to moss, herbs, or other things your kin might pass over, you can cobble together a cure for many things. You can spend ten minutes of preparation and gathering to create a potion that mimics the effects of the *lesser restoration* spell. When you reach 10th level, you can emulate *greater restoration*. These effects function at the lowest level the spell can be cast and remain potent for an hour before becoming nothing more than an odd-tasting drink. Once you have used this feature, you cannot do so again until you finish a long rest.

LOST AMONG PEERS

Prerequisite: Zebra

Your stripes serve a purpose and you excel at getting lost in a crowd. You gain the following benefits.

- You gain advantage to Dexterity (Stealth) rolls when you are within 10 feet of another zebra.
- You can Hide as a bonus action when in a crowd of at least 20 people. As part of this action, you must move at least 10 feet to weave through the crowd.
- Unless they are using a specific class ability, anyone tracking you has disadvantage on checks to track you if you are among other zebras or remain among crowds.

MULTILATERAL RESEARCH

Prerequisite: Zebra, at least one level in a spellcasting class, Intelligence 13 or higher, Wisdom 13 or higher

Never quite content with the research they have, zebras often seek out the discoveries of others and try to incorporate them into their own designs.

You can pick a spell from a list other than a class you have of a level that you can cast, including cantrips. The chosen spell counts as either a spell from its own class, or of a class that you have levels in, at your choosing. When you gain a level, you can switch this spell out for another spell from any spell list as long as it is of a level that you can normally gain spells.

WISE ZEBRA DEFENSE

Prerequisite: Zebra, Wisdom 13 or higher

There is no attack that cannot be defeated with a clever mind and sometimes pain can be the greatest teacher—if one has the wisdom to listen to it. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- When you take damage equal to twice your level from a single weapon attack, you can use your reaction to make a Wisdom check against a DC equal to 10 + the Challenge Rating or level of your attacker. On a success, you learn something about the creature. If your saving throw exceeds the DC by at least 5, the creature's attacks have disadvantage against you for 1d4+1 rounds. You can't use this feature again until you have finished a short or long rest.
- You can add your Wisdom ability score modifier to any saving throw. You can't use this feature again until you have finished a long rest. You can use this feature twice between long rests starting at 10th level and three times between long rests starting at 20th level.

ZEBRA UNIFICATION



ALTERED SORCERER ORIGIN

If you are a unification sorcerer (*Ponyfinder Campaign Setting: Dawn of the Fifth Age* page 60) and wish to add zebra, use the following:

Striped. At 1st level when you gain the awakened ancestry feature, your fur or hair becomes striped and three times per long rest you may cast *comprehend languages*.

Soul Stripes. At 14th level when you gain the improved awakened ancestry feature, you learn three new languages and can choose two Intelligence skills. You either gain proficiency in these skills or double your proficiency bonus if you were already proficient.

ZEBRA ALCHEMICAL DISCOVERIES



These discoveries are well known among the zebra and are only available to non-zebra with the GM's approval.

Chemical Recycling: The alchemist can expend a potion or extract, gaining a temporary extract slot of the same spell level that they can use to make a new extract. This does not allow the alchemist to gain a new extract

of a spell level higher than their maximum extract slot. This temporary extract slot fades when the alchemist regains their daily extract slots.

Dangerous Mixture: The alchemist can combine two effects that normally can't be in the same bomb. This reduces the alchemist's effective alchemist level for damage and DC by -1 per 4 levels. If two different damage types are applied, half the damage becomes either type.

Elemental Mastery: When the alchemist creates a bomb, they may choose to have them to inflict acid, cold, electricity, or fire damage provided you have a discovery that allows it. This does not create or change secondary effects and can be used with other bomb modifying discoveries.

Uncertain Chemistry: To alchemists that love experimenting there's no such thing as a "finished" formula. Whenever one of the alchemist's extracts or bombs are used, roll 1d4-2 and modify the effective caster level of the effect by that.

ZEBRA RACIAL TRAITS



Ancestor Scorned: When the zebra's parents asked the ancestors to welcome their offspring to the herd, they said something most unkind that unsettled the powers that be. Fearing for the child, they imparted a little extra to get their progeny started and the zebra begins play with 400 more gold pieces. This racial trait replaces unique destiny.

Jack of All Trades: Some zebras are very slow to settle on a career path and pick up a lot of skills that they never fully master. The zebra gains a +1 racial bonus to any skill they have at least 1 rank in. This racial trait replaces unique destiny.

Library Visitor: At some point the zebra saw a vision of Princess Luminace's grand library and it left a mark on them. The zebra gains a +1 racial bonus to two Knowledge skills of their choice and they choose one to gain as a class skill. This racial trait replaces unique destiny.

Watched Foal: Sometimes when a zebra's mother or father dies the final death, a promise to watch over their child can prove true. Once a day, if the zebra fails a saving throw that would cause it to die, if a 10 on the roll would result in the zebra living, it passes the saving throw instead.

ZEBRA UNIFICATION



If you are a unification sorcerer and wish to add zebra via the awakened ancestry ability, use the following:

Striped: Your fur or hair becomes striped and 3 times a day may use *comprehend languages* as a spell-like ability (using your character level for caster level).

ZEBRA MAGIC



BATTLE OF MINDS

School enchantment (mind-affecting, language-dependent]; **Level** bard 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Save none; **Spell Resistance** no

You issue a challenge of knowledge to the target. They may select any knowledge they want, or turn down the challenge. If they turn it down, they become staggered for one round and the spell ends. If they accept, the caster and the target make an opposed Knowledge check on the topic the target chose. The loser is staggered for 1d4 rounds and suffers a -2 penalty to all saving throws against the winner for the next 24 hours.

COMMUNE WITH SPIRITS

School necromancy; **Level** cleric 3, paladin 2, shaman 3
Casting Time 1 standard action
Range medium (100 ft + 10 ft/level)
Components V, S
Target target haunt
Save none; **Spell Resistance** no

As part of the casting of this spell, you make a Knowledge (religion) check against a haunt (DC 10 + CR of the haunt). Success reveals how to permanently destroy the haunt. Every 5 additional points this check is succeeded by gives you and your allies a +1 insight bonus to AC and saving throws made against the haunt.

CONJURE LIBRARY

School divination; **Level** bard 1, cleric 1, sorcerer/wizard 1
Components V, S
Casting Time 1 standard action

Range personal

Target self

Save none; **Spell Resistance** no

Despite its name this spell does not actually conjure books—instead it creates a conduit between the caster and Princess Luminace’s eternal library, allowing for a glimpse of unfathomable knowledge. This peek grants you one Knowledge check with a +10 circumstance bonus.

EXOTIC TRAITS

School transmutation; **Level** druid 4, ranger 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one animal companion

Duration 1 minute/level

Save none; **Spell Resistance** yes

You bring out the rarest traits of your animal companion, those only known in the most obscure texts. Make a Knowledge (nature) check. For every 5 points the check exceeds 10 by (to a maximum of +1 per 4 characters levels) your animal companion gains 1 evolution point for the duration of the spell.

ZEBRA MAGIC



BATTLE OF MINDS

2nd-level enchantment

Classes: Bard, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Special (see text)

You issue a challenge of intellect to the target and if they turn it down they become stunned for one round, ending the spell. If they accept you make opposed Intelligence saving throws. The loser is stunned for 1d4 rounds and has disadvantage on attack rolls against the winner for 1 minute.

CONJURE LIBRARY

1st-level divination

Classes: Bard, Cleric, Sorcerer, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Despite its name this spell does not actually conjure books, instead it creates a conduit between the caster and Princess Luminace’s eternal library that allows for

a glimpse of unfathomable knowledge. This peek allows for you to make an Intelligence check with advantage and a +1 bonus.

At Higher Levels. When casting this spell with a spell slot of 2nd-level or higher, you gain an additional +1 to the check for each spell slot above 1st-level.

COMMUNE WITH SPIRITS

3rd-level necromancy

Classes: Cleric, Druid, Paladin, Warlock

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

This spell allows you to make an Intelligence (Religion) check against a location that is haunted by a spirit. The DC of the check is determined by the magnitude of the haunt and entirely at the GM’s discretion, but is generally between 15 and 20. Success reveals how to remove the spirit by nonviolent means (such as restoring a grave to quell the spirit of the dead body within). If your check exceeds the DC by 5 or more, your allies gain a +2 AC bonus and advantage on saving throws against the attacks and spells of the spirit that is haunting the area. These bonuses last for 10 minutes.

EXOTIC TRAITS

4th-level transmutation

Classes: Druid, Ranger

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 10 minutes

You bring out the rarest traits of your pets and animal companions, talents and tricks of nature only known in the most obscure texts. Make a DC 10 Intelligence (Nature) check. On a success you can increase two of your companion’s physical attributes by 2. If your check exceeds 15, you can also grant them one of the following traits for the duration of the spell: 1 temporary hit point per round (maximum 20), advantage on Dexterity (Stealth) checks, a 10 foot. increase to speed, a burrow speed of 20 feet, or a fly speed of 20 feet.

A pet or companion at 0 hit points gains no benefits from this spell.



Ponyfinder

Earning Your Stripes



Written by David Silver





THE ANTEANS

ANTEAN POWER

Size—all antean power comes down to their immense frames. Even antean pegasi, the slightest of the giants, are massive compared to an average earth-bound. This calling stirs the body, causing it to swell larger and larger.

Despite their significant size difference anteans are not known for their cruelty or aggression; most want to be a part of the herd of ponykind as much as anyone else. Prone to simple thoughts and actions, the majority of “evil” anteans are simply being led astray by more cunning ponies and may yet be redeemed with a gentle hoof and wise words.

Though prodigious an antean’s movement is more of a slow lumber than a graceful stride, making their pace on the ground a little slower than most ponies. Pegasi and leather wing anteans soar just as easily through the skies (to the awe and concern of their fellows).

The brands of anteans are similar to that of their physical tribe with the exception that they are either one symbol that seems to dominate their entire flank, larger than life, or a collection of smaller objects with one enlarged item standing out like a sore hoof.

ANTEAN NAMING

The name of anteans are often the same as their physical tribe with a preference for first names that refer to their size, either directly or in contrast. Little Apple and Big Apple are both entirely acceptable names for an antean of the Apple family.

A BRIEF HISTORY OF ANTEANS

The Year of Giants came about seventy-five years before Iliana’s birth—ponies were born normally but grew monstrously quickly, swiftly outpacing their peers. Most were quite gentle and nice, but poor actions and malign rumors always stick in the memory better; ultimately they did very little to sway the true path of history.

When the empire did form anteans were already shrinking in number with no knowledge of why. Two anteans produced as many non-antean as antean foals, while non-anteans only rarely sired anteans—it seemed as though the tribe were doomed but they persevered despite the odds. Shortly after the queen solidified her power the large ponies sent adventurers to the island of Fathach to clear it of hostile creatures. They feared doing it themselves being so few in number, and the

ANTEAN PATHFINDER ATTRIBUTES



Attributes: Anteans have the same racial modifiers as their physical tribe but with +4 Strength, +2 Constitution, -2 Dexterity, and -2 Wisdom (earth-bound use these modifications as their racial modifiers).

Large: Anteans are Large creatures and take a -1 size penalty to their AC, a -1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a -4 size penalty on Stealth checks. An antean takes up a space that is 10 feet by 10 feet and has a reach of 5 feet.

Movement: Anteans have the same speed as their physical tribe -10 feet.

Low-Light Vision: Anteans can see twice as far as humans in conditions of dim light.

Fingerless: See fingerless rules on page 4.

Four-Legged: Anteans gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

Earth-Bound: Anteans gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities. In addition they gain Endurance as a bonus feat.

ANTEAN 5TH EDITION ATTRIBUTES



Ability Score Increase. Your Strength score increases by 1.

Speed. Your base walking speed becomes 30. This replaces your base pony speed and your sub-race speed adjustment to walking speed.

Stout. Anteans are larger than most ponies by several hands. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Big. You are large and use that size to your advantage. You have advantage on Strength ability checks and saving throws.

adventurers (though small) were eager for the money.

Once the island was settled many of the anteans gathered there, making the tribe appear almost extinct for much of the empire's final years. The close proximity of only anteans seemed to improve their odds of procreating their kind and their numbers recovered, growing in solitude and peace on the island under the gentle guidance of their own queen (a title that passed from female to female though not always of the same line). She didn't have the power and seemingly god-given right to rule but the anteans were happy with their lesser queen and the safety of their island nation.

As the empire finally toppled the anteans could ignore their destiny no longer. They were meant to protect the rest of ponykind and while the rest of their kin suffered on the mainland, they were cowering on their island. Unable to reconcile the two some anteans left their safety, returning to the mainland to do as they were made to do, defending the ponies that needed them more than ever before (and possibly ever will again). While they

might not be able to usher in a new empire, they can still stand between the smaller ponies and the hostile world ready to attack them.

Of course many anteans stayed on the island, living peaceful lives as smoke curled in the distance. The little ponies hadn't been grateful for their presence before—why should they risk everything for them? Perhaps some brave antean will lead their people to action or an especially bold smaller pony will dare to approach them but for now, they are content to exist in peace.

LIFE OF ANTEANS

Anteans are born looking like a perfectly normal member of their physical tribe—only their brand gives a hint to their future state before it becomes clear enough over the first year. After a year an antean yearling is clearly growing larger than their peers and though still called foals, they are as sizable as adults. It is during this time that the first accusations of being slow and dim

usually arrive as the adult-sized but child-minded foal is often put in a socially awkward place, but despite the disparity of their unique situation they are just as clever (if a little less wise) as other youths though of course a foolish foal can appear to be a stupid one.

When working with their greater size and strength in mind anteans can be eager in almost any discipline. One avenue that they sometimes show a lack in are things that require strong self-motivation, preferring to support and encourage others around them, shying away from leadership positions and professions that may require it. Similarly they don't like being aggressive—while an antean athlete might have an edge due to their size, most don't like taking advantage of it. There are exceptions however as many anteans have to settle with what they find, fitting in however they can with the smaller world of their peers and discovering that a mighty back can make all the difference.

Being united in purpose, all anteans feel a need to protect their smaller kin. Those who are separated from them (living on their island fortress) are free to pursue personal desires but somewhere in the dark corners of their mind there is an unfulfilled feeling that gently gnaws at them. Anteans on the mainland often take up positions where they can be of help to smaller creatures, becoming a guard, shepherd, soldier, or with more training bringing bigger-than-life magic to bear to ease the workload in a community and make it a safer place to live. Antean soldiers can be quite problematic, refusing to follow orders when they involve the harming of innocents or playing the part of the aggressor, but one could hardly ask for a better defender.

Anteans desire to be a part of whatever community they find themselves in. When paired with a socially averse tribe (such as an antean leather wing) they often set out into the wide world looking for more receptive herds to take them in, but some stay at home trying to be the guardian to the people that have little gratitude for their aid. Though usually thankless, anteans who take this path say they are fulfilling their role and find satisfaction within themselves. Of course there's always adventuring—there are few adventuring parties that will say no to such a powerful companion and their inherently loyal ways make them prized recruits.

When anteans feel the pull of age drawing them down they persist in their duties despite it—even at their most frail they are at least as powerful as the ponies around them and though they may retire from looking for trouble, they never retire from being ready for it. Foalsitting is a favored twilight-year activity, watching over a group of squealing and playing young ones while making sure they're alright keeps that fire within the happy elder burning strong. Pity unto anyone fool enough to get between an elderly giant and their wards, for the antean won't have any.

When that noble fire finally dies an antean's last moments vary wildly depending on where they are. On the mainland the traditions of their physical tribe are upheld while on their island they have their own traditions. The dead or dying antean is brought to the highest point of the island on the backs of their closest friends, singing along the way the greatest virtues of their fallen companion and the triumphs they have accomplished along the way. Being a generally good-natured people, those who lived quiet lives find their smallest victories being spoken with the gravity of saving a nation by friends with brave faces, marred as they are with tears. When the procession reaches the top of the mountain they enter an entrance into its belly, bidding their loved one farewell and laying the deceased to rest eternal in a vast catacomb where all anteans are entombed.

STEREOTYPES OF OTHER TRIBES

Unlike most spiritual tribes the opinions of anteans divide sharply more on who raised the pony rather than their physical tribe. Anteans raised on their island fortress look at non-anteans with pity or fear, sharing tales of the greed and selfishness of their smaller kin and being thankful to be away from them.

Anteans born on the mainland feel large and awkward but have an instinctive need to protect their smaller kin. This protective urge is not universal—an antean does make friends and will protect them from another aggressing pony without too much guilt. It is difficult to get an antean to operate in a truly "evil" fashion, as selfishness is a somewhat alien emotion to these gentle giants.

RACIAL FEATS



BEARING THE BRUNT (COMBAT)

Seeing a nearby enemy prepare a devastating attack, you move to take the lion's share.

Prerequisite: Ponykind, antean, Spread Your Hooves

Benefit: Whenever an opponent uses any ability with a cone-shaped area of effect where the first square is within 5 feet of you, as an immediate action you may move up to 5 feet into that square, granting cover to all other targets affected by the effect. Any movement used as part of this is subtracted from your next round's movement.

CRUSHING TERROR (COMBAT)

When you overrun someone with crushing hooves, you leave their hearts shaken and resolve checked.

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Prerequisite: Ponykind, antean

Benefit: When you trample, you may make a single Intimidate check and apply it to all creatures damaged by the trample that turn. You also deal 1 additional damage when your trample.

EXTRA MASS (GENERAL)

Bigger is better, at least when it comes to how much punishment you can take.

Prerequisite: Ponykind, antean, Toughness

Benefit: You gain 1 extra hit point per level. This stacks with Toughness.

FAITH IN FRIENDS (GENERAL)

When you lose all control over yourself you can still turn to your allies for help.

Prerequisite: Ponykind, antean, Iron Will

Benefit: When you are subjected to a charm or compulsion effect, any ally within 30 feet may spend an immediate action to grant you a +2 bonus to your save. They may do this after the roll, but before the result is revealed.

HEAVY STEPS (GENERAL)

To the frustration of your friends and family you leave marks all over the place, but in dungeons sometimes it saves your hide.

Prerequisite: Ponykind, Large size or larger

Benefit: You automatically trigger weight-based traps 5 feet early (treating squares adjacent to you as if you have stepped into them), possibly evading the trap.

I UNDERSTAND SIZE (GENERAL)

You get along better with things that are also large—you know their pains and their triumphs.

Prerequisite: Ponykind, antean

Benefit: You gain a +1 racial bonus to Diplomacy, Handle Animal, Sense Motive, and Wild Empathy checks for every size larger than Medium the target is. The DC of any mind-affecting ability you use also increases by +1 for every 2 sizes above Medium your target is.

I WILL PROTECT YOU (COMBAT)

Your large form is meant to be a shield and you take that seriously.

Prerequisite: Ponykind, antean

Benefit: The bonus to AC your allies gain when using you as cover is increased by +1. At 5th level and every 5 levels thereafter, this bonus increases by +1 (to a maximum of +5 at 20th level). If an attack misses by this bonus amount, the attack is redirected at you with the same attack roll. You also become hard cover for sake of melee attacks, covering against those who attack within your reach.

IN DEFENSE OF THE WEAK (GENERAL)

When innocents are on the line you find a powerful urge for victory inside yourself.

Prerequisite: Ponykind, antean, smite evil

Benefit: When you are fighting with innocents in sight or a settlement in the path of danger, you gain +1/4th (minimum +1) of your smite evil bonus to hit and damage against all targets that mean harm to the innocent or settlement. This does not stack with smite evil nor does it improve your AC or allow you to bypass damage reduction.

NONE SHALL PASS (COMBAT)

So long as an ally is in danger you do not allow enemies to creep around you.

Prerequisite: Ponykind, antean, Combat Reflexes, base attack bonus +4

Benefit: If an enemy takes a 5-foot-step that brings them closer to striking an ally, they provoke from you.

RESTRICT MAGIC (GENERAL)

Sometimes you like to hold your size to yourself, drawing the size from other's magic.

Prerequisite: Ponykind, antean, Spread Your Hooves

Benefit: As an immediate action once per day, you can constrict the area of effect of a spell or spell-like ability. You can alter a burst, emanation, or spread-shaped spell to decrease its area. Any numeric measurements of the spell's area decrease by 50%. At 10th level you can use this ability twice per day.

ROOTED TO THE GROUND (COMBAT)

You know how to keep your hooves solidly on the ground.

Prerequisite: Ponykind, antean, earth-bound

Benefit: Any time you should be knocked prone,

there is a 50% chance you are not.

SO OTHERS MAY LIVE (COMBAT)

So long as they are within your reach you will not allow harm to befall your allies.

Prerequisite: Ponykind, antean, base attack bonus +6

Benefit: When an ally within your reach provokes an attack of opportunity, as an immediate action you may make yourself the target of the attack (the enemy can attack you even if you are out of reach.)

SOME LIKE IT BIG (GENERAL)

You have gained some ability to turn your size to your benefit in social situations.

Prerequisite: Ponykind, antean, Persuasive

Benefit: You may make an Intimidate check against a target, gaining +1 racial bonus to Bluff and Diplomacy checks against them for 1 hour. This bonus increases by +1 for every 5 points you exceed the check. This Intimidate check does nothing to the target besides give you bonuses as you stand and speak impressively.

SPREAD YOUR HOOVES (METAMAGIC)

You reach out wide with your magic, for good or ill. The size in your spirit cannot be contained.

Prerequisite: Ponykind, antean, Widen Spell

Benefit: A number of times per day equal to 1 + your Constitution modifier, you can enhance a spell you are casting to make it widened, as per the Widen Spell metamagic, but only 50% and not increasing the spell's level. This does not stack with Widen Spell.

SUBTLE LIKE A GLACIER (COMBAT)

When subterfuge fails sometimes brute force will do.

Prerequisite: Ponykind, antean, Vital Strike, sneak attack

Benefit: When you use Vital Strike or its upgrades, you have a 50% chance of dealing sneak attack damage on a successful hit.

THE GLACIER CANNOT BE STOPPED (COMBAT)

When brute force fails, you did not use enough of it.

Prerequisite: Ponykind, Subtle Like a Glacier

Benefit: When you do not deal sneak attack dam-

age via Subtle Like a Glacier, you still deal sneak attack damage but with half as many dice as normal (round down, minimum 1d6).

UNTIL DEATH DO US PART (GENERAL)

Even in the throes of death you stand as a wall against your enemies.

Prerequisite: Ponykind, antean, Diehard

Benefit: When your hit point total gets to a negative amount equal to your Constitution score, or if you choose to pass out when reduced to less than 0 hit points, you can decide to remain standing. If you do, you continue to provide cover to allies. You do not die until your hit point total gets to a negative amount equal to your Constitution score and triple your level. If you choose not to stand, you go prone, unconscious, and immediately stabilize.

YOU'RE SAFE WITH ME (COMBAT)

You can hide an ally from harm though it leaves you with little time to strike back.

Prerequisite: Ponykind, antean, I Will Protect You

Benefit: As a standard action, an ally adjacent to you gains improved cover and qualifies for the bonus from I Will Protect you no matter what direction an attack comes from. You become entangled (even if you would normally be immune to the condition) and the protection remains until the start of your next turn. If your target is ever out of your reach, the effect immediately ends.

RACIAL FEATS



EXTRA MASS

Prerequisite: Antean

Bigger is better, at least when it comes to how much punishment you can take. You gain 2 hit points per level. Whenever your level increases you gain an additional 2 hit points. This stacks with other feats that grant extra hit points but not with itself.

FAITH IN FRIENDS

Prerequisite: Antean, proficiency in Wisdom saving throws

When you lose all control over yourself, you can still turn to your allies for help. You gain the following benefits:

- When making a saving throw to avoid the

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charmed condition, any ally within 30 feet may spend their reaction to give you advantage.

- When you are under the charmed or frightened condition, an ally within 30 feet can spend an action to allow you to make a new saving throw to shake off the condition. This is usually accompanied by words of encouragement.
- Whenever you succeed on a saving throw to avoid becoming charmed or frightened by an enemy, one ally of your choice gains a point of inspiration.

HEAVY STEPS

Prerequisite: Antean, Strength 13 or higher

You leave marks all over the place to the frustration of your friends and family. You are also so massive that your path is a danger to others. Despite these problems, your heavy hooves do come in handy. You gain the following benefits:

- You gain a hoof attack natural weapon that deals 1d4 bludgeoning damage.
- You can attempt to move through the square of a Medium-sized or smaller creature. When you do, you can use your bonus action to attack with your hoof. On a successful hit the target takes damage and must succeed on an opposed Strength check or be knocked prone. A target that wins the Strength check takes half damage and is not prone.
- When you make a hoof attack, you can use your reaction to attempt to menace a creature with your impressive size. You have advantage to your Charisma (Intimidation) check against creatures that are smaller than you (including most Medium-sized creatures).
- You automatically trigger weight-based traps 5 feet before stepping on the actual trigger, possibly evading the trap.

I UNDERSTAND SIZE

Prerequisite: Antean

You have gained some ability to turn your size to your benefit in social situations. You gain the following benefits:

- Choose either Strength or Constitution and increase that ability score by 1, to a maximum of 20.
- You gain advantage on Charisma checks and Wisdom (Animal Handling) checks when dealing with creatures that are Large-sized or larger. Spells you cast that would confer the charmed

condition have their save DC increase by 1 against Large-sized and larger creatures.

- You can use your Strength or Constitution ability score modifier (you choose when you select this feat) when making Intimidation or Persuasion checks.

ROOTED TO THE GROUND

Prerequisite: Antean and earth-bound

You know how to keep your hooves solidly on the ground. You gain the following benefits:

- Any time you would be knocked prone, you can choose to remain upright. Once you have used this feature you cannot do so again until you have finished a short rest.
- When reduced to 0 hit points, you can decide to remain standing while you make your death saving throws. If you do, you can provide cover to allies and obstruct the passage of enemies. Enemies that wish to approach you must make a DC 12 Wisdom saving throw or become frightened. If you choose not to remain standing, you instead fall to the ground and become stable at 0 hit points.
- If a spell or effect would kill you outright it instead leaves you at 0 hit points and dying.
- Your maximum hit point total can never be reduced below 1 hit point.

SO OTHERS MAY LIVE

So long as they are within your reach you will not allow harm to befall your allies. You gain the following benefits:

- Whenever an opponent uses any ability with a cone-shaped area of effect where the first square is within 5 feet of you, you can use your reaction move up to 5 feet into that square and grant advantage to the saving throws of all other targets caught in the cone. Any movement used as part of this is subtracted from your next round's movement.
- Adjacent allies are bolstered by your presence. They gain +1 bonus to their armor class as long as they remain adjacent to you and you are not unconscious.
- When an ally within your reach is targeted by an opportunity attack you can use your reaction to make yourself the target instead. The enemy can attack you even if you are out of reach.

SUBTLE LIKE A GLACIER

Prerequisite: Antean, sneak attack class feature

When subterfuge fails sometimes brute force will do. You gain the following benefits:

- You can apply your sneak attack damage even if your attack doesn't qualify. Once you have used this feature twice, you cannot do so again until you have finished a long rest.
- When you only move 5 or 10 feet during your turn you don't provoke opportunity attacks by moving out of an enemy's reach.
- If you are trying to slowly sneak (less than 10 feet of movement per round) you have advantage on Dexterity (Stealth) checks made to initiate a surprise attack.

THE MAGIC OF SIZE

Prerequisite: Antean, ability to cast spells

Sometimes you like to hold your size to yourself, drawing the size from other's magic. You gain the following benefits:

- As a reaction, you can constrict the area of effect of any spell either being cast or landing within 30 feet of you. You can alter a cone, cube, or cylinder, or sphere-shaped spell to decrease its area.

Any numeric measurements of the spell's area decrease by 50%, rounded up (for example, a 20 foot-line becomes a 10-foot line and a 15-foot cone becomes a 10-foot cone). Once you have used this feature, you cannot do so again until you have finished a long rest. You can use this feature twice between long rests starting at 10th level

- You can use a bonus action to alter a spell as you cast it, increasing its area of effect by 50%, rounded up. Once you have used this feature, you cannot do so again until you have finished a long rest.

SUBDOMAINS



APATHY

Associated Domain: Evil (add this domain to The Night Mare and Kara's domains.)

Replacement Power: The following granted power replaces the touch of evil power of the Evil domain.

Apathetic Haze (Su): With a touch, the target creature becomes overwhelmingly apathetic, unable to attack or cast any spells for 1 round. This is a mind-affecting effect.

Replacement Domain Spells: 1st—*obscuring mist*, 2nd—*enthrall*.



SACRIFICE

Associated Domain: Protection (add this domain to Princess Luminace's domains.)

Replacement Power: The following granted power replaces the resistant touch power of the Protection domain.

Martyr's Tears (Su): You may absorb the pain of others as they are harmed, taking that harm into yourself. As an immediate action you can take the full damage of an attack directed at an ally within 30 feet. You can absorb up to three times your level in damage. Once you hit this limit, the last hit is fully transferred, but the ability ceases working until the next day. You may not use damage reduction or energy resistance to lower the incoming damage.

Replacement Domain Spells: 1st—*shield*, 2nd—*barkskin*, 7th—*deflection*.

ANTEAN RACIAL TRAITS



Bearing Heavy Burdens: Your Strength is increased by +2 when determining carrying capacity. This racial trait replaces earth-bound.

Overwhelming Mass: When you attempt to move someone physically, you increase your size bonus to your CMB by +1 per size category of difference between you and your target. This racial trait replaces earth-bound.

Size Makes Right: You gain a +1 trait bonus to Bluff and Intimidate and gain one as a class skill. This racial trait replaces earth-bound.

Used to Small Spaces: You only take a -2 penalty instead of -4 when squeezing. This racial trait replaces earth-bound.

GUARDIANS OF THE SMALL



This paladin archetype was developed by anteans who eschewed magic in favor of their size and strength, working diligently to protect their wards with dedication and skill rather than direct invocations of the divine.

Hooves of Justice (Ex): At 1st level, a guardian of the small gains two natural weapon secondary hoof attacks that deal 1d6 bludgeoning damage (if Large-sized). At 5th level and every 5 levels thereafter, the damage dice increases by one step (to 1d8 at 5th level,

2d6 at 10th level, 2d8 at 15th level, and a maximum of 3d6 at 20th level). In addition, you deal your hoof damage when trampling. This ability replaces spellcasting.

Sacrifice for the Tiny (Su): When using lay on hands on a target smaller than yourself, add +1 to every die of healing. For all other targets of your lay on hands, subtract -1 per die (minimum healing 1 hit point per die). This ability modifies lay on hands.

Fight Something Your Own Size (Ex): At 3rd level, when you strike a creature with a melee attack, it takes a -1 penalty to hit per size category difference when attacking something smaller than itself until the start of your next turn.

Long Arm of the Law (Ex): At 6th level, your reach increases by +5 feet.

GUARDIANS OF THE SMALL (PALADIN OATH)



This paladin archetype was developed by anteans who eschewed magic in favor of their size and strength, working diligently to protect their wards with dedication and skill rather than direct invocations of the divine.

TENETS OF GUARDIANSHIP

Most anteans that dedicate themselves to protecting the weak are likely to follow a code, as follows:

Charity. You must defend and give in equal measures. The small and weak need your help in protection as well as shelter. You must provide both when you can.

Mentorship. You cannot protect the small by yourself, no matter how mighty you may be. Foster the will to protect in someone you can trust.

Righteous. You must be an example by which others measure themselves. Exemplify the compassion you wish to grow within others.

Stalwart. Guarding the small is a task that requires vigilance. Your duty is to protect the weak whenever you can.



OATH SPELLS

You gain the oath spells at the paladin levels listed.

GUARDIANS OF THE SMALL SPELLS

Paladin Level	Spells
3rd	<i>sanctuary, shield of faith</i>
5th	<i>lesser restoration, warding bond</i>
9th	<i>create food and water, magic circle</i>
13th	<i>resilient sphere, stonewall</i>
17th	<i>hallow, wall of force</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Project Calm. As an action, you emanate an aura of calm for 1 minute. Creatures that enter or start their turn inside of the aura are exposed to the *calm emotions* spell with your spell save DC. You do not need to concentrate on this effect but you can choose how individual creatures are affected if they fail their saving throws. Creatures that succeed are immune to this effect for 24 hours. Creatures that fail are afflicted by the effect that you choose until the aura's duration lapses. Once affected, creatures do not have to remain within the aura to retain its effects.

Protect the Meek. As an action, you can affect up to

10 allies within 50 feet as if you had cast *sanctuary*. The effect uses your spell save DC.

HOoves OF JUSTICE

Beginning at 7th level, you gain a hoof attack natural weapon that deals 1d8 bludgeoning damage. You can use your bonus action to make a hoof attack, but you cannot add your Strength modifier to the damage when you do so. When you reach 11th level, you can add your Strength modifier when making a hoof attack with a bonus action.

LONG ARM OF THE LAW

Starting at 15th level, your reach increases by 5 feet.

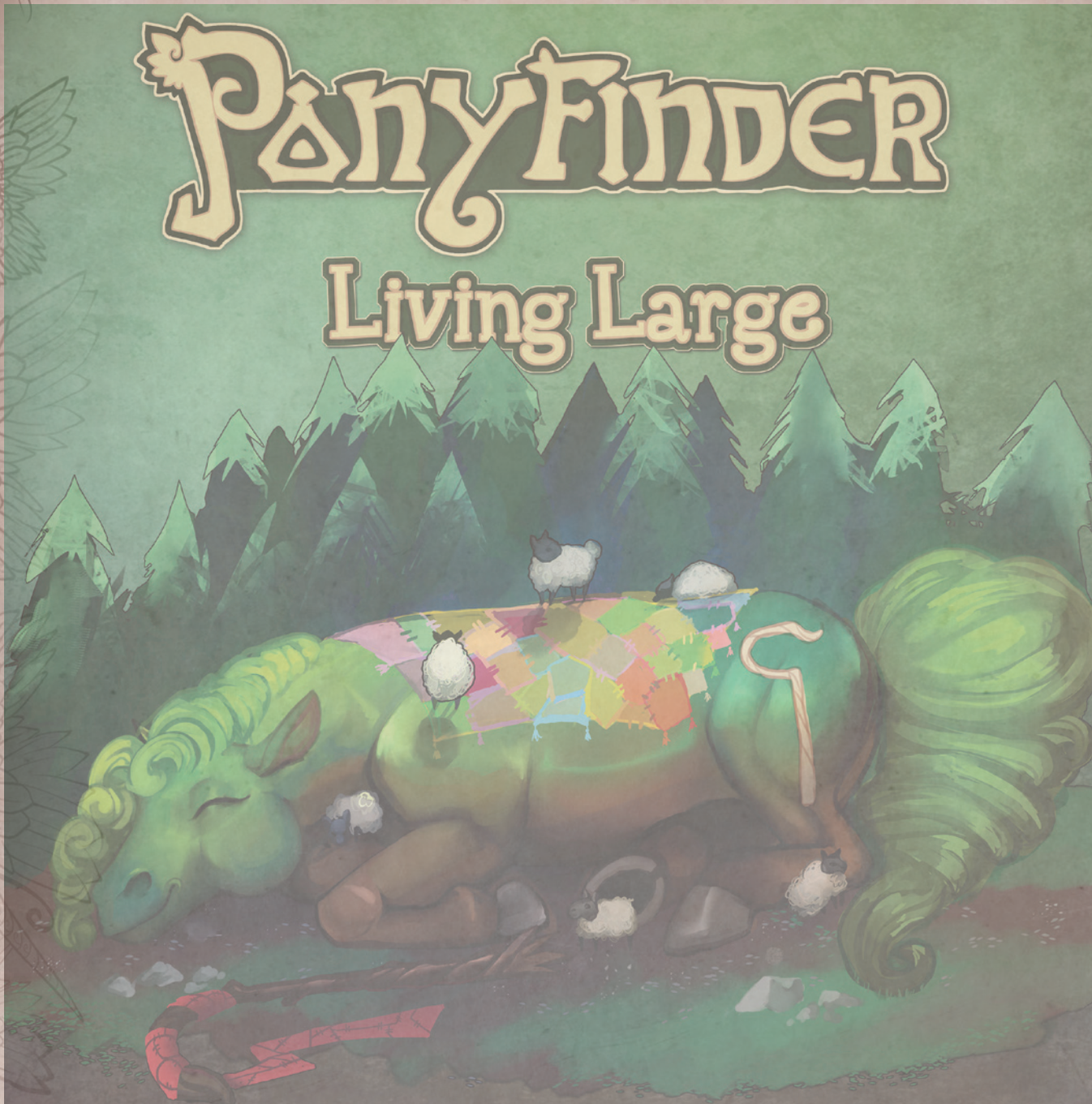
FIGHT SOMETHING YOUR OWN SIZE

At 20th level, as an action, you can create an aura of majesty in a 30-foot radius for 1 minute. Within the aura, creatures you designate as allies are bolstered, becoming immune to death effects and conditions other than invisibility (existing conditions are suspended for the duration of the effect). Enemies that enter or start their turn within the aura must make a Wisdom saving throw or become frightened of you and your allies for 1 minute, even if they leave the aura's radius. Creatures that fail their saving throw can make another saving throw at the end of each of their turns, ending the effect on a success. Once you have used this feature, you cannot do so again until you have finished a long rest.



Ponyfinder

Living Large



Written by David Silver





THE CHAOS HUNTERS

CHAOS HUNTER POWER

Chaos hunting is a calling often gained later in life and as a result chaos hunters often use the power of their physical tribe to overcome problems, but their destiny does lend power against the depraved beings that would tear down the order. They stand firm against the warpers of reality from beyond Everglow, able to predict their madness and be out of the way before the blow lands. When overwhelming force isn't the answer, instinct and drive allows them to knock their opponents around, driving enemies to the ground and disarming twisted tools of malice before wicked instruments can be used against innocent ponies.

All of this would be in vain if the chaos hunters were easy to subvert but most have considerable willpower, ready to turn aside the foul whispers of that which claws at order and spits in the face of destiny. They must be strong of mind to face what good ponies would run in fear from, often alone and unsupported.

Becoming a chaos hunter warps the brand of destiny of the pony every time. To join their number is to submit one's purpose entirely to the cause of allowing others to reach their own destinies. The existing brand becomes more orderly—symmetrical, carefully arranged,

and showing in its subtle way the pony's dedication to the forces of law.

CHAOS HUNTER NAMING

Chaos hunters have no deviation from their physical tribe in names and despite the temptation to take on a title akin to their mission, some chose to remain as they were born, bearing their burdens with stoic dignity. For those who do change skewing their tribe's naming habits to imply the destruction of chaos or upholding of order works simply enough.

A BRIEF HISTORY OF THE CHAOS HUNTERS

Long have the forces of chaos harried ponykind. From the very first of their nations, under the waves the minions of destruction and disorder have clawed at the hooves of ponykind, tearing down their greatest works and sending them fleeing in a blind panic. Perhaps the great Author took pity upon her greatest of creations or the communal spirit rebelled against this cycle, seeking to end it and bring peace everlasting. In either event some ponies find a new calling when they need it most, rising to the task of bringing order to Everglow and their fellow ponykind.

CHAOS HUNTER PATHFINDER ATTRIBUTES



Attributes: Chaos hunters have the same racial modifiers as their physical tribe.

Low-Light Vision: Chaos hunters can see twice as far as humans in conditions of dim light.

Fingerless: See fingerless rules on page 4.

Four-Legged: Chaos hunters gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

Chaos Fighter: Chaos hunters gain a +2 dodge bonus to AC against chaotic outsiders and a +2 racial bonus to CMB on grapple combat maneuver checks made against chaotic outsiders.

Devoted: Chaos hunters gain a +1 racial bonus on Will saves.

Earth-Bound: Chaos hunters gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities. In addition they gain Endurance as a bonus feat.

CHAOS HUNTER 5TH EDITION ATTRIBUTES



Ability Score Increase. Your Charisma score increases by 1.

Enemy of Chaos. As an action, you may protect a target as per the protection from evil and good spell. Unlike the spell, this feature only protects against fiends with a chaotic alignment. Once you have used this ability you cannot do so again until you have finished a long rest.

Until the forming of the empire, the chosen warriors of order were picked by fate itself—a foal would be born with an oddly organized brand of destiny and know that they were fated for battle, to destroy chaos or simply to safeguard society. As time went on more ponies came upon this purpose later in life, being subjected to some extreme trauma that made them lay down their former goals to take up the crusade and hold firm the line against dark entropy and its minions. Queen Iliana declared that such ponies were to be aided and respected but they were only rarely part of her army, their urges often calling them away for the greater protection of ponykind rather than wherever their superior officer desired them to go.

As the empire crumbled and chaos closed in on ponykind from all sides, threatening to send them fleeing from their homes once again, more were drawn to this destiny. Some say that if enough ponies stood side-by-side in the battle against the forces of chaos that bad things wouldn't happen but others call the idea insane. Even in a world without the forces of chaos one needs to follow their role to ensure success, and many more ponies stray from their right path—even if it's to another worthy goal.

LIFE OF A CHAOS HUNTER

Towards the start of the chaos hunter tribe's existence foals were born with the need to seek out chaos, but it

proved to be slightly driven if otherwise average members of their community. When the signs were recognized they were celebrated, even if the foal's parents quietly mourned the idea that their precious bundle would one day be lost in the battle against the unknown and unknowable (even if for a good cause).

As time went on more ponies became chaos hunters mid-life, great losses or tragedies destroying the ties they once had and leaving them a blank slate upon which order would press upon, leaving them forever changed. The few survivors of a razed town or a lone living member of an adventuring party may find a new purpose awaiting them, frequently discovering a dreadful inspiration to take up the cause while reading of history. Numerous ponies who study deeply into the coming of the great demon lord Apep have taken up arms to meet fiends like him and keep Everglow from facing a similar time of darkness and fire.

Chaos hunters have difficulty taking a break during life. Downtime makes them increasingly agitated and restless—though the need for a valuable companion to heal or a powerful weapon of chaos hunting to be forged is understandable, it still gnaws away at a chaos hunter and they are very uncomfortable to be around for the duration of its forging. Often they seek out smaller slights on the world while waiting, patrolling the community they are closest to at the time rather than actually relaxing. One exception goes to studious ponies who may temporarily retreat from crusading to research better ways to fulfill their duty.

Love is a gift often forsaken in favor of the hunt. Most chaos hunters do not leave a next generation behind them, striving instead to protect the foals of everyone else. In the rare event that someone is so foolish as to follow a chaos hunter long enough to catch their attention, brave enough not be scared off by what they face, and so stubborn as to refuse to be turned away by their single-minded passion, a chaos hunter may slow down long enough to have a foal—but only just long enough. As soon as possible they depart, with or without their supposed life mate.

As age begins to pull at the bones of a chaos hunter they try to push on despite it—retirement is not a word in their mind and whether for good or ill, most chaos hunters do not have this problem. Endless crusading brings about their demise long before age has a chance to start slowing them down but for those who persevere, there is no ending but death, be it by Soft Whisper's hooves or that of a mind-shattering qliphothic being.

Should a chaos hunter defeat the odds and arrive at a natural end to a long life it is a miracle that even the gods cannot deny. As they lay gasping their last the event is one of the few times the great pact of the gods allows their closest divine being to personally visit. The imminently deceased is gathered into the arms of the deity that they dedicated their endless battle to and borne away personally to a rest denied to them all through life, finding their final reward in the halls of that higher power. The chaos hunters are protected for all time against necromancy of any sort and leave no body behind for the magic of undeath to be attempted on.

STEREOTYPES OF OTHER TRIBES

Chaos hunters rely on the stereotypes of their physical tribe as they have no communal lore or society to otherwise draw upon.

RACIAL FEATS



ARMOR OF ORDER (GENERAL)

You have fortified yourself with the raw essence of order, turning aside blows that would pierce others.

Prerequisite: Chaos hunter

Benefit: You gain DR 1/chaotic. Your damage reduction increases by +1 at 3rd level and every 3 levels thereafter (to a maximum of DR 7/chaotic at 18th level).

AS FATE DEMANDS IT (GENERAL)

When the forces of chaos strive to fill your mind with their madness you expunge it with pain and blood.

Prerequisite: Chaos hunter, Toughness

Benefit: When you are confused or stunned you may spend an immediate action to self-inflict 1d10 damage per 3 character levels (minimum 1d10, maximum 6d10), ending both conditions as a full-round action. In addition, you gain immunity to confusion and stun for 1d4 rounds.



Ponyfinder

BE PREPARED (GENERAL)

Rather than waiting for wounds to come you harden yourself or allies against the inevitable.

Prerequisite: Chaos hunter, caster level 3rd

Benefit: When casting a spell that cures hit points, you may instead apply the amount healed as temporary hit points that persist for 1 minute per caster level. New *cure* spells converted to this purpose do not stack from the same caster, instead replacing the temporary hit points.

DENY THE CHALLENGE (GENERAL)

It is the natural order of things. Chaos will fail. There is no valid struggle.

Prerequisite: Chaos hunter, character level 10th

Benefit: As a move action, you can immediately end the duration of all smites and challenges currently placed on you.

ENEMY SENSE (GENERAL)

You have trained your senses to detect all that needs destroying.

Prerequisite: Chaos hunter, Agent of Law

Benefit: When using *detect chaos* you can specifically detect and discern aberrations (even if they are neutral or lawful).

EXPAND THE HUNT (GENERAL)

Your quest has grown beyond the need to hunt evil.

Prerequisite: Chaos hunter, smite evil

Benefit: You may use smite evil against non-evil creatures with the chaotic subtype. If you have the Agent of Law feat, aberrations also qualify as evil outsiders (despite their true alignment).

FROM CHAOS, ORDER (GENERAL)

Taking the flesh of the unspeakable in your hooves, you reshape them, giving even the most cursed of order a chance to live properly.

Prerequisite: Chaos hunter, caster level 10th

Benefit: When you pin a creature with the chaotic subtype in a grapple, you may choose to reshape it into ponykind as per *baleful polymorph* (DC 10 + ½ your character level + your Charisma modifier). This bypasses immunity to polymorph and mind-affecting effects, and if the target fails both saving throws it becomes a

ponykind foal of a random physical tribe (roll on the pony portion of the reincarnation table) with no memory of its past life. In this case, the duration becomes instantaneous instead and only a *wish* or equivalent can restore the creature.

FROM PRECISION COMES EFFICIENCY (COMBAT)

You can carry through with terrible blows, bringing them forward to other enemies needing punishment.

Prerequisite: Chaos hunter, Cleave

Benefit: When you reduce a creature to less than 0 hit points, you can choose to deal any amount of damage less (reducing the creature's hit point total to -1) and try to deal that damage to another enemy within reach. Make a new attack roll and on a successful hit, you deal the remaining damage to it. You may only use this ability once per round.

FUELED BY CONFLICT (GENERAL)

Coming into the presence of your enemies emboldens the mind and body against the hardship that follows.

Prerequisite: Chaos hunter, Constitution 13

Benefit: Whenever a creature you know to be chaotic comes within 30 feet of you, you gain 4 temporary hit points. You can only gain this benefit from a given creature once per day and the temporary hit points remain for 10 minutes.

NATURE ABHORS CHAOS (GENERAL)

Nature is full of order, operating on strict rules that challenge the pony mind to even grasp—but they are rules and they are followed.

Prerequisite: Chaos hunter, ability to cast *summon nature's ally*

Benefit: When casting *summon nature's ally*, you may apply the resolute template to the conjured creatures.

NO SUCCOR FOR CHAOS (GENERAL)

Your magic instinctively recoils from the forces of chaos, denying it any benefit.

Prerequisite: Chaos hunter, caster level 6th, Charisma 13

Benefit: You can choose as many creatures as your Charisma modifier to not be affected by your channeled energies or area of effect spells. The excluded creatures must be chaotic. Aberrations may also be excluded if you have the Agent of Law feat. Evil creatures may also

be excluded if you have the Expand the Hunt feat.

PURITY OF BLOOD (GENERAL)

You have learned to throw off the vile poisons of your enemy.

Prerequisite: Chaos hunter

Benefit: You gain a +2 racial bonus against poisons. This bonus doubles against chaotic outsiders.

PURITY OF FLESH (GENERAL)

Your resistance extends to the flesh, throwing off crippling diseases that would slow you down.

Prerequisite: Chaos hunter, Purity of Blood

Benefit: You gain a +2 racial bonus against diseases. The onset time of poisons and diseases is doubled, to a minimum of one round.

SCENT OF CHAOS (GENERAL)

You have gained what is often described as a scent, but is more of a supernatural sense for when creatures of chaos try to hide around you.

Prerequisite: Chaos hunter, character level 5th, Chaos Sense

Benefit: You gain blindsense 30 feet but only against chaotic creatures. This does not immediately reveal them as chaotic unless they would otherwise be hidden from view.

THIS PLACE IS UNSAFE (GENERAL)

Sometimes there are innocents far too close to battle for their own good.

Prerequisite: Chaos hunter, bardic performance

Benefit: You may use 2 rounds of bardic performance and a standard action to frighten any non-combatants in the area. Any that fail a Will save (DC 10 + 1/2 your level + your Charisma modifier) are frightened for as long as you continue the bardic performance + 1d4 rounds. The source of the fear is decided by you, allowing you to control the direction that frightened creatures flee in. This effect does not work on creatures with 4 or more hit dice.

THOSE WHO STAND WITH ME (GENERAL)

Your persistence and fervor is infectious, bolstering your allies in battle.

Prerequisite: Chaos hunter, Charisma 13

Benefit: All allies within 20 feet of you gain a +1 morale bonus against mind-affecting abilities and gaze attacks of chaotic outsiders. At 6th level and every 6 levels thereafter this bonus increases by +1 (to a maximum of +4 at 18th level).

TRAINED TO HUNT (GENERAL)

Your companions are well-trained to share your passion, striking at chaos with all their heart.

Prerequisite: Chaos hunter, Knowledge (planes) 5 ranks, animal companion

Benefit: Your animal companion gains the monster ability to smite chaos once a day, gaining their hit dice in bonus damage and their Charisma bonus (if any) as a bonus to attack rolls. At 12th level, you can use this ability twice per day.

RACIAL FEATS



ARMOR OF ORDER

Prerequisite: Chaos hunter

You have fortified yourself with the raw essence of order, turning aside blows that would pierce others. You gain the following benefits:

- Your Charisma score increases by 1, to a maximum of 20.
- You can use the enemy of chaos feature twice between long rests.
- You gain damage resistance from the weapon attacks of fiends with chaotic alignments. When you reach 10th level, you gain damage resistance from the weapon attacks of chaotic non-humanoid creatures.

AS FATE DEMANDS IT

Prerequisite: Chaos hunter, Constitution 13 or higher

When the forces of chaos strive to fill your mind with their madness, you expunge it with pain and blood. You gain the following benefits:

- You gain advantage to resist spells and effects that would cause you to be confused or stunned.
- If you gain the confused or stunned conditions, you can use an action to remove one such condition and gain one level of exhaustion. If you do so, you become immune to that condition for 1d4 rounds.

Ponyfinder

BE PREPARED

Prerequisite: Chaos hunter, ability to cast spells

Rather than waiting for wounds to come you harden yourself or allies against the inevitable. When casting a spell that cures hit points, you may instead apply the amount healed as temporary hit points that persist for 10 minutes. New curing spells converted to this purpose do not stack from the same caster, instead replacing the previously bestowed temporary hit points.

CHAMPION OF ORDER

Prerequisite: Chaos hunter, Constitution 13 or higher

Coming into the presence of your enemies emboldens the mind and body against the hardship that follows. You have even learned to detect these evils when they try to deceive the senses. You gain the following benefits:

- You gain blindsight 30 feet but only against creatures that have an aura of chaotic alignment. A chaotic creature must be within your line of sight for you to sense it with this feature and a creature's presence is not immediately revealed to you if it would otherwise be hidden from view (like total cover) or disguised (through magic concealing the creature or its aura).
- Whenever an enemy of chaotic alignment comes within 30 feet of you, you gain temporary hit points equal to your Constitution modifier + your proficiency bonus. Once a creature has triggered this feature, it cannot do so again for 24 hours. Temporary hit points gained this way last for 10 minutes and are replaced when a new enemy of chaotic alignment is within 30 feet.
- Aberrations and fiends that are adjacent to you cannot take the Disengage action until they start their turn more than 5 feet away from you.

FROM CHAOS COMES ORDER

Prerequisite: Chaos hunter, ability to cast 5th-level spells, Wisdom 13 or higher

Taking the flesh of the unspeakable in your hooves you reshape them, giving even the most cursed of order a chance to live properly. When you defeat a creature in combat, you can use a bonus action to attempt to reshape it, forcing it to make a Constitution saving throw against your spell save DC. Failure on this saving throw causes a creature to be reshaped into a ponykind foal of a random physical tribe (consult [the Everglow Reincarnation Table](#)) with no memory of its past life. This effect otherwise functions as the *reincarnate* spell with the

exception that it works on unwilling creatures that fail their saving throws. Once you have used this feature, you must complete 7 long rests before you can use it again. This feature bypasses immunities to polymorph effects and shape changing magic.

FROM PRECISION COMES EFFICIENCY

Prerequisite: Chaos hunter, +3 proficiency bonus

You can carry through with terrible blows, bringing them forward to other enemies needing punishment. You gain the following benefits:

- When you reduce a creature to 0 hit points, you can use your reaction to make an additional attack against an adjacent creature. You cannot move until after the additional attack.
- You can ignore cover when attacking an aberration, a fiend, or any creature that worships or is aligned with a chaotic god or power.
- When attacking an aberration or fiend your weapon attacks score a critical hit on a roll of 19 or 20.

NO SUCCOR FOR CHAOS

Prerequisite: Chaos hunter, ability to cast 3rd-level spells

Your magic instinctively recoils from the forces of chaos, denying any benefits to the wicked. You gain the following benefits:

- You can exclude a number of creatures equal to your Charisma modifier from harmful area effect spells and abilities. At least one of these creatures must be lawful (not counting yourself).
- You can choose to exclude a number of creatures equal to your Charisma modifier from beneficial area effect spells and abilities. The excluded creatures must be chaotically-aligned, aberrations, or fiends.
- If a harmful spell (spells that deal damage or cause a creature to suffer from a condition) would allow for more than one target by casting the spell with a higher level spell slot, the spell can target one additional aberration, fiend, or chaotically-aligned creature. Using this feature does not require using a higher level spell slot.

PROTECTOR OF ORDER

Prerequisite: Chaos hunter, proficiency in Persuasion, Charisma 13 or higher

You are the shepherd that keeps the chaos from his flock, ensuring sure that those you protect can grow

strong against the bedlam of corruption. You gain the following benefits:

- When you use your enemy of chaos feature, you can target a number of NPC beast and humanoid allies equal to your Charisma modifier in addition to yourself.
- All allies within 30 feet of you gain advantage to resist being charmed or frightened. In addition, they are also immune to being charmed or frightened by aberrations and fiends.
- You can use an action to frighten any non-combatants in the area. Creatures must make a DC 15 Wisdom saving throw or become frightened for 1d4 minutes, fleeing from the source of fear. The source of the fear is decided by you, allowing you to control the direction that they flee in. This effect does not work on creatures with four or more hit dice.

PURITY OF BLOOD AND FLESH

Prerequisite: Chaos hunter

You have learned to throw off the vile poisons and diseases of your enemy. You gain the following benefits:

- You gain immunity to the poisons used by aberrations and fiends. If you already possess an innate resistance to poison damage or the poisoned condition, you are now immune to poison.
- You have advantage on saving throws to resist disease and creatures that are exposed to you have advantage to resist having a disease spread to them.

LAWFUL WIZARD SCHOOL (WIZARD TRADITION)



This wizard school focuses on the force of law and order and wielding it against those that would despoil it. Developed by a chaos hunter and favored by them, it is learnable by others who would take up their cause.

BRINGER OF ORDER

Beginning when you select this school at 2nd level, you learn the *sacred flame* cantrip. When you cast this cantrip against fiends or aberrations it ignores damage resistances and immunities.

TRUTH SEEKER

Starting at 2nd level, you gain advantage on Wisdom (Insight) checks. In addition, you can cast *detect evil and good* at will. When you reach 15th level, you can

gain the effects of the *true seeing* spell for 1 minute. Once you have used this feature to gain true sight three times, and cannot do so again until you have finished a long rest.

DESTROY CHAOS

At 6th level, you add *blast of harmony* to your spell book and are always considered to have it prepared. This does not count towards your daily limit of prepared spells.

BLAST OF HARMONY (5e)

5th-level evocation

Class: Wizard, Cleric, Sorcerer

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a perfect sphere of platinum worth at least 200 gp)

Duration: Instantaneous

With a gesture and a shout, a network of highly ordered magic zips through the air before exploding in an intricate web of cascading power that wracks the bodies of those that don't cleave to the ways of law. All creatures within 30 feet of the target take 10d6 damage. Half this damage is radiant, the other half is directly divine in nature and cannot be resisted. If the target is lawful, they take no damage. If they are not lawful but not chaotic, they take half damage. Each creature affected may make a Constitution saving throw with a success lowering the remaining damage by half (a non-lawful, non-chaotic target that saves takes 1/4th damage).

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the spell deals 2d6 extra damage per spell slot above 5th-level.

RESIST CHAOS

Beginning at 10th level, you can use your enemy of chaos feature on yourself at will.

ABSOLUTE LAW

Starting at 14th level, you can perform a day long ritual once per season that protects a 100-foot radius area as per the *hallow* spell. In addition to the spell's normal effects, an area protected by this feature resists the march of chaos and takes on aspects of a plane of absolute law, projecting this protection for roughly one mile in a manner similar to a regional effect (see the Regional Effects section of the Legendary Creatures entry in the Monsters chapter of the SRD). You also add the regular

hallow spell to your spellbook, though simply casting it does not allow for the regional effects described above.

LAWFUL WIZARD SCHOOL



This wizard school focuses on the force of law and order and wielding it against those that would despoil it. Developed by a chaos hunter and favored by them, it may be learned by others who would take up their cause.

Truth Teller (Su) You gain a +2 enhancement bonus to Sense Motive. This bonus increases by +1 when you reach 5th level and every 5 levels thereafter (to a maximum of +6 at 20th level). In addition you can cast *detect chaos* at will. At 5th level you can cast *protection from chaos* on yourself at will. At 10th level you can cast *blast of harmony* twice per day. At 20th level, you can take 20 on Sense Motive checks.

Destroy Chaos (Su) As a standard action, you can unleash a powerful bolt of lawful energy, dealing 1d8 damage per wizard level to a chaotic creature within 60 feet. A successful Will save (DC 10 + 1/2 your wizard level + your Intelligence modifier) reduces the damage by half. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Flash of Truth (Su) At 8th level, as a standard action, you can part all lies from your senses, becoming affected by *true seeing* for a number of minutes equal to your wizard level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Spells: All spells with the lawful descriptor or of the divination school are considered spells of this school.

CHAOS HUNTER RACIAL TRAITS

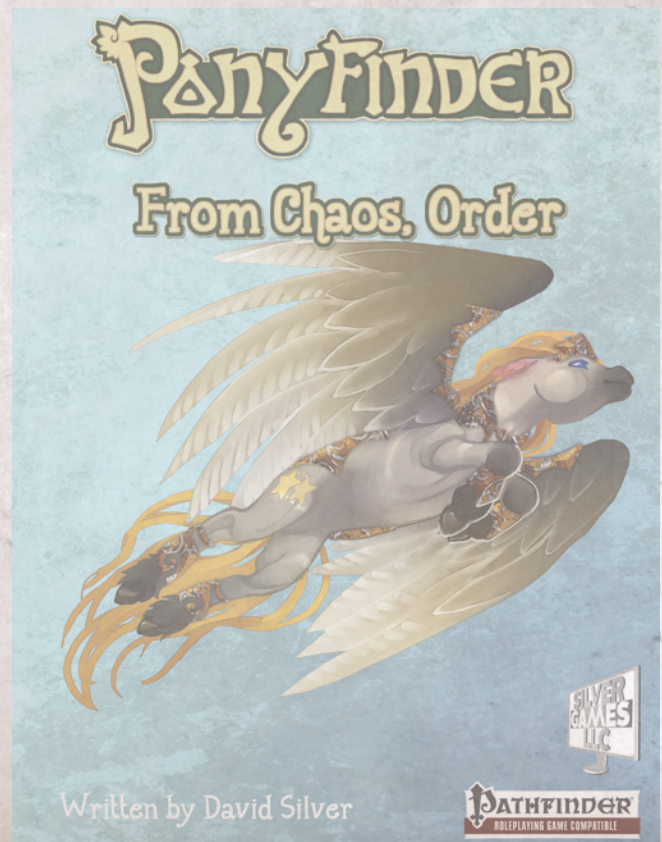


Beyond Death: When the chaos hunter is slain, they may immediately take one standard action before dying. This action cannot prevent the chaos hunter from dying. This racial trait replaces the devoted racial trait.

Peace in My Time: The chaos hunter never stops holding onto hope for eventual peace. They gain a +1 trait bonus to Diplomacy and Sense Motive checks and choose one to gain as a class skill. This racial trait replaces the earth-bound racial trait.

Surrender to the Will of the Gods: When divine spells from lawful spellcasters or from lawful gods are cast on the chaos hunter, the caster gains a +1 bonus to caster level.

Time Heals All Wounds: The chaos hunter heals drained ability scores and permanent negative levels once a week. They can choose which one thing will heal in a given week. The injury must be at least one week old to heal.





THE CLOCKWORK

CLOCKWORK POWER

Heavy but well-tuned, the clockwork are a marvel to watch in motion. Even stiff mechanical earth-bound are an amazing network of interlocking parts that move in perfect harmony to allow for full range of movement and while they may be made of metal the life in each of their steps is easy to see. Those with the curse or blessing of the clockwork move like their physical tribe. Biped, quadruped, or flying are all possible, though quadruped movement is a bit slower for the faster races as there seems to be a distinct limit to how quickly their mechanical bodies can carry them without magical assistance.

Having no need for food, clockwork culture includes very few meals. A good can of oil can lubricate their insides and despite the lack of need, they do have a few occasions to enjoy their own, peculiar, treats of filed metal and screws. This lack of requirement for food allows them to exist just about anywhere—provided they can stay warm even an iceberg could do for living arrangements.

Unlike the rest of ponykind a clockwork's brand of destiny does not always appear on their flank, instead sometimes emblazoned on the barrel or even on the

chest, legs, or forehead. One common thread is that clockwork brands always have a gear or a cog integrated into the design somewhere although the brands can vary quite a bit outside this requirement. A sword could be against the background of a gear or comprised of toothed wheels, or the sword could simply rest beside part of a mechanism. Some say that the prominence of the gear means something but what it may or may not truly signify has been lost to time.

In addition to the gear, inanimate objects are more common than living ones in a clockwork's brand of destiny. When a living thing does appear it is often mechanical, depicted as a robotic version of whatever it may be. Those few clockwork that come into being with a completely organic mark are considered particularly special and great things are expected of them.

Being in a curious state of half-life, clockwork souls are not bound as securely to the physical world. When destroyed it is significantly harder to call these ponykind back to the physical world—spells like *resurrection* and *raise dead* are ineffective, though *reincarnation* and *true resurrection* still function even these usually result in a non-clockwork at the end. Many clockwork accept this as a sign from the gods that their life is precious and should be treated with care, a warning that

CLOCKWORK PATHFINDER ATTRIBUTES



Attributes: Clockworks have the same racial modifiers as their physical tribe with one exception. Any negative racial modifiers are increased by -2 (and if there are none, the pony takes a -2 penalty to one attribute of their choice).

Half-Construct: Clockworks gain a $+2$ racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue. They do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. Clockworks cannot be raised or resurrected.

Low-Light Vision: Clockworks can see twice as far as humans in conditions of dim light.

Fingerless: See fingerless rules on page 4.

Four-Legged: Clockworks gain a $+4$ racial bonus to CMD against trip attempts and increase their carrying capacity by $+50\%$. They have forelegs instead of arms.

Earth-Bound: Clockworks gain a $+2$ racial bonus on saving throws against poison, spells, and spell-like abilities. In addition they gain Endurance as a bonus feat.

CLOCKWORK 5TH EDITION ATTRIBUTES



Ability Score Increase. Your Intelligence score increases by 1.

Clockwork Traits. You have advantage on saving throws made to resist the charmed, exhaustion, and poisoned conditions, as well as diseases. In addition, you gain resistance to poison damage. You cannot be targeted by spells that restore life to the dead.

Tenacity of Gears. You do not need to sleep, eat, or breathe but can still do so to gain their benefits (such as drinking potions).

they should not treat themselves lightly (and though some have attempted the grisly task, unlike true robots they cannot be reassembled.)

CLOCKWORK NAMING

Clockwork are often named for mechanical things, frequently that which is displayed on their brand of destiny. Common first names include things like: Piston, Cog, Servo, Spanner, Smooth, Precision, Heavy, Steel, Copper, Tin, Brass, Tick.

It is not uncommon for second names to be passed from parent to child, often the one of the same sex as the child. Others complete the word started with the first name. Examples include: Metal, Jump, Precision, Clank, Strike, Pole, Nail, Spike, Plan.

A BRIEF HISTORY OF CLOCKWORK

In the time before the empire ponies would wield great magic without oversight, some banding together in terrible cabals of wizardry aiming to break the rules of the cosmos in pursuit of ultimate truths or lasting power. One group reached further than all the rest, challenging the very gods for dominion and threatening to reshape the world in their image. Their challenge

was met with retribution and they were cast down from their tower in a hail of lightning, crumbling stone, and utter destruction. Though all were meant to perish as an example to others their leader wove a quick spell of her very essence, cursing but protecting her peers. Her life fled dissipated to live on within the now metallic forms of the new clockwork tribe enchanted by her soul.

Among the more superstitious it is feared that the clockwork are cursed still and their mere presence can bring the ire of the gods, though their progenitors are long since dead. The Queen put this to rest, at least during her reign—she favored the delicate appearance of the clockwork, calling them living works of art to be cherished by ponykind. The clockwork lived well within the empire except during the short but intense conflict with the steelhearts. When another tribe of machines that were not truly ponies raised arms against the empire, public opinion of clockworks became strained for a time as the two were easy for the uneducated to confuse.

When the empire descended into chaos and other races advanced into previously pony-held territory, the clockwork withdrew into tighter communities of one another. Bit n' Bolt, their home city, grew while others shrank, swelling by about a third as clockworks from around the crumbling empire returned "home" to where their fellows would welcome them and they could

stand together in these dark times. Humanoids seem to find the clockwork ponies strange and unnerving and so avoid them in kind, never exploring far into human territories or braving the merciless seas.

LIFE OF CLOCKWORK

For much of their lives the clockwork are as machines, unable to express the biological aspects of romance and love. This changes once a year during the summer solstice; when the sun stays the longest they can summon the mercy of the Sun Queen. With a prayer of her praises in the morning and a sealing giving of thanks in the evening, the clockwork are granted flesh and life for the day. Should they act on their urges during this day they are perfectly able to create foals and even carry them to term despite reverting to metal. Any such foal created by a clockwork inherits and passes on the curse of their parents—this can be very uncomfortable and dangerous should a non-clockwork play the part of the mother.

Other than their timed conception, clockworks undergo the stages of life much like other ponies. They are born, grow, and as they gain mass new springs and cogs and parts form into place while old, damaged, parts fall away. It is considered perverse to sell these sheddings and clockwork prefer instead to give them as presents to allies and family, work the metal into art, or use their shed form to build (sometimes vast) structures. The clocktower of Bit N' Bolt was made from the lifetime leavings of one clockwork that made it his life goal to complete it as a gift to his people.

When a clockwork comes of age, it is tradition to strip them of the plates that cover the chest and flank, keeping them as childhood mementos. This removal does sting but if timed correctly the new mare or stallion quickly regrows the missing parts. Particularly fruitful parents may have a home that looks more like an armor shop with walls adorned by the plating of their children.

Despite being a mechanical tribe the clockwork do have a sense of gender, often identifying as male or female with all the baggage that comes with it even if they aren't biologically of the sex except for that one special day a year. They frequently decorate themselves to accentuate their identity with ribbons, streamers, or even magnets that advertise themselves. It is an easy way to insult a clockwork by refusing to accept its chosen identity or to erroneously call them an "it".

Clothing is unusual for clockwork as the fabric tends to get caught up in delicate gears and sliding plates, producing a great big tangled mess that none wish to deal with. Moreover they have little need for such things barring cold weather and there is nothing for them to display that would offend. Despite their machine-like appearances many clockwork are quite fixated on creation—artists, jewelers, machinists, smiths, and writers

are all popular professions. Queen Iliana said, "They create the beauty that they don't feel in themselves but they are a wonderful people, within and without." Debate on the aesthetics of a clockwork aside, their work is usually well-crafted and appreciated in markets.

When a clockwork passes away there are several schools of thought as to the best way to honor the passing of a loved one. Some leave specific instructions of an object they wish to be remade into, their body converted into a family clock, a fountain, or almost anything else so that they can still be around those they cherished in some way beyond the reach of death. Others feel more pragmatically and give leave to have their metal reclaimed and put to practical use, and there are those who prefer to be treated as any other pony, laid in the earth to be given true rest at last.

STEREOTYPES OF OTHER TRIBES

Earth-Bound: Many of us come from this line. There is nothing wrong with being solid and dependable. Some of us remain dependable long after our time has run out.

Unicorn: Always be mindful of the hubris that brought us to this condition. Just because they can press their hooves into magic does not mean they understand the power and responsibility that comes with it.

Leather Wing: Cousins of the caves. I've heard they bred into our tribe, though I am uncertain what brought the two original together to do this. They are a fine people and not quick to judge on sight alone.

Gem: While we lay cursed for old mistakes they gleam with old triumphs. I can't help but feel a little bitter at how well they are welcomed while we are shunned, with neither of us having done more to deserve it.

Pegasi: One of the primary tribes, the pegasi are a proud, if flighty, people. If you want to make quick friends with one compliment their wings and their speed—even a pegasus that doesn't fly often will be won over.

Chaos Hunter: We stand as a reminder from the gods against hubris. They are commanded by deities to seek out that which would tear apart the world. We are both helpless before the will of the divine but we may know peace while they have no such option.

Sun: They appreciate our art and some appreciate our dance, but they find us lacking as drinking partners and so rarely do they invite us close once the business day is through.

Ghost: We have learned the blessing of anonymity. The ghosts are shy ponies but usually good ponies.

Antean: They are possessed with a purpose, much like us. They dream large and live it with every breath.

To what end do these giants walk Everglow? They won't tell us.

Sea: Water and Salt are a terrible combination for most clockwork, but for the rare clockwork sea pony it is home. They are a happy people and excellent hosts. Be kind to them and expect it returned.

Griffons: They look at us with undisguised disgust and perch on their high roosts, judging harshly. What would they know of the anger of the gods?

Sun Cat: Simple cats that grow cautious around the dizzying complexity of a clockwork. It is best to avoid them for the questions they ask.

Purrsian: Purrsians understand us well but all they see is greed. If you have something a purrsian wants, expect sweet talk and veiled threats—if you don't, expect silence.

Cloven: They care nothing for our condition. They smile at us as if we were normal ponies and that is nice. They are too kind for Everglow and should be protected when possible.

Steel Heart: Our dark mirrors. They are not ponies despite any passing resemblance. They have taken up arms against us before and could do so again so walk lightly around them, even if they do regard us as cousins.

Flutterponies: Little butterflies, they care not if you are flesh or metal. Simply remember to come bearing ribbons of many hues before visiting their lands and you will be welcomed warmly.

Phoenix Wolf: They are all too similar to us. Children of hubris-driven spellcasters, they struggle to find a place in a world they were not asked if they even wanted to be in. They prefer solitude or the company of their family but if you can, offer assistance to our brothers and sisters for they know our pain.

RACIAL FEATS



FINAL RETRIBUTION (COMBAT)

You have rigged your internal gears to come loose in an explosive fashion should you suffer great harm—a lethal lesson to your enemies.

Prerequisite: Clockwork, Knowledge (engineering) 5 ranks

Benefit: When reduced to 0 or less hit points you explode, dealing 1d6 slashing damage per hit die to everything within 10 feet (not including yourself). A Reflex save (DC 10 + ½ your character level + your Constitution modifier) halves the damage. Once this triggers, it requires 1 hour of effort to reset.

FULL INTEGRATION (COMBAT)

You use your fleshless form to fuse to all your equipment, making you always prepared for the situation at hoof.

Prerequisite: Integrated Weapon

Benefit: You may integrate any item you own into yourself. This does not change the function of the item but makes it immune to steal combat maneuvers as it becomes a part of your body. Any damage that would be inflicted on the item via a sunder combat maneuver can be taken by you instead.

Replacing an already integrated slot requires 50 gp per level in materials and 1 hour's effort. Items that are integrated cannot be identified with *detect magic* as they are part of you, though with careful examination (a DC 20 Spellcraft check) their auras can be detected and their schools can be identified (the DC to do so is increased by 5).

Special: Any weapon integrated with Integrated Weapon benefits from this feat as well, and the price to replace the weapon is reduced to the level of this feat.

OVERDRIVEN ENGINE (COMBAT)

You are not truly a machine and you can push yourself past 100%, though it comes at a painful price.

Prerequisite: Clockwork, character level 7th

Benefit: Once per day as a swift action, you may self-inflict 2d6 damage to speed yourself (as *haste*, using your character level as caster level). This damage cannot be reduced or avoided. This is an extraordinary ability and it does not stack with the *haste* spell (or similar effects).

PNEUMATIC WINGS (GENERAL)

Your glistening wings are capable of propelling you in extreme speeds provided you go in straight lines.

Prerequisite: Clockwork, natural fly speed

Benefit: When charging or running, you gain a +20 ft. enhancement bonus to your fly speed.

REPEATED PRECISION (GENERAL)

Once you've found the right way to do something you can repeat your actions with an uncanny level of precision.

Prerequisite: Clockwork, character level 6th

Benefit: At any point during your turn you may take a d20 result for an action and use it for any future checks of the same action until the end of your turn. For example, if you are making a full attack and roll 15 on the first attack roll, you could choose to use the 15 for the following attacks as well. This decision must be

made before making another roll after the one you want to make use of. Attack rolls that are repeated cannot become critical hits (though the original roll might). Once you have used this ability, you cannot do so again for 1 minute.

STABLE EFFORT (GENERAL)

Why go for the gold when you can comfortably take home the bronze every time?

Prerequisite: Clockwork or steelheart

Benefit: When dealing or healing damage, you can choose to take the average roll (as if you rolled half the maximum value on every die) for the amount of damage or healing. This choice must be made before rolling. You may also take 10 on skill rolls even when threatened or distracted.

RACIAL FEATS



CLOCKWORK ROGUE TRICKS

Prerequisite: Clockwork, sneak attack class feature

You have an uncanny ability to use your machine-like precision to make you a dashing rogue. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- When using thieves' tools or a Dexterity (Sleight of Hand) check, instead of rolling with advantage you can assume the die result was 15 (adding your bonuses or penalties afterward).
- If you fail to disarm a trap by 5 or less, you can choose to delay its activation by 1d4 rounds. If you succeed in disarming a trap by 5 or more, you can remotely activate it as long as you have line of sight to it.

FINAL RETRIBUTION

Prerequisite: Clockwork, Intelligence 13 or higher

As a lesson to your enemies you have rigged your internal gears to come loose in an explosive fashion should you suffer great harm. When reduced to 0 or less hit points (or killed), you explode in a 10-foot radius. Creatures in the area must make a Dexterity saving throw, taking 1d6 slashing damage per character level on a failure, or half as much on a success. You take no damage from exploding. Once this feature has been triggered you must finish a short rest before you can use it again.

FULL INTEGRATION

Prerequisite: Clockwork or steelheart

You use your fleshless form to fuse to all your equipment, making you always prepared for the situation at hoof. You may integrate any weapon or item you own into yourself. This does not change the function of the object, but makes it immune to theft and resistant to sundering as it becomes a part of your body. Any damage that would be inflicted on the item can be taken by you instead.

You start with one integrated slot, gaining new ones by paying an additional 200 gp in materials and 1 day's worth of downtime per integrated slot. Replacing an already integrated slot requires 50 gp in materials and 1 hour of effort. Items that are integrated cannot be identified with *detect magic* as they are part of you.

OVERDRIVEN ENGINE

Prerequisite: Clockwork, character level 7th

You are not truly a machine but you can overclock yourself, though it comes at a painful price. You can speed yourself as if *haste* were cast on you, but you gain a level of exhaustion after the effect lapses. You can cast the spell as a 4th-, 5th-, or 6th-level spell slot, but taking 1d10 psychic damage for every spell slot above 3rd-level when the *haste* effect ends (in addition to the level of exhaustion). Once you have used this feature, you must finish a long rest it can be used again.

PNEUMATIC WINGS

Prerequisite: Clockwork, fly speed

Your glistening wings are capable of propelling you at extreme speeds. You gain the following benefits:

- Choose either Dexterity or Constitution and increase it by 1, to a maximum of 20.
- Your fly speed increases by 20 feet.

REPEATED PRECISION

Prerequisite: Clockwork, character level 6th

Once you've found the right way to do it you can repeat your actions with an uncanny level of precision. You may, at any point during your turn, take a d20 result for an action and use it for any future d20s of the same action until the end of your turn. For example, if you are making a full attack and roll 15 on the first attack, you could choose to use the 15 for the following attacks as well. This decision must be made before making another roll after the one you want to make use of. Attack rolls that are repeated are not automatical-

ly criticals, though the original roll might be. Once you have used this feature, you must finish a short rest it can be used again. You can use this feature twice between long rests starting at 12th level and three times between short rests starting at 18th level.

RACIAL EQUIPMENT



Clockworks have access to the following equipment.

Lubricating Oil: This alchemical item functions as a *potion of haste* but only lasts for 3 rounds, with the round of drinking counting as the first.

Emergency Power: This ornate harness occupies the body slot and activates automatically on death of a construct or half-construct wearer, delaying it. The wearer continues to take damage and remains unconscious but alive until their total hit points equal 0 - double their Constitution. If the wearer's hit point total is brought back within living range (0 - their constitution) within 1 round they avoid dying. This item burns out once used whether or not the wearer is revived. Crafting one of these mechanical items requires a DC 25 Knowledge (engineering) check.

Machinist's Bandage: This alchemical item functions as a *potion of cure light wounds* but works on constructs and half-constructs. Living creatures must instead make a DC 15 Will save or become entangled for 1d6 minutes. This alchemical item requires DC 20 Craft (alchemy) to create.

Propellers: This advanced mechanical device can attach to the legs of a construct or half-construct and propel them smoothly through the water, granting a swim speed of 20 ft. (or granting a +20 ft. enhancement bonus to an existing swim speed). This does not grant water breathing or any other related affect. This item occupies the foot slot. Crafting one of these mechanical devices requires a DC 30 Knowledge (engineering) check.

RACIAL EQUIPMENT



Items found here are made with clockwork in mind though they may find uses with the steelhearts.

Emergency Power. Activating automatically when you die, this ornate harness delays your demise. This item only works for constructs or half-constructs and it occupies the body slot. When a creature wearing this harness is reduced to 0 hit points, it does not need to

make any death saving throws for 3 rounds. This item burns out after it has activated a total of 3 times.

Lubricating Oil. This alchemical item functions as a *potion of haste* but only lasts for 3 rounds (with the round of drinking counting as the first round).

Machinist's Bandage. Only constructs and half-constructs can benefit from this alchemical item, treating it as though it were a *potion of healing*. Living creatures affected by a *machinist's badge* must make a DC 15 Wisdom saving throw or become poisoned for 1d6 rounds.

Propellers. This advanced mechanical device can attach to the legs of a construct or half-construct and propel them smoothly through the water. When wearing this device, the creature either gains a swim speed of 20 feet or increases its current swim speed by 20 feet. This does not grant water breathing or any other related affect.

Clockwork Equipment

Item	Weight	Cost (PF)	Cost (5€)
Emergency Power	15 lbs.	5,000 gp	500 gp
Lubricating Oil	1/2 lb.	300 gp	300 gp
Machinist's Bandage	—	50 gp	50 gp
Propellers	5 lbs.	10,000 gp	1,500 gp

CLOCKWORK ALCHEMICAL DISCOVERIES



Artificial Growth: When the alchemist imbibes a mutagen, their construct nature rises to the fore, granting a number of temporary hit points based on their size at the time of drinking. These temporary hit points fade with the mutagen's other effects.

Size	Temporary Hit Points
Tiny or smaller	0
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80

Energy Adaption: Whenever the alchemist throws a bomb, for 1 minute they gain energy resistance equal to the number of damage dice the bomb deals against the type of damage the bomb deals.

Explosive Realization: When the alchemist fails a saving throw against a mind-affecting effect, as an immediate action they may sacrifice one use of their bomb ability to increase their saving throw by the number of damage dice of their bombs (possibly turning the failure into a success). If the alchemist rolled a natural 1, they may choose to reroll instead. Whether or not the alchemist succeeds they take a number of points of damage equal to the number of damage dice their bombs deal. An alchemist must be at least 7th level before selecting this discovery.

Heart of Crystal: Through extensive alchemical treatments, the alchemist has managed to condense their soul (or what passes for it) into a hoof-sized crystal deep in their torso. This crystal can be the target of reviving spells, such as *raise dead*, even if the alchemist's body is not present (a new body grows around it). When removed from the body the crystal has a hardness of 8 and as many hit points as the alchemist had hit dice in life. A broken or destroyed heart crystal cannot be used to revive the clockwork.

Magic Immunity: This discovery increases the alchemist's spell resistance to 10 + alchemist level. When selected a second time, the alchemist becomes immune (as per a golem) against all magic that triggers spell resistance. The alchemist's own extracts and effects ignore this immunity. An alchemist must have the magic numbing discovery and be at least 7th level before selecting this discovery.

Magic Numbing: The alchemist enhances their golem-like nature, becoming resistant to magic and gain-

ing spell resistance equal to 10 + their alchemist level.

Precision Bomb Control: This discovery causes splash weapons you throw to affect one more square than normal and you may also choose a square to not affect. This added square must be adjacent to another square that is affected by the splash weapon. This discovery can be used with other discoveries that modify bombs.

CLOCKWORK ROGUE TRICKS



Precise Strike (Ex): Whenever the rogue takes the full attack action and has more than one attack, they may surrender all additional attacks, making a single attack instead. This single attack can inflict precision damage or a critical hit against targets normally immune (ignoring fortification).

Precision Performance (Ex): When the rogue takes 10 on a Disable Device check, assume they rolled 15 instead of 10. The rogue can take 20 on Disable Device checks in half the normal time.

Robotic Mindset (Ex): If the rogue makes a Will saving throw against an attack that has a reduced effect on a successful save, they instead avoid the effect entirely. A rogue must have improved evasion before selecting this rogue trick.

Tactical Forethought (Ex): For determining if the rogue gains the benefit of flanking, they may consider themselves to be in any adjacent square. This does not help the rogue's allies gain flanking, only the rogue.

Trap Rigging (Ex): This rogue trick modifies the DC for bypassing a trap without disarming it to the trap's DC + 5, allowing themselves and allies to move around it without triggering it.



Ponyfinder

A Clockwork Equine



Written by David Silver





THE DOPPLEGANGERS

DOPPLEGANGER POWER

What makes doppelgangers special is often what is not displayed to others. Distrusted by most of ponykind, they learn from a young age the value of discretion among non-doppelgangers, and tend to only reveal their skin shifting ability to those closest to them. In their disguises, they appear perfectly normal, usually taking on the form of the physical tribe whose abilities they inherited.

Doppelgangers are fully capable of excelling as a member of their host tribe. Doppelganger pegasi fly just as far and fast and can learn weather magic while doppelganger unicorns can wield force with their minds just as intuitively their purebred kin. When disguised as another tribe their skills are put to the true test, as most cannot easily imitate the built-in talents of more distant brethren—a unicorn that can't manipulate things with their mind is a curious unicorn indeed.

Doppelgangers who delve into the art of spellcasting almost invariably specialize in mind-affecting spells, enjoying the rush of power and confidence that comes from overwhelming the minds of others. To bring another's mind to its knees is a thrill unique to doppelgangers, rivaling that of time spent with a loved one or

an exceptional wine or meal. While they do not require this to function, its deliciousness is a mildly addictive treat that few doppelganger spellcasters can refuse.

The brand of destiny of a doppelganger is often concealed and their shape shifting power allows them to have as many different brands on display as they have pony forms. Their natural form however often has a brand that pertains to some mental state, disguises, or other hint at their mutable nature and unique part to play in life. They cannot change their brand while appearing as a doppelganger even if they choose to become an otherwise-different doppelganger.

There are sometimes—especially for doppelgangers born away from Blevik or of mixed parentage—leakage from their physical tribe into the brand, mixing its theming. For example, an earth-bound doppelganger could have an apple with a mask over it for a brand while a pegasus doppelganger could have a cloud that looks like two things at the same time.

DOPPLEGANGER NAMING

Doppelgangers often have two or more sets of names, taking on a monicker of their favored tribe as well as a more secretive name for their changing friends and

DOPPLEGANGER PATHFINDER ATTRIBUTES



- Attributes:** Doppelgangers have the same racial modifiers as their physical tribe.
- Shapeshifter:** Doppelgangers gain the shapeshifter subtype.
- Low-Light Vision:** Doppelgangers can see twice as far as humans in conditions of dim light.
- Fingerless:** See fingerless rules on page 4.
- Four-Legged:** Doppelgangers gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.
- Earth-Bound:** Doppelgangers gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities. In addition they gain Endurance as a bonus feat.
- Emotional Vampire:** When a target fails a saving throw against any enchantment or mind-affecting effect of the doppelganger, the doppelganger gains a +1 insight bonus to attack rolls, caster level checks, and attribute checks for as many rounds as the level of the spell (or 1 round if it is not a spell).
- Lesser Change Shape:** Doppelgangers have a specific pony shape they can take at will. Doppelgangers gain a +10 racial bonus on Disguise checks to appear as that pony. Changing shapes is a standard action that functions (as alter self without the adjustments to ability scores).

DOPPLEGANGER 5TH EDITION ATTRIBUTES



- Ability Score Increase.** Your Charisma score is increased by 1.
- Disguise Adept.** You are proficient with a disguise kit and can disguise yourself without a disguise kit. If you use a disguise kit, the check is made with advantage.
- Fast Talker.** You gain proficiency in either Deception or Persuasion.

closest of allies. The first name of doppelgangers usually refer to an emotion or the act of changing itself. Common first names include things like: Temptation, Doppel, Happy, Sad, Alternate, Changing, Mirror, Proxy, Clone, Duplicate, Despair, Joy, Desire.

Doppelgangers often don't have a second name but when they do it usually completes the first name. Passed on family names are very rare among doppelgangers. Examples include: Copy, Day, Ganger, Night, Image, Impulse, Triumph, Vanity.

A BRIEF HISTORY OF DOPPLEGANGERS

The doppelgangers arose quietly, as is their way, subtly emerging among the fractured tribes of the pre-empire days. Some say they have lurked almost unnoticed among ponykind from almost the start, their obscurity one of the first defenses learned by the primitive proto-ponies and becoming something of a strange adaptation passed down from there—a trait thought to be destined to fade away but refusing to do so and instead becoming a powerful tribe all of its own.

It wasn't until the forming of the empire that the doppelganger tribe began to gather and cement its power, and Blevik fell to doppelganger control only thirty years

after the unification. There was no fanfare and for the ponies of the city, life scarcely changed at all. The doppelgangers were clever and pragmatic rulers, most genuinely wanting what was best for their city and citizens (of any tribe) and so long as the non-doppelgangers did not attempt to seize control, they were welcome.

The empire had no official stance on doppelgangers and they were just fine with that. Blevik paid the minimum to keep the nobles of the empire happy and made noises of being loyal, but the city and its doppelganger citizens were ultimately dedicated only to themselves. When the empire declined into barbarism, Blevik stood proud and tall, and with it, the doppelganger tribe remained strong and unified in the darker ages.

Queen Iliana had written quietly that she disagreed with the stigma that doppelgangers faced but enacted no laws to counter it. Of course such edicts would have been troublesome to enforce at best, as are most laws concerning a tribe that can hide themselves so well. She did employ a small number of the clever shape shifters, using them as scouts and spies, especially in the human lands where the more talented of them could pretend to be humanoids.

Throughout their history the doppelgangers' curious relationship to Kara has grown and faded in cycles. The

greatest church to her was erected in Blevik and stands where other temples have fallen to time and strife. Here non-doppelgangers can pray to be accepted, to become the Kara Kissed and doppelgangers of a different sort. Though such imitators are seen as being of lesser quality, they are still kin.

LIFE OF A DOPPELGANGER

The life of a doppelganger first hinges on their origin—there is a vast difference between a foal born of doppelganger parents, one born to the unaware, one born to a mixed family, and those who become change themselves by way of worshipping Kara.

Doppelgangers of pure families (most often in Blevik) are raised to celebrate and hone their shapeshifting abilities, often from an early age. Those of mixed parentage may be kept in the dark if the other parent is also unaware but even if the other parent does know, they are more likely to be grilled on the importance of discretion first before experimentation in shapeshifting can begin with any earnestness.

Those born to non-doppelgangers entirely can have it rough sometimes. Though some parents embrace their foal no matter what tribe it emerges as, many bemoan the fates and reject doppelganger offspring, claiming their rightful child was somehow swapped out in the traditional manner of changelings or that they somehow angered the gods.

The least of all doppelgangers are those who lay themselves prostrate before Kara to become one, at least as far as the others are concerned. Insectoid and terrible to behold, they can become just as skilled at shapeshifting as native doppelgangers but tend to be wicked and cruel. Their upbringing and habits often arise from the tribe they started with before they undergo the change, ostracizing them all the more.

Doppelgangers often leave home at maturity but take time to visit or at least send letters to their parents, especially if they are shapeshifters as well. Despite their often shrouded feelings they are often clear and forthright with those close to them, family, and dear friends. It is a matter of complete trust to bear one's heart to another—all others get their mask.

Becoming managers more easily than actual craft-ponies, doppelgangers often find themselves drawn to social professions. Politics is a welcome place for them, where they can refine their social skills while using them in an unending battle of wit and grace. Despite their reputation doppelganger politicians can do a great deal of good for a community they have come to love from legitimately earned positions of power.

A majority of doppelgangers pay heed to Kara but

theirs is a strange relationship; though she is the patron of shapeshifters she is not herself a doppelganger. Those who pray to her earnestly become the Kara Kissed but these devotees are similarly not doppelgangers and while for some this is reason for concern, many simply accept that the way of gods is as mysterious as it is powerful. Regardless, most doppelgangers do at least show modest faith towards her and ask for her help when things go awry—being a god of shapeshifters, she sometimes responds.

When a doppelganger begins to feel the ravages of age they often seek out another of their kind to take their place. In some cases an identity may be passed down for many generations and to be asked to assume an important pony's place willingly is considered a high honor. To do so without being noticed for the transition is the epitome of doppelganger skill and leads many other ponies to believe that doppelgangers simply do not fear death by age.

Despite their basic link to Kara some doppelgangers do develop feelings for other gods and can become quite pious in matters of religion of these other deities. A doppelganger takes great pains to appear as the most favored form for the deity they kneel before, hoping it will earn them just a little more respect and goodwill—this



can often even mean becoming bipedal if they should choose a humanoid deity to follow.

When a doppelganger finally submits to Soft Whisper's gentle care, their family (if nearby) often hides the body and disposes of it in secret, saying their goodbyes quietly in the dark of night and then moving on as if nothing had happened at all. It is considered bad fortune to have one's death advertised or known widely. Far better, if your life was worth carrying on, to pass it to the next generation before quietly fading from the world with dignity.

STEREOTYPES OF OTHER TRIBES

Doppelgangers do not have many shared views of tribes, often gaining them from their physical tribe. One common thought is pity for those locked in one form for all their life—such lesser ponies will never know the pleasure of reshaping the vessel that holds the spirit.

Most also consider themselves quite clever indeed and take pleasure in fooling the non-shifting races at any opportunity. This is not always malignant however as doppelganger stage magicians may take just as much pleasure with their legerdemain as others doppelgangers may find joy in political victories over lesser races.

RACIAL TRAITS



Citizen of the World: The doppelganger finds all sentients have their individual charms and look forward to meeting as many different races as possible. They gain a +1 trait bonus to Diplomacy and Knowledge (local) checks and chooses one to gain as a class skill. This ability replaces the emotional vampire racial trait.

Duplicitous: The doppelganger's covert ways were taught from a young age, granting a +1 trait bonus to Bbluff and Disguise checks, and they gain one as a class skill. This ability replaces the emotional vampire racial trait.

Wolf in Sheep's Clothing: Doppelgangers are skilled at hiding as other species and do not suffer penalties to Disguise checks while doing so. This ability replaces the emotional vampire racial trait.

RACIAL FEATS



BESTIAL GROWTH (GENERAL)

Your ability to shapeshift expands into the animal world, allowing you to hide or attack as one of nature's own guardians.

Prerequisite: Ponykind, doppelganger, Knowledge (nature) 5 ranks

Benefit: You may use your innate shapeshifting to duplicate *beast shape I* instead of *alter self*, allowing you to take on the form of any animal you've seen and identified (polymorphed creatures do not count). At 10th level you duplicate *beast shape II*, at 14th level you duplicate *beast shape III*, and at 20th level you duplicate *beast shape IV*. You cannot speak while in animal form, making the casting of spells with verbal components impossible. Your attributes and natural armor bonus do not change when you use this ability.

DISCERNING EYE (GENERAL)

With long experience around changelings, or perhaps from being one, you have learned to spot the flaws in magical changes.

Prerequisite: Wisdom 13

Benefit: You gain a +5 competence bonus to Perception checks against Disguise checks aided by spells, shape shifting, and other similar supernatural abilities.

EMOTIONAL VAMPIRISM (GENERAL)

You have honed your hunger, able to feed more readily and deeply.

Prerequisite: Ponykind, doppelganger, Sense Motive 5 ranks

Benefit: Your ability to gain a bonus when a target fails a saving throw against your mind-affecting abilities is also triggered when you cause a creature to become confused, cowering, fascinated, frightened, panicked, or shaken. The duration of non-spells becomes 1 round per 2 character levels, while spells persist for 1 round longer. At 10th level, the bonuses gained from feeding increase to +2.

FALSE UNIFICATION (GENERAL)

You have learned the secret of tapping into the power of other tribes, though the power is quite draining.

Prerequisite: Ponykind, doppelganger

Benefit: For up to 10 minutes per day per level, you may assume a racial trait of a pony tribe you are imitating. These 10 minute segments need not be used consecutively, but at least 10 minutes are used per use. If you have Partial Change, you can activate the powers of a tribe other than your primary form, appearing as a unification sorcerer with each trait counting as a use of that feat. These traits do not deactivate your changeling abilities.

KARMA CHAMELEON (GENERAL)

Your shape shifting has spread to your mind, where you can put on masks to hide your very psyche from others.

Prerequisite: Ponykind, doppelganger

Benefit: As a standard action you may begin detecting as any alignment you wish, using Disguise to oppose any attempt to see your true alignment. You may also dampen the strength of your aura down to faint if you wish. When *detect evil* or similar spells target you, the GM makes a hidden Sense Motive check against a DC equal to 10 + your Bluff modifier. On a success, the caster sees your true alignment and aura.

PARTIAL CHANGE (GENERAL)

You have reached a new zenith of shapeshifting, taking parts from wildly different creatures to form your own ultimate form.

Prerequisite: Bestial Growth

Benefit: You may add 1 ability to any form you assume (as per Bestial Growth's *beast shape*) from another form you are able to assume. At 6th level and every 6 levels thereafter, you may add 1 additional ability (to a maximum of 4 added abilities at 18th level). You are unable to add abilities when you are shapeshifted by other means (such as *polymorph*) and when you change forms, all your currently added abilities cease. Adding or removing additional abilities requires a standard action and only be added or individually removed one at a time.

In addition, you can use this ability to cosmetically appear like an entirely new manner of creature (like a human with hooves or a gnome with a tail). Secondary natural attacks may be added (such as the former human with hooves gaining hoof attacks), with each attack being counted as an ability.

SHIFTING DODGE (COMBAT)

Sudden changes in size and shape can throw off an enemy's aim.

Prerequisite: Doppelganger, Dodge

Benefit: Your dodge bonus to AC increases by +1. Whenever a creature makes its first attack against you in an encounter, your dodge bonus to AC increases by +1 more for every 3 character levels you possess (to a maximum of +8 at 18th level). If you are denied your Dexterity bonus to AC you lose this dodge bonus.

TAKES ONE TO KNOW ONE (COMBAT)

Your attacks can force polymorphed targets to return to their natural form.

Prerequisite: Doppelganger, Perception 5 ranks

Benefit: Melee attacks you make against a target under the effect of a friendly polymorph or shapeshifting effect are affected as if by a *dispel magic* (use your character level as caster level). Supernatural and extraordinary effects have a caster level equal to the originating creature's hit dice. Only one effect can be dispelled per hit. Creatures able to use *polymorph* at will lose access to the spell-like ability for 1d4 rounds.

TERRIFYING ASSAULT (COMBAT)

It's not always how hard you strike but how hard you appear to.

Prerequisite: Doppelganger

Benefit: As a swift action after you hit a creature with a spell or melee or ranged attack, you may make an Intimidate check against the target. After you have intimidated a creature with this ability, you cannot use it against the same target for 1 minute.

RACIAL FEATS



BESTIAL GROWTH

Prerequisite: Doppelganger, proficiency in Survival

Your ability to shapeshift expands into the animal world, allowing you to hide or attack as one of nature's own guardians. You gain the ability to wild shape as a druid of 4th level would. The transformation lasts for 10 minutes and once you have used it, you cannot do so until you have finished a long rest. Starting at 11th level, you can use this feature twice between long rests and are able to wild shape as a druid of 8th level.

DISCERNING EYE

Prerequisite: Wisdom 13 or higher

With long experience around changelings, or perhaps being one, you have learned to spot the flaws in magical changes. You gain the following benefits:

- You have advantage on any checks against disguises, whether the disguise is a mundane disguise, spell, shapeshifting, or other supernatural ability.
- You gain advantage on any checks or saving throws related to discerning whether an illusion is real.

- When you hit a creature that is magically or supernaturally disguised with a weapon attack, the target makes a Wisdom saving throw (DC 8 + your proficiency bonus + your Wisdom Modifier) or their disguise fades. They cannot reassume the same disguise for 1d4 rounds but are able to use another disguise that they might have at their disposal. Once you have used this feature, you cannot do so again until after you finish a long rest.

EMOTIONAL VAMPIRISM

Prerequisite: Doppelganger, proficiency in the Insight skill

You have honed your hunger, able to feed more readily and deeply. You gain the following benefits:

- You have advantage on Deception, Persuasion, and Intimidation checks meant to evoke an emotion, whether it be fear, happiness, or suspicion.
- Any time you are around creatures that are experiencing an intense emotion (like someone excited to attend a social event, panicking about being late to work, or other moments of anxiety and fervor the GM deems appropriate) you can spend 10 minutes interacting with that creature and treat that time as a short rest. If you are around a large crowd of 25 creatures or more that are experiencing heightened emotion (such as revelers or a crowd enjoying a musical concert), you can also remove a level of exhaustion as if you had benefited from a long rest.
- Your spells and abilities that confer the charmed or frightened conditions have their durations doubled if they don't require concentration. If they do require concentration, you can use this ability once and not have to concentrate on that ability. Once you have used this feature, you cannot do so again until after you have finished a long rest.

FALSE UNIFICATION

Prerequisite: Doppelganger, character level 5th

You have learned the secret of tapping into the power of other tribes though the technique is quite draining and difficult to maintain. For up to 10 minutes per character level, you may assume any one racial feature of a pony tribe you are imitating, including relevant physical characteristics. These 10 minute segments do not have to be consecutive, but at least 10 minutes are expended per use. Expended uses of this feature recharge when you have finished a long rest.

In addition, you can activate multiple powers to appear as a unification sorcerer, with each feature count-

ing as a use of this feat. These traits do not deactivate your doppelganger features.

KARMA CHAMELEON

Prerequisite: Doppelganger

Your shape shifting has spread to your mind, where you can put on masks to hide your very psyche from others. You gain the following benefits.

- As an action, you may begin detecting as any alignment you wish, making opposed Charisma or Intelligence checks (whichever is higher) against any attempts to see through the deception. You can freely end this feature as a bonus action.
- Your aura disrupts divination spells targeting you, retrieving only erroneous information that likely causes the caster to think that the information is false or the spell is flawed.
- You can become null to any divination magic at all, spending an action to turn off your aura. This also fools the ability of creatures that might sense your life force, and you can fool other aura-based abilities in a similar way. Activating this feature is a bonus action.

MASTER CHANGELING

Prerequisite: Doppelganger, character level 11th

You have reached a new zenith of shapeshifting, taking parts from wildly different creatures to form your own ultimate form. You can assume a shape that is up to Large size or as small as Tiny, regardless of your original size. You can also assume the shape of any living creature type (which excludes undead and construct types). This functions as per the *alter self* spell but you otherwise do not gain any features of those shapes (such as the amorphous ability of an ooze), though you can gain up to two natural weapons of that creature based on its size and type (such as slam, bite, claw, and so on).

This feature can also be used cosmetically to simply look like an entirely new manner of creature, like a human with hooves, or a gnome with a tail. If the new form would give you one or more natural weapons, you can use your bonus action to make one attack with either natural weapon. When you are Large sized, your relative Strength is the same and you wield Large-sized weapons with disadvantage unless you have a Strength score of 20.



PROWESS OF THE SHAPECHANGER

Prerequisite: *Doppelganger*, *Strength 13 or higher* or *Dexterity 13 or higher*

Sudden changes in size and shape can throw off an enemy's aim. It's not always how hard you strike, but how hard you appear to hit. Your ability to shapechange makes you a dangerous opponent in combat.

- Your AC becomes 13. If you are wearing medium armor, you instead gain a +1 to your AC.
- You can use your bonus action to take the Dodge action. After using this feature twice, you cannot do so again until you finish a long rest.
- Once per turn when you make an attack with a natural weapon (hoof, horn, bite), you can deal an additional 1d4 damage.

DOPPELGANGER ROGUE TALENTS



Bloody Replacement (Ex): Some doppelgangers specialize in replacing those you personally subdue. The rogue gains a +1 competence bonus per sneak attack dice to Bluff and Disguise checks when impersonating a creature they assisted in killing or subduing. If the target was only subdued, the bonus lasts for 1 day per rogue level.

Keep Your Friends Close (Ex): A doppelganger's allies can be aware of their presence through subtle body language, shared keyphrases, and other difficult to notice cues. Any ally within 60 feet of the rogue is aware of them despite any disguise or polymorph effect so long as they can see the rogue.

Keep Your Enemies Closer (Ex): When disguised as an ally of a victim the rogue is attacking, they deal +1d6 precision damage and reroll all 1s on the sneak attack damage dice. This only works once per enemy per day. If the rogue has the ability to reroll 1s, they may reroll 2s as well.

Kindness of Strangers (Ex): When the rogue strikes a creature they are capable of assuming the form of with a sneak attack, they may assume their form as a swift action. Allies of the creature must include the rogue in beneficial area of effects (such as channel energy, *bless*, and similar spells). An enemy may spend a move action to make a Perception check opposed by the rogues Disguise check -10. If the enemy succeeds they are free of the effect (although their allies are not). This is a mind-affecting effect that lasts for 1 minute.

Lost in the Crowd (Ex): Being able to assume a neutral or even boring form has its advantages. In crowds the rogue gains a +1 competence bonus per sneak attack die on Stealth checks. This bonus doubles if the rogue is following someone.

Wing Clip (Ex): With superior knowledge of just how parts come together in a body, doppelgangers can strike telling blows on enemies that fly with wings. Every time the rogue deals sneak attack damage, the enemy takes a penalty to Fly checks equal to the number of sneak attack damage dice and -5 feet to Fly speed per die of sneak attack damage. This penalty does not stack with itself.

USURPER (ROGUSH ARCHETYPE)



Your ability to change shape is exemplary, so incredible that you can make yourself appear as any person living or dead. You can assume nearly any identity so well that you could fool a twin. Though you take special joy in the mere act of impersonation, you can use these skills to gain access to many things, and people, that are off limits.

BLOODY REPLACEMENT

When you choose this archetype at 3rd level, you gain a preternatural ability to impersonate those you have vanquished. When you defeat or kill an opponent, you have advantage on Charisma (Deception) checks, Charisma (Persuasion) checks, and disguise kit checks you make to impersonate them. The duration of this effect is one day if you subdue an opponent, or a year and a day if you kill them. You can retain a number of such identities equal to your Charisma modifier, and must shed an identity to gain a new one when you exceed this limit.

KEEP YOUR FRIENDS CLOSE

Starting at 3rd level, you learn to notify your allies of your presence through subtle body language, shared keyphrases, and other difficult to notice cues. Any ally within 60 feet and able to perceive you is aware of you despite any disguise or polymorph affecting you.

LOST IN THE CROWD

Beginning at 9th level, you learn to assume a neutral and even boring form. In crowds you have advantage to Dexterity (Stealth) checks to avoid being noticed. You gain an additional +5 bonus to avoid the notice of a person that you are following.

KEEP YOUR ENEMIES CLOSER

Starting at 13th level, you are especially adept at using your disguise to inflict maximum damage, whether as the result an elaborate assassination or to help maintain your identity. When you attack a creature that considers you their ally, you deal sneak attack damage (even if you would not normally, regardless of disadvantage) provided that you hit. You also deal maximum weapon damage, but you must still roll sneak attack damage as normal. Once you have used this feature, you cannot do so again until you have finished a long rest (and even then only if you can convince the target that you are still their ally).

KINDNESS OF STRANGERS

At 17th level, you can change shape with frightening alacrity. When you deal sneak attack damage to a creature, you can assume their form as a bonus action, provided you could do so normally. If you do, allies of that creature have a hard time discerning the real from the fake. Such allies can use their action to make a DC 15 Charisma saving throw to discern a fake. If the creature succeeds, they are free of the effect, but their allies must still make a similar saving throw to spot the fake. If a creature fails, they must consider you and the target to both have legitimate claim to the identity until the truth is discerned. Creatures with true sight or immunity to the charmed condition are not affected by this feature.

DOPPELGANGER MAGIC



EMOTIONAL DRAIN

School enchantment (mind-affecting); **Level** bard 2, cleric 3, shaman 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Save Will partial; **Spell Resistance** yes

Turning your primal emotional hunger beyond its natural voraciousness causes the target to wilt away as you powerfully suck away their emotions and drive. The target takes 1d4 Charisma and 1d2 Wisdom damage. A successful save halves this damage. You are satiated for as many days as the largest amount of ability damage done, requiring no food, water, or rest. This spell does not function on non-sapient (base intelligence 2 or less) creatures. If you target yourself with this spell the satiation effect does not occur.

EMOTIONAL DRAIN, LESSER

School enchantment (mind-affecting); **Level** bard 1, cleric 1, shaman 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Save Will partial; **Spell Resistance** yes

This spell functions as *emotional drain* but only inflicts 1d2 Charisma damage (and no Wisdom damage).

ENHANCE DOPPELGANGER

School transmutation; **Level** alchemist 3, cleric 4, inquisitor 4, ranger 3, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range personal
Target self
Duration 10 minutes/level
Save none; **Spell Resistance** no

For the duration of the spell, any shapeshifting you do via doppelganger abilities gain the appropriate attribute and natural armor bonuses for the effective spell used (normally *alter self* or *beast shape* with Bestial Growth). When this spell's duration ends the attribute bonuses fade but the form remains if the doppelganger wishes it.

EVERLASTING DISGUISE

School transmutation; **Level** alchemist 1, bloodrager 1, cleric 1, druid 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 hour/level (D)
Save none; **Spell Resistance** yes

So long as this spell is active, polymorph effects that would normally fade on unconsciousness are instead maintained as they were at the time you are knocked out until this spell expires. This spell does not prevent the caster from changing further.

WAVE OF CHANGE

School transmutation (polymorph); **Level** cleric 5, shaman 5, sorcerer/wizard 5, summoner 4
Casting Time 1 standard action
Components V, S

Range 40-ft. burst centered on caster
Target all living ponykind or humanoids in range
Duration 1 day/level
Save special; Spell Resistance no

With a powerful wave of transmutation magic, you warp the form of everyone in the vicinity (including yourself). Everyone affected first gets a Fortitude save to avoid being changed. If this save passes, the spell is negated for that target. The caster automatically fails this save. The second save is a Will save to remember what they once were. If this fails, a target is convinced they were always in their new shape, even if their equipment no longer fits them. The caster automatically passes this save. Those who fail the second save also forget who cast the spell originally, or that there was even a spell cast to begin with. If the target was under the effect of another polymorph effect, this spell automatically replaces it.

To determine what form they become, consult the [Everglow Reincarnation Table](#).

DOPPELGANGER MAGIC



EVERLASTING DISGUISE

1st-level transmutation
Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 5 hours

So long as this spell is active, polymorph effects that would normally fade when you go unconscious are instead maintained as they were at the time you were knocked out until the end of this spell's duration. This spell does not prevent you from changing further and your form may still be altered by other polymorph spells.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you extend the duration by an additional hour for each spell slot above 1st-level.

EMOTIONAL DRAIN

1st-level evocation
Classes: Bard, Cleric, Druid, Warlock
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Turning your emotional hunger beyond its natural voraciousness causes the target to wilt away as you powerfully suck away their passion and drive. The tar-

get takes 2d10 psychic damage. A successful Wisdom saving throw halves the damage. You are sated for a number of hours equal to the damage inflicted, requiring no food, water, or rest. This spell does not function on creatures with an Intelligence of 2 or less and you cannot target yourself with this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d10 for each spell slot above 1st-level.

WAVE OF CHANGE

5th-level transmutation
Classes: Cleric, Sorcerer, Wizard
Casting Time: 1 action
Range: 40 foot radius
Components: V, S
Duration: 1 day

With a powerful wave of transmutative magic, you warp the form of everyone in the vicinity, including yourself. All humanoids and ponykind within range makes a Constitution saving throw or assumes a new form (you automatically fail this saving throw.) To determine what new form a creature assumes, consult the [Everglow Reincarnation Table](#). (Creatures other than you that assume a new form make a Wisdom saving throw to remember what they once were. On a failure, they are convinced they were always in their new shape (even if their equipment no longer fits them) as well as who cast the spell originally, or that there was even a spell cast to begin with. If the target was under the effect of another polymorph effect, this spell automatically replaces it.



Ponyfinder

A Subtle Change



Written by David Silver





THE GEM PONIES

GEM PONY POWER

The most obvious feature of gem ponies would be their enchanting coat of gem-like hair. They glimmer in any decent lighting, often appearing to be comprised of mineralized stone rather than fur and flesh. Despite appearances their pelt is soft and smooth to the touch. The orderly nature of the internal structure of their hairs actually reflects and turns away magical rays, making them difficult to target by hostile spellcasters and many monsters. Though this is largely a passive ability, with significant effort some gem ponies focus this effect to outright deny a given ray, becoming for an instant like a brilliantly polished mirror.

Gem ponies are built to be exemplars and often represent the best of their physical tribe as well. A gem pony that has fully embraced their destiny is the very best they can be whether on the ground, in the air, or underwater. Though they see all other gem ponies at least as well-regarded cousins, many consider their physical tribe to be their truest kin. A unicorn gem pony feels at home among other unicorns and while there have been attempts to change this and make a gem pony community, the fact that they don't breed true makes these short-lived ventures at best.

Long known as the harbingers of hope, the mere pres-

ence of gem ponies turns aside fear around them. Eternal optimism seems to deflect misfortune and convert miserable failure to surprising victory when a gem pony's involved. They are not fabricators of fate however and their ability to invert a bit of bad luck has limits. There is a saying among gem ponies: the author's hands may only be spurned once per rising of the sun.

The brand of destiny of a gem pony is usually identical to that of their physical tribe save that it glitters and is contoured as if it were made of gemstone instead of whatever material it might otherwise have been. Ruby apples, towering pillars of obsidian, and glistening shields of diamonds are all possible marks of the destiny for a gem pony. Their brands otherwise follow the habits of their physical tribe. An earth-bound gem pony inherits the brand of their family (albeit with a glossy finish) and such a mark is easily identifiable—similarly, a pony who takes on the destiny of the gem tribe later in life discovers their existing brand becoming crystallized rather than develop a new one.

GEM PONY NAMING

The first names of gem ponies tend towards that of gemstones, most often one that has a similar pattern or

GEM PONY PATHFINDER ATTRIBUTES



Attributes: Gem ponies have the same racial modifiers as their physical tribe.

Earthy: Gem ponies gain the earth subtype.

Low-Light Vision: Gem ponies can see twice as far as humans in conditions of dim light.

Fingerless: See fingerless rules on page 4.

Four-Legged: Gem ponies gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

Crystalline Form: Gem ponies have crystalline skin that grants them a +2 racial bonus to AC against rays. Once per day, they can deflect a single ray attack targeted at them as if they were using the Deflect Arrows feat (but without the need for a free hand).

Earth-Bound: Gem ponies gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities. In addition they gain Endurance as a bonus feat.

Eternal Hope: Gem ponies gain a +2 racial bonus on saving throws against fear and despair effects. Once per day, after rolling a natural 1 on a d20, the gem pony can reroll and use the second result.

GEM PONY 5TH EDITION ATTRIBUTES



Ability Score Increase. Your Charisma score increases by 1.

Eternal Hope. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Resolute. You have advantage on saving throws against being frightened.

coloration of the individual who bares the name. Common first names include things like: Onyx, Emerald, Diamond, Ruby, Sapphire, Quartz, Topaz, Spinel, Beryl.

Last names of gem ponies are often things that can be made of the first name, sometimes a thing found in the foal's brand of destiny. Examples include: Crown, Sword, Armor, Tiara, Scepter, Compass, Shore, River, Spike, Tower.

A BRIEF HISTORY OF GEM PONIES

The destiny that calls to the gem ponies did not arrive until well after the tribes were largely established. A kingdom arose with all the majesty of the more modern pony empire, its royalty clearly visible with their glittering pelts—not with any jewelry or magic but a built-in sense of purpose to leadership. Their number could be of any of the physical tribes and the royal family had members of all kinds in their numbers.

Once a year a great ritual to turn back the darkness shared their bright gift to the population of the land, and for that day all were gem ponies, their revelry loud and energetic. As all kingdoms are destined to do however eventually the gem kingdom fell to ruin, the causes

of this downturn shrouded in the mists of time. Claims run from early contact with the humanoid races to ill-fated attempts to reach beyond Everglow itself; some even say that the royalty of the kingdom threw their psyche into the fabric of the universe and ascended to some higher plane of being.

A century passed without any signs of the gem tribe until it returned seemingly on its own, perhaps as a signal to the end of the dark age or a portent of worse things ahead. An earth-bound colt emerged from his mother with the glittering pelt of royalty and all across Everglow other ponies had the same experience—mothers with unusually heavy foals waddled around only to be rewarded for their patience with a child clearly destined to greatness. Though it was a rare thing, it became a possibility for any mothering pony.

Queen Iliana looks upon the gem ponies with a special warmth as there is something in them that reminds her of herself and it is not hard to see—both are imbued with an otherworldly demand to lead others. Was the blood of unification that runs through her just another attempt by the gods to see that the ponies were herded well? Whatever the case, a gem pony that rises to their destiny during Illiana's reign can find easy employment

in her army provided they can avoid stepping on the hooves of other, less crystal-studded, advisors that do not look kindly on such interlopers.

When the empire slid towards decay after Iliana's passing the gem ponies began to dwindle in number. Unlike the time after the passing of their own kingdom, they did not vanish entirely and new gem ponies are still born (if more rarely). Some say that they are a reminder to keep hope alive and that the ponies may yet find a new kingdom of their own if they have bravery enough to make that fond wish a reality.

LIFE OF A GEM PONY

Being strongly bound to their physical tribe, gem ponies often have lives similar to that of their peers in terms of holidays and rituals performed at birth, coming of age, and death. Each is colored faintly with the promise that the gem pony should aspire to do more—no quiet life awaits a gem pony that is embracing their destiny. They frequently depart home upon reaching maturity, though this does not imply a distance from their parents (who they may return to see). A burning wanderlust drives gem ponies from the nest and towards where their talents can be best put to use; for instance, rather than starting a smithy in their hometown they'll actively seek a community that needs metalworking and settle there instead.

Foals of more social tribes, such as the earth-bound, constantly send home tokens of their success to their parents with letters of fond wishes. Not having something to show for their efforts can tear such gem ponies apart with frustration, leading either to despair or renewed vigor depending on the individual and circumstances. Gem ponies that prefer solitude instead decorate their homes and places of work with signs of their progress, amassing a visible record of their growth as a pony and mastery over their chosen profession.

Gem ponies are generally not shy about taking charge in any given situation. Though their lustrous pelt doesn't lend any specific charisma or tactical ability their presence throws back the shadow of fear and they can lead other ponies to victory be it on the battlefield or in more mundane pursuits. Tales are still spread of the hoofball team led by Diamond Run, who could turn a game around in the second half no matter how badly they seemed outclassed at the start.

When their time comes to a close many gem ponies take it reluctantly—given the choice most would rather continue honing their skill and few retire unless physically incapable of continuing their task. When age robs them of this ability, a gem pony faces a tough decision. Many fall into depression and await the end with somber bitterness but others seek out the young and fresh, teaching and coaching as steadfastly as they lived their

life. They live vicariously through their students and revel in every victory they can help bring about through thoughtful wisdom.

In matters of religion the gem ponies are a deeply pious lot, and often find a god or goddess that they call their own, honoring them at every opportunity. Some simply can't decide and become devout pantheists, worshiping an entire collection of gods as if they were grandparents rather than far-removed beings of awe-inspiring power. It matters little what deities they are brought up around—a gem pony could fall in with a dwarven or human god if they are raised in the right community and usually only consider it a point of pride that they are an odd-looking member of their congregation.

The passing of a gem pony is often news for the community provided the equine lived well. Often their surviving relations or friends pick through their collection of mementos and select one to stand in memory of the pony. This tradition is waived if the deceased had a chosen apprentice but no surviving family and in these cases the student has full control over what—if anything—is saved. Sometimes the keepsakes of the gem pony are spared being used for as a grave marker entirely, being put to work by the next generation in a more living memory of the passed.

STEREOTYPES OF OTHER TRIBES

The feelings of gem ponies towards other tribes are strongly flavored by their physical tribe but they tend to get along well with any pony that is living life strongly as opposed to simply existing. It is for this reason that they generally get along with griffons, who also favor a life well spent; even a villain may be worth one's time if they are passionate about their place in the universe.

RACIAL FEATS



ALIGNED MATRIX (GENERAL)

Your pelt has grown resistant to hostile magics, deflecting and scattering the energy before you can be affected.

Prerequisite: Gem pony

Benefit: You gain spell resistance equal to 5 + your level against any spells that deal damage.

CLEAR LEADER (GENERAL)

There is no time for jealousy when you're reaching for the stars of your destiny.

Prerequisite: Leadership, eternal hope racial trait

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Benefit: Your cohort stops gaining experience when it is about to advanced past what your leadership score allows, gaining a +1 competence bonus to attack rolls and skill checks. When you gain a level, your cohort gains a level and loses these bonuses until it qualifies to level beyond what your leadership score allows. This does not modify the starting experience points of your cohort.

GUIDING LIGHT (GENERAL)

Those that can feel your warmth experience it like a bright light in the fog of their minds, guiding them to safety.

Prerequisite: Eternal hope racial trait, ability to cast *beacon of hope*

Benefit: Allies within range of your *beacon of hope* gain one additional save against ongoing mental effects on their next round after being affected by the spell. Success ends the effect.

INNER LIGHT (GENERAL)

Provided you've had enough time in the light, you carry it with you into the darkest of places.

Prerequisite: Eternal hope racial trait

Benefit: Provided you've been in normal or better light source (other than yourself) for at least 1 hour in the last 24 hours, you emit light (as the *light* spell). This light effect is supernatural, and in the effects of *darkness*, *deeper darkness*, or similar effects, it cannot be reduced to smaller than a 5-ft.-radius around yourself.

INSPIRED SHOUT (GENERAL)

With a sudden yell of encouragement a gem pony can inspire others to succeed where failure seemed imminent.

Prerequisite: Eternal hope racial trait, Charisma 13

Benefit: As an immediate action, you may give an ally other than yourself within 60 feet a +1 luck bonus to a d20 roll. This can turn a failure into a success.

MIRROR POLISH (GENERAL)

You have honed your ray deflecting powers to work against those that attack with sight, turning their dangerous gazes against them.

Prerequisite: Crystalline form racial trait

Benefit: As a swift action you may use a daily use of your ray deflecting power to instead force a creature with a gaze attack that would affect you to save against

its own attack, even if it would normally be immune to it. You cannot be affected by the gaze attack during a round in which you do this. You also gain one additional daily use of your ray deflecting ability.

SHINING BRIGHT (GENERAL)

Your innate ability to bolster those around you blends well with the auras of certain trainings

Prerequisite: Eternal hope racial trait, class ability with an aura or radius effect

Benefit: Auras such as the aura of courage and aura of resolve double their range. This also affects bardic performances and similar abilities.

SOLID BUILD (COMBAT)

You are heavier than most and enjoy this fact—no body is going to push you around without working for it.

Prerequisite: Crystalline form racial trait

Benefit: You gain a +1 luck bonus to CMD. At 3rd level and every 3 levels thereafter, it increases by +1 (to a maximum of +7 at 18th level). You are considered one size larger for the sake of effects targeting you that are based on size (such as grab or swallow whole).

WHEN ALL HOPE IS LOST (COMBAT)

As your allies fall you are only driven to try harder.

Prerequisite: Eternal hope racial trait

Benefit: For every ally of yours that is recently dead, dying, stunned, petrified, paralyzed, dominated, or otherwise entirely removed from the battle, your caster level increases by +1, you gain 5 temporary hit points, a +1 racial bonus to attack and weapon damage rolls, and +1 racial bonus to saving throws. The temporary hit points can only be gained from a particular ally once per hour and all benefits from this feat remain for 1 minute. The duration of these benefits reset any time a new ally falls and they are cumulative (to a maximum bonus of +5). Temporary allies (summoned creatures for instance) do not activate this ability.

RACIAL FEATS



ALIGNED MATRIX

Prerequisite: Gem pony, character level 13th, Constitution 13 or higher

Your pelt has grown resistant to hostile magics, deflecting and scattering the energy before it can affect you. You gain the magical resistance feature (and thus

have advantage on saving throws against spells and other magical effects).

INNER LIGHT

Prerequisite: Eternal hope racial feature

Provided you've had enough time in the light, you carry it with you into the darkest of places. You gain the following benefits:

- Provided you've been in normal or better light from a source other than yourself for at least 1 hour in the last 24 hours, you can cast the *light* cantrip.
- You can concentrate as an action to dispel darkness. Treat this as a *dispel magic* using a 3rd-level spell slot that can only target magical darkness. Once you have used this feature, you cannot do so again until you have finished a long rest.
- You can select a spell or effect within 50 feet that grants a benefit to you and your allies (such as a paladin's aura or *magic circle*) and double its area or range for the duration of the effect, to a maximum of 200 feet and 1 hour, respectively. Once you have used this feature, you cannot do so again until you have finished a long rest.

INSPIRED SHOUT

Prerequisite: Eternal hope racial feature, Charisma 13 or higher

With a sudden yell of encouragement a gem pony can inspire others to succeed where failure seems imminent. You can make a shout that grants one of the following benefits:

- As a bonus action, you may grant inspiration to an ally other than yourself within 60 feet. If an

ally is subject to a saving throw, you can instead use your reaction to grant them the inspiration which they can use on that roll. You may only grant inspiration to one ally at a time and once an ally has benefited from this feature, they cannot do so again until after you have both finished a long rest.

- When an ally within line of sight is charmed or frightened, you can use your shout to allow them to make a new saving throw. If they succeed, they shake off the effect at the start of their next turn and can't be frightened or charmed by the same effect for 24 hours.

MIRROR POLISH

Prerequisite: Gem pony

You have honed your ray deflecting powers to work against those that attack with sight, turning their potent gazes against them. You gain the following benefits:

- When you are subject to a ranged spell attack, you may use your reaction to cause ranged spell attacks targeting you to be made disadvantage until the start of your next turn as they reflect off of your shiny coat. Once you have used this feature, you cannot do so again until you have finished a long rest. When you reach 11th level, you regain the use of this feature after a short or long rest.
- When in an area of bright light, you can use your bonus action to shine light in the eyes of a sighted creature. That creature is blinded for 1 turn. Once you have used this feature, you cannot do so again until you have finished a short rest.
- Creatures that have offensive abilities or attacks that rely on sight or gaze must make a saving throw when they look at you or are unable to do so directly, making attacks against you with disadvantage as long as their gaze is averted.

SOLID BUILD

Prerequisite: Gem pony

You are heavier than most and enjoy this fact—nobody's going to push you around without working for it.

- You count as Large size for the purposes of grappling.
- You have advantage when resisting an opposed Strength check but not when initiating one.
- When a creature would hit you with an attack that would grapple or swallow you, you can use your reaction to force it to make a second attack roll. If its second roll fails, it still inflicts damage but



it does not successfully swallow or grapple you.

- If a creature or effect would cause you to move 5 feet or more, you can use your reaction to reduce the total distance by 10 feet (to a minimum of 0 feet, meaning that you do not move).

When All Hope is Lost

Prerequisite: Eternal hope racial feature, Wisdom 13 or higher

As your allies fall you are only driven to try harder. For every ally within line of sight that is either dead, dying, stunned, petrified, paralyzed, charmed, or otherwise entirely removed from battle such as being shunted to another plane (the exact requirements are at the GM's discretion), you gain a 5 temporary hit points and +1 to attack and damage (maximum 15 temporary hit points and +3 to attack and damage). These temporary hit points and bonuses do not stack with magic spells or items that grant those benefits. The bonuses can only be gained from a particular ally once per hour and remain for 1 minute. The timer is reset any time a new ally falls under one of the listed conditions. Temporary allies (such as summoned creatures) do not activate this ability but NPC allies do.

GEM PONY ALCHEMICAL DISCOVERIES



Crystal Bomb (Ex): When the alchemist creates a bomb, they can choose to have it inflict slashing damage. Creatures that take a direct hit or full splash damage from a crystal bomb take 1d4 bleed damage.

Crystal Brew (Su): The alchemist's extracts carry a portion of their elemental essence. Whenever they are imbibed, the drinker gains a +1 natural armor bonus per spell level of the extract for 1 minute. Creatures other than the alchemist cannot benefit from this discovery if the alchemist does not have the infusion discovery.

Elemental Fortification (Su): This discovery reinforces the alchemist's elemental connection, making them immune to precision damage (such as sneak attack damage) and critical hits so long as the alchemist is under the effects of a mutagen. An alchemist must be at least 12th level and have the preserve organs discovery before selecting this discovery.

Gem Polish (Ex): A special diet and polishing regimen keeps the alchemist's crystalline hide so sparkly that even their peers are caught by surprise. The alchemist's

AC vs. rays increases by +2. This discovery can be taken multiple times.

Heavy Bomb (Ex): The bombs the alchemist throws leaves a heavy residue on their victims. Anyone who fails a save against a bomb the alchemist throws becomes entangled for 1 round. The target cannot be glued and this does not interrupt flying.

GEM PONY MAGIC



BRIGHT SHIELD

School abjuration (force); **Level** alchemist 1, bloodrager 1, magus 1, sorcerer/wizard 1, summoner 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level

Save none; **Spell Resistance** yes

This spell functions as the *shield* spell but the plane of force shimmers with faintly visible colors and it is useless against standard attacks, only providing its AC bonus to touch attacks. If this spell is heightened, its shield bonus increases by 1 for every additional spell level it is cast at.

CONSOLIDATED WEALTH

School transmutation (metal); **Level** bard 1, cleric 1, magus 1, shaman 1, sorcerer/wizard 1, summoner 1

Casting Time 1 standard action

Components V, S

Range touch

Target up to 100 gold/level in gems or coins

Duration instantaneous

Save none; **Spell Resistance** no

With a touch and an incantation you can cause coins to become an equal value in gem, or gems to become an equal value in coins. You can specify what gems or currency you desire, which could result in little more than a diamond flake if you translate a single copper. Items comprised of valuable metal or gems can be translated but do so poorly, becoming only half their market value in translated material.

LEAD BY EXAMPLE

School transmutation; **Level** bard 2, cleric 2, shaman 2

Casting Time 1 standard action

Components V

Range personal

Target self

Duration 1 minute/level

Save none; **Spell Resistance** no

Every motion you take becomes a sterling example to your allies. For the duration, landing a blow with a weapon (even a spell weapon, such as a ray or *spiritual weapon*) grants allies able to see you a cumulative +1 morale bonus to attack and damage (+2 when you land a critical hit). Casting a spell grants a cumulative +1 morale bonus to your allies' caster levels. This bonus can stack with itself but only persists until the start of your next turn.

SLAVE TO DESTINY

School enchantment (mind-affecting, language dependent); **Level** cleric 5, inquisitor 4, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Target one pony

Duration 1 minute/level

Save Will partial; **Spell Resistance** yes

Reinforcing the chains of destiny on the target pony, you remind them of what their brand means. This operates as *dominate monster* but the target takes a -2 penalty to their save if the command matches their brand of destiny or a +4 luck bonus if it does not. Friend or foe does not matter unless the brand is specifically concerning loyalty. Pass or fail, the spell remains in effect (with a new save each round with success allowing the target to act normally that round).

GEM PONY MAGIC



CONSOLIDATED WEALTH

1st-level transmutation

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

With a touch and an incantation, you can cause precious metals to become an equal value in precious minerals. You can also cause precious uncut gems to become an equal value in unworked precious metals. You can specify what gems or metals you desire, which could result in little more than a diamond flake if you translate a nugget of copper. Items comprised of worked metal or cut gems can be converted but do so poorly, becoming only half their market value in translated material. You can affect 10 pounds of material per casting.

LEAD BY EXAMPLE

2nd-level transmutation

Classes: Bard, Cleric, Druid

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Every motion you take becomes a sterling example to your allies. For the duration, landing a blow with a weapon (even a spell attack, such as a ray or *spiritual weapon*) grants a single 1d4 to every ally within 30 feet to use on their next attack roll (and on a successful hit, damage roll). Landing a critical grants 2d4 instead. These dice are used immediately and rolled as part of the attack roll (and possible damage roll).

Additionally, for every two spells (not cantrips) you cast while you maintain concentration on this spell, you can choose one ally within line of sight to regain one spell slot of 1st-level.

These bonus dice and spell slots can be granted as long as the conditions are met but only persist as long as you concentrate on this spell.

SLAVE TO DESTINY

3rd-level enchantment

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a charm worth 50 gold resembling a famous brand of destiny, which the spell consumes)

Duration: Concentration, up to 1 minute

Reinforcing the chains of destiny on the target pony, you remind them of what their brand means. This functions as per the spell *suggestion* but the target makes their saving throw with disadvantage if the command matches their brand of destiny or advantage if it does not. Unless the brand is specifically concerning loyalty the domination is flawless and causes the victim of this spell to attack its allies. Regardless of the results of the initial saving throw, a new saving throw is required each round for the target to act normally instead.

At Higher Levels. If you cast this spell using a spell slot of 5th-level or higher, this spell acts as a *geas*, with the appropriate duration but no need for concentration. In this case the victim of the spell must make a saving throw whenever it finishes a long rest, removing the spell's effect on a success.



Ponyfinder

Heart of Diamonds



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Written by David Silver

**SILVER
GAMES
LLC**



THE TRIBE OF BONES

BONE WORSHIP

Ponies born to the tribe of bones tend to stay emaciated but their thin frames hide a thick ancestry that they call upon frequently in daily life. Their fates all revolve around death or the departed as the tribe as a whole shares a destiny that overwhelms the individual. It is entirely possible for the tribe of bones to mix with other “physical” breeds. There are earth-bound bones, pegasi bones, zebra bones, and others, though earth-bound and zebra are the most commonly represented tribes. The latter in particular are considered a fortunate combination—such crosses are fully in tune with the need to be mindful of the ancestors.

Long exposure to the touches of negative energy that tend to wash across the physical world when frequently contacting with the dearly departed has given a small but significant resistance to the assaults of many undead, toxins, and even diseases. Many things that would foul another pony’s system and drag them down are stoically refused by the hardened flesh of a bone pony.

Being a more spiritual tribe like the gem ponies, chaos hunters, and doppelgangers, many of the tribe of bone’s ponies more physical attributes are determined by the physical tribe of a foal. An earth-bound possesses the hardiness and durability of the earth while a pegasus

soars through the sky. Their unifying factor is a shared fate—a DC 13 Intelligence (Nature) check identifies a tribe of bone’s brand of destiny and a member of that tribe. The DC increases by 5 if the pony is only a descendant of the tribe but never manifested it entirely and an additional 5 if the pony is a zebra.

Though their ancestors were not able to turn back the tides of fate that drove the Battle of Broken Bones, bone tribe ponies are watched over by their departed kin. When things would go disastrously poorly these spirits sometimes intercede, protecting their younger relatives with gentle but sudden presses of phantasmal force. This aid is felt most strongly in true bone ponies but even lost descendants may find fate working in their favor provided they remain respectful of those who passed before them.

Tribe of bone brands all feature death in some way or another. This can be as obvious as a pony skeleton or skull or as subtle as an old watch, broken pendulum, empty hourglass, or a setting sun. The connection between the iconography and the pony’s destiny can take much inner reflection to discern.

Due to their shared care and respect for the spirits of their ancestors, bone ponies and zebra get along, even if the zebra is not of the bone tribe. Rare is the zebra that

TRIBE OF BONES PATHFINDER ATTRIBUTES



Attributes: Tribe of bones ponies have the same racial modifiers as their physical tribe.

Quick: Tribe of bones ponies have a base speed of 40 feet (20 feet bipedal).

Low-Light Vision: Tribe of bones ponies can see twice as far as humans in conditions of dim light.

Fingerless: See fingerless rules on page 4.

Four-Legged: Tribe of bones ponies gain a +4 racial bonus to CMD against trip attempts and increase their carrying capacity by +50%. They have forelegs instead of arms.

Ancestor Watched: Once per day when struck by a critical hit or sneak attack, the pony can spend an immediate action to negate the critical hit or sneak attack (the attack deals its normal damage).

Death Touched: Tribe of bones ponies reduce effects that causes ability damage, ability drain, or temporary ability score penalties by 1 point.

Earth-Bound: Tribe of bones ponies gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities. In addition they gain Endurance as a bonus feat.

Language of the Dead: Tribe of bones ponies may select Dark Whisper as a bonus language, or learn it later. This secret tongue of faint whispers is known only to the dead and allows communication with any undead or mortal reached from beyond death that is smart enough to have a language.

TRIBE OF BONES 5TH EDITION ATTRIBUTES



Ability Score Increase. Your Wisdom score increases by 1.

Death Touched. You gain resistance to poison and necrotic damage, and gain advantage on saving throws to resist the poisoned condition. In addition, you can spend an action to automatically stabilize a dying creature without the need for a Wisdom (Medicine) check. Once you have used this feature you require a long rest before you can use it again.

will not allow a bone pony to join them in prayer, and likewise any respectful zebra is welcomed with open hooves into bone tribe functions. When the Battle of Broken Bones saw to the death of so many of the tribe of bone's ponies, it was the zebras that spirited away some of those who would have joined the fallen on that dark day.

BONE NAMING

The first name of one of the tribe of bone's ponies tends to speak of finality and conclusion, though not always a permanent one. Here are some popular first names: Last, Pause, Hour, Final, End, Finishing, Term, Bound, Ultimate, Stub, Stump, Heel, Cusp.

Common second names usually modify the first or give it a noun to work on. Foals typically pick their own second name on maturation, either matching their skills or taking on their parent's out of respect. Examples include: Hunt, Smith, Day, Sword, Axe, Prayer, Whisper,

A BRIEF HISTORY OF THE TRIBE OF BONES

When the first proto-ponies spread and populated Everglow, there were...mistakes. Be it predation, accident, or simple age, ponies were not designed to live forever and death came for them as it does all creatures. Though most would mourn briefly and hotly the loss of their friends and family, few would pay much attention beyond the sadness. Yet others began to sense a more distinct calling. Ponies of all the physical tribes had a chance of hearing Soft Whisper's exhortation. They gathered together, offering services to all the tribes to tend to the matters of the dead.

At first the tribe of bones was scattered, living as shamans amongst the other tribes and though some appreciated their efforts, many ponies were skittish around the idea of so much energy being put into such a distasteful topic. The shamans were slowly turned away from the pony tribes as they grew more insular, discovering each other in their wanderings and forming a tribe of their own: the tribe of bones. Unlike the tribes of pegasi or unicorns the tribe of bones is a spiritual

tribe, a calling that echoes in the destiny of the pony that calls it home.

It was during this time that the greatest of the shamans could speak to Her directly, if only for fleeting moments. She went by a different name when she did (Madame Tris'do) and they grew closer to her than any other living pony had before or since, learning to love her as a mother. When they passed so did the name, by and large, and Soft Whisper did not again reach out a hoof to the living, hiding instead behind the much less personal moniker. She would judge and care for the dead—the living were on their own.

When Queen Iliana offered for these lost shamans to rejoin their pony kin they were eager to do so but also hesitant; she had blood on her hooves and had been entirely divorced from their ways. They sent the messenger back with an invitation for her to visit and be cleansed, an opportunity to show her the way of the shamans and ensure that her empire would be respectful to the ancestors both new and old. What they received in return, however, was a vast army ready for battle.

The army broached little mystery to its intent and in response the people put their hooves together, dancing and singing to the spirits to deliver them in this time of great peril. The spirits replied and while the Battle of Broken Bones saw the tribe dashed, the losses they caused were horrific on the imperial ponies. Undead appeared in overwhelming numbers at the beckoning of the shamans as nearly half of all their predecessors that had ever lived rose to fight in that battle. It was not enough to save them, but it saved some.

While the battle raged furiously some of the shaman were whisked away, scattered among the other tribes to safety. Their city of the dead was conquered at last and when Queen Iliana approached, the ground yawned wide, engulfing the city and leaving bare ground in its place. For whatever reason possessed her she declared the capital of her empire would be built on the spot and Viljatown was founded, a headstone most ornate for the bloody end of the bone tribe.

In the years following, the bloodline of the shamans thinned. Most of their children did not receive proper care or raising, having only the barest links to the old ways. Yet once in awhile a foal is born with the calling of the dead roaring thick in his or her veins and these throwbacks can accomplish much good—or ill. Perhaps in time this calling will return to the ponies of Everglow.

LIFE OF BONES

The life of a tribe of bone's pony varies in first part by what physical tribe they carry. Pegasi act as pegasi usually do, as do earth-bound or unicorn (at least in terms of family life). The tribe of bones has no mandates or urges concerning the finding of a mate or the rearing

of foals, save that they be imparted with a respect and reverence for ancestors. Especially after their dispersal, it is common for a tribe of bone's pony to find love in the hooves of an outside pony. Such pairings are considered acceptable provided the mate(s) are taught a modicum of respect for their own dearly departed.

A tribe of bones' pony who reaches maturity with aware parents is given a trial to find the ancestor that most fits them. The young pony is brought to a dark place (most commonly either a cave or a graveyard) and stripped bare, made to gaze up at the stars from sundown to sunrise while allowing their thoughts to unfetter and reach out into the universe. Sometimes this results in little more than a cranky foal but others find strong visions of an ancestor approaching them with advice and support. Those who discover a particular ancestor in this way run into visions of the same stallion or mare all through their life.

Non-bone foals that are the offspring of tribe of bone's pony parents, either due to not manifesting the tribal marks or by adoption, are given much the same instructions but are far less likely to be visited in their coming of age ceremony. Those who are touched upon by their forebears are destined to become powerful shaman or oracles. Though rare, some foals who are sincere and dedicated to the task, successfully finding an ancestor, may find the tribe manifesting spontaneously in their flesh, disrupting their old destiny and replacing it with a new one. Such transformed ponies cause alarm and shock among other ponies that knew them beforehand, as the idea of changing one's brand of destiny is a foreign one in pony society.

Besides the coming of age ceremony, the tribe of bones places heavy importance on death and its approach. A tribe of bones pony who reaches seniority at about 75 years of age is thrown a grand feast, with at least a dozen plates set and put aside for the honored passed, and one golden plate heaped tallest for Soft Whisper. The party is filled with joyous recounting of all the deeds of the pony (grand or small) and a communal prayer to Soft Whisper, that she will welcome the elderly pony into her fold when the time comes. Performing this prayer properly requires a DC 15 Intelligence (Religion) check and depending on the feelings it evokes over those attending the party, reveals whether or not the elder has pleased Soft Whisper in their life. This may be their last chance to correct things and if so, a hint is given in how to right their place with the deity before life flees them.

STEREOTYPES OF OTHER TRIBES

Earth-Bound: Ashes to ashes, dirt to dirt. The earth-bound know the cycle of the world through their powerful hooves. You cannot raise plants tall and well without death to feed them.

Unicorn: Many think they are above death and march on with heads held high and horns glowing even as Soft Whisper's jaws close around their throats.

Leather Wing: Hide in your caves, little bats. Death may yet miss you for a moment in there but she will find you eventually, have no doubt.

Gem: A shattered tribe, they remind us of ourselves painfully well. Perhaps they will have a chance to shine once again but will they remember that death has a place when they do?

Clockwork: Cursed for foolishness, they appear as machines but succumb to age as any other pony. Judge them on their merits.

Chaos Hunter: They are powerfully driven and please Soft Whisper in their relentless pursuit of their destiny. Run well, chaos hunters, at least you will be given a grand reward when you pass into Her care.

Sun: A bright smile and quickly offered drink disguise their hedonistic ways. None of their fineries or distractions will be of comfort when the last twilight descends on you.

Ghost: Ghosts in name alone. Soft Whisper does not urge us to deal with them and there are so few of them.

Antean: The tribe of giant ponies hides themselves well, fearing that they will be dashed as the other spirit tribes are threatened. The doppelgangers hide as well. Perhaps this is not a foolish plan, considering their success.

Sea: Predators of the ocean, they hunt kelp and fish alike. Good friends if you enjoy the feel of water, but don't let them get lost in the waves.

Griffons: Rare half-felines, they are full of pride, as seems to be part and parcel of the feline races. Be wary of them; they have preyed on our ancestors and may again be tempted by sweet pony flesh.

Sun Cat: The least prideful of the felines, they bow low before their sun gods and move in admirable unity with one another. The other felines could learn a lot from the sun cats.

Purrsian: Arrogant, selfish, and pretty, if you're into felines. Their gods should punish them, but there they are. It doesn't speak very well of the feline gods. Watch yourself when dealing with them.

Cloven: Lightly lived, lightly died. The cloven are nice enough folk but their light little hearts barely begin to live before death takes them. Soft Whisper has no time for them.

Steel Heart: Heart of trees, shell of the earth, they persist like mountains with a wisdom to match. They are one of the few things that can spurn the attentions of Soft Whisper—be wary of them.

146 Flutterponies: Short-lived with flighty hearts, they

can scarcely seem to draw in the magnitude of the one life they have let alone the score of brief flames that came before them.

Phoenix Wolf: Risen from a cursed past to a new future, the phoenix wolves only desire to be left alone and there is little reason not to grant this wish. Let the hell-cleansed canines live in peace.

RACIAL FEATS



ANCESTOR CALL (GENERAL)

A moment of thought and a question asked to the air itself sometimes returns an answer for ponies among the tribe of bones.

Prerequisite: Ancestor watched racial trait

Benefit: You may, once per day, use *augury* as a spell-like ability with a caster level equal to your hit dice. At 10th level, you may use *divination* instead. This has no material component.

DEATH CARESS (COMBAT)

You have deepened your ties to the negative realms to the point that the dark energy lashes out with you in battle.

Prerequisite: Death touched racial trait

Benefit: You may choose for your unarmed, natural, and manufactured weapon attacks to deal negative energy damage instead of weapon damage. At 5th level and every 5 levels thereafter, you also deal +1d4 extra damage when using this feat (to a maximum of +4d4 at 20th level). If you are in a grapple, you may inflict this bonus damage on an opponent during your turn as a swift action. This bonus damage is not increased on a critical hit. You must declare you are using this feat before making your attack roll and once activated, its effects remain until the start of your next turn. Undead do not immediately heal from negative energy damage but do gain fast healing 1 for 1 round plus one additional round per 5 hit dice they possess.

FALSE FALL (COMBAT)

When you are struck down, you reflexively wrap yourself in the pallid shroud of death, making it appear that you have departed your mortal coil.

Prerequisite: Death touched racial trait, Bluff 3 ranks

Benefit: When you are reduced to less than 0 hit points, you immediately gain a number of temporary hit points equal to 1d10 plus your hit dice. These temporary hit points remain for a number of minutes equal to your

hit dice and may prevent you from dying. If you gain enough temporary hit points to remain conscious you may choose to fall prone, making a Bluff check opposed by the Sense Motive of enemies within 10 feet of you. Creatures that fail to beat you or who were too far away when you fell prone are unaware of your living state until they see you move or otherwise take an action.

Once this ability activates, it won't activate again until you have been fully healed. For as long as you have any temporary hit points from this ability, you detect as a dead creature.

FELL RECOVERY (GENERAL)

The hardiness you borrow from the dark planes can allow you to throw off effects that normally require prayer or magic.

Prerequisite: Death touched racial trait, Constitution 13

Benefit: When struck with permanent negative levels, you make a Fortitude save at the same DC of the original effect after 24 hours. If successful, the negative level fades like a temporary negative level. Each permanent negative level is saved against separately. If the DC is not known, use 10 + 1/2 your hit dice.

FINAL PRAYER (GENERAL)

A few choice words and a touch to a fallen sends their soul to their rightful reward.

Prerequisite: Ancestor watched racial trait, Knowledge (Religion) 3 ranks

Benefit: As a standard action, you may sanctify a corpse within reach. If the corpse has an undead already (such as a ghost), you become aware of it. Its location also becomes known if within 100 feet of you. If not, the corpse becomes ash in a sudden conflagration of purple flames. Such ash is useless for all necromantic activities, preventing the previous owner from being raised as undead against their will.

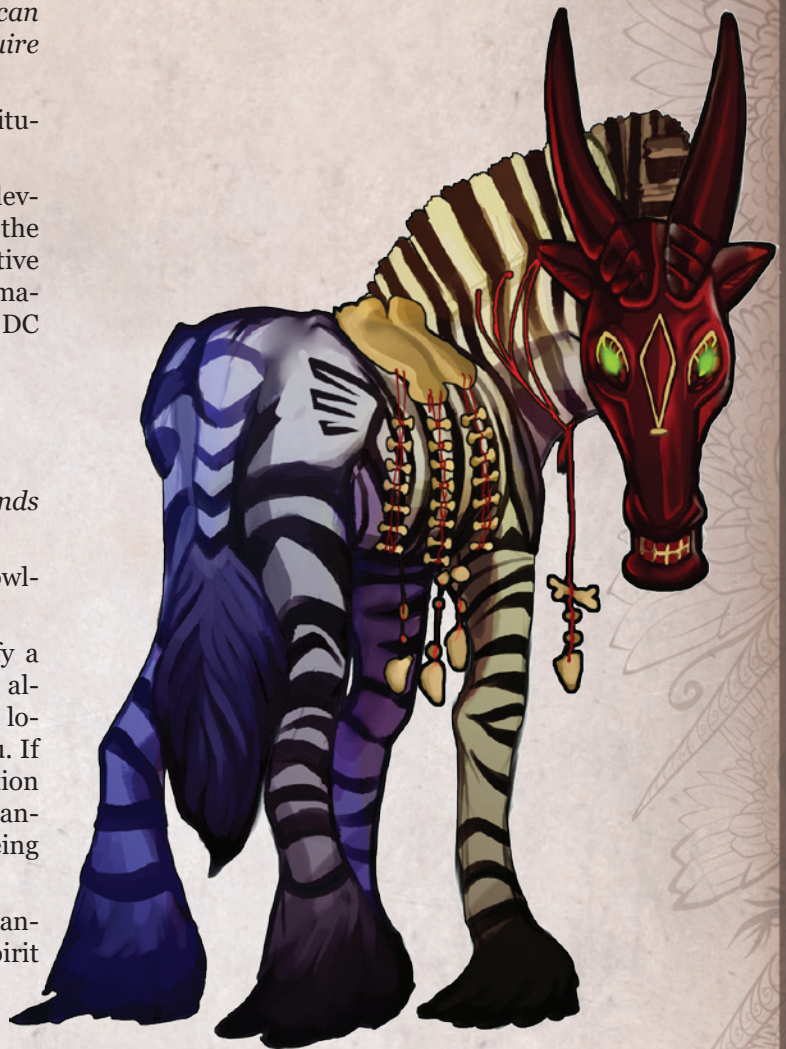
Tribe of bones pony necromancers who follow the ancient rites of seeking permission of the departed spirit may use the ash as if it were a fully intact body.

ROTTING COMPANION (GENERAL)

Your animal companion shares your bond with the negative plane, showing remarkable resilience for its kind.

Prerequisite: Death touched racial trait, animal companion or mount or familiar, Knowledge (Religion) 5 ranks, worships Soft Whisper

Benefit: Your animal companion or familiar gains DR 5/slashing, cold resistance 5, and a +2 morale bonus to saves against death, poison, or disease. At 12th level, it gains DR 10/slashing, cold resistance 10, and a +4 morale bonus to saves against death, poison, or disease.



SOFT WHISPER NECROMANCER (STORY)

You have unearthed the lost rites of necromancy that the old members of the tribe of bones performed. While raising the dead is much more difficult for you than a standard necromancer, your conscience is clean and Her anger is not roused as every undead at your side is there willingly.

Prerequisite: Ancestor watched racial trait, caster level 5th, Knowledge (Religion) 5 ranks, worships Soft Whisper

Benefit: You may choose to pay twice the material cost when animating or creating undead but there is a 50% chance of failure. This chance can be reduced to 25% if you are pursuing a goal immediately desirable to the deceased. On failure, that spirit does not wish to return and half the components are refunded. Any spell you cast to create, control, or otherwise interact with undeath is not considered inherently evil, allowing even a good cleric to use them.

If you can communicate with the dead before hand (via a spell like *Speak with Dead*), you may ask them without spending components. You may not try the same corpse again after it has refused to return for at least a year and a day, but if they agree, there is no failure chance to the subsequent spell.

Such undead have the alignment they had in life as well as their mental attributes (if you're uncertain, roll 3d6 for each missing statistic) and the free will to do as they please, though they begin as Helpful towards their creator. Though they are not under your direct control, the undead still counts as such until they are destroyed. Releasing an undead causes it to immediately return to death.

Undead who normally are mindless are not so when created by you. Undead created by you may also decide when they tire of undeath and destroy themselves at their own behest. For random souls, assume the undead will be willing for 1d4 weeks. After serving you the undead cannot be disturbed for a year and a day.

An undead who had class levels in life may be restored with them, but those hit dice count against your control limit and the money required to raise them. You must either fully restore them or not at all.

Goal: Destroy a necromancer who is not "proper" with a CR of at least 10 or 3 above your level, whichever is higher.

Completion Benefit: Your necromantic spells no longer cost double to cast. Your level is one higher when determining your how many undead you can control.

SOUL LIBERATOR (GENERAL)

With a burst of energy you can sever the ties that force unwilling souls to labor for their unfeeling masters.

Prerequisite: Death touched racial trait, caster level 5th, channel energy class feature

Benefit: When you channel energy (whether positive or negative) any recently conjured undead (such as those gained via a *Summon* spell or ability) that fails its save is immediately destroyed. Undead who are under the effects of *Control Undead* or a similar controlling power (like the create spawn ability of vampires) that fail their save are liberated. Liberated undead are still affected by the regular channel energy effect (taking damage, being turned, etc.), their initial attitude towards their former controller is hostile, and they attack their former controller if within sight.

SPIRITUAL AWAKENING (GENERAL)

You have realized a higher calling and risen towards it. Your brand of destiny subtly changes to suit your new calling and your appearance alters more dramatically to fit the new tribe you call your own.

Prerequisite: Earth-bound racial trait

Benefit: You gain the ponykind alternate racial trait of your choice. This trait replaces earth-bound. You gain immediate access to its appearance and abilities. You may not retrain this feat.

Special: This is how many chaos hunters are created. You should consult with your GM before taking this feat.

RACIAL FEATS



ANCESTOR CALL

Prerequisite: Bone Tribe

A moment of thought and a question asked to the air itself sometimes turns an answer for one among the tribe of bones. You may cast *Augury* without the need for components. When you reach 10th level, you are able to cast *Divination* without the need for components. Once you have cast either of these spells you cannot do so again until you have finished a long rest.

DEATH CARESS

Prerequisite: Bone Tribe

You have deepened your ties to the negative realms, gaining a strange power from the entropic realm. You gain the following benefits:

- When you hit a creature, you can choose to have your weapon attack deal necrotic damage instead of the damage type that it normally deals. Once you have used this feature twice you cannot do so again until you have finished a short rest.
- Any time you would deal necrotic damage, you deal an additional 1d4 damage. When you reach 11th level this damage increases to 2d4 and when you reach 17th level it increases to 3d4.
- Any effect that would reduce your hit point maximum deals normal damage instead.

FALSE FALL

Prerequisite: Bone Tribe, Wisdom 13 or higher

When you are struck down, you reflexively wrap yourself in the pallid shroud of death, making it appear that you have shuffled off your mortal coil. When you are reduced to 0 hit points, you immediately gain temporary hit points equal to 1d10 + your level. These temporary hit points last for 10 minutes. While you have these temporary hit points, you appear to all inspection (mundane and magical) as dead. Close scrutiny requires a Wisdom (Insight or Medicine) or Intelligence (Investigation) check opposed by your Wisdom (Survival) check. Choosing to get up and move may end the ruse, but you may make a Charisma (Deception) check to attempt to appear as undead. Once you use this feature you cannot do so again until you have finished a long rest and prayed to your ancestors.

FINAL PRAYER

Prerequisite: Bone Tribe, channel divinity class feature

You have a special connection to the afterlife that allows you to prevent and nullify those that would pervert death. Your ability to sever the puppet strings of the uncouth undead makes you a formidable foe against them. You gain the following benefits:

- As an action, you may sanctify a corpse within reach. If the corpse has already become undead in some way (such as a ghost), you become aware of it. Its location also becomes known if it is within 100 feet of you. If not, the corpse becomes ash in a sudden conflagration of purple flames. Such ash is useless for all necromantic activities, preventing the previous owner from being raised as undead against their will.
- Whenever you target an undead with your channel divinity, you can sacrifice a spell slot of at least 1st-level to attempt to sever control over an undead. When you do so, you can cast *dispel magic* on one undead within 100 feet, but only to

remove any spell or magical effect that is animating or controlling undead. This ability can specifically nullify the effect of *animate dead*, despite the fact that its duration is instantaneous. This use of *dispel magic* is otherwise identical to the spell.

RESPECT FOR THE DEAD

Prerequisite: Bone Tribe, worship Soft Whisper, ability to cast the animate dead spell

You have unearthed the lost rites of necromancy that the old members of the tribe of bones performed. While raising the dead is much more difficult for you than a standard necromancer, your conscious is clean and Her anger is not roused as every undead at your side is there willingly.

If you can communicate with the dead (such as with the *speak with dead* spell), you may ask for permission to raise their corpse using *animate dead*. Any undead created this way have the alignment they had in life as well as their original mental ability scores (if these are uncertain, assign 9, 11, and 13 to the creature's mental scores) and the free will to do as they please, though they begin as helpful toward you. While they are not under your direct control, they still count as such until they are destroyed. Releasing an undead causes it to immediately return to death. You may only create one undead benefiting from this feature at a time and you do not need to re-establish control as it is a creature acting of its own volition.

Undead who normally are mindless are not so when created by you. Undead created by you may also decide when they tire of undeath and destroy themselves at their own behest. For random souls, assume they are willing to be of service for 1d4 weeks. After serving a necromancer, a creature that benefited from this feature cannot be disturbed for a year and a day.

ROTTING COMPANION

Prerequisite: Death touched racial feature, worshiper of Soft Whisper, animal companion or familiar, proficiency in Religion

Your animal companion shares your bond with the negative plane, showing remarkable resilience for its kind. Your animal companion ignores the first 3 points of slashing damage from weapon attacks, gains resistance to cold, and gains advantage on saving throws against poison and disease. When you reach 12th level, your animal companion or familiar ignores the first 6 points of slashing damage from weapon attacks, gains immunity to cold, as well as immunity to poison damage, the poisoned condition, and diseases.

SPIRITUAL AWAKENING

Prerequisite: Bone Tribe

You have realized a higher calling and risen towards it. Your brand of destiny subtly changes to suit your new calling and your appearance alters more dramatically to fit the new tribe you call your own. This is how many chaos hunters are created. You gain the pony racial alternative of your choice, gaining immediate access to its appearance and abilities. You lose the death touched feature.

Special: You should consult with your GM before taking this feat.

ALLY OF THE DEAD SUMMONER ARCHETYPE



You saw your ancestor clearly when you were instructed to sit and wait. This ancestor used your magic to fashion a body for his or herself and now travels with you. They encourage you to find the restless dead and put them to peaceful slumber by putting to right the wrongs of their former life.

Unliving Eidolon (Su): Your eidolon gains the undead type for sake of positive and negative energy as well as being susceptible to effects that target undead. They can not be targeted by things that specifically target extraplanar creatures or outsiders. This ability modifies eidolon.

Fragile Unlife (Su): Your eidolon cannot spare your life as easily others of its kind but as an immediate action it may self-inflict twice its hit dice in damage to grant you a number of temporary hit points equal to how many hit dice it has. These temporary hit points last for 1 minute. This ability cannot be used when the self-inflicted damage would banish the eidolon and it replaces life link.

Spirit General: You may apply the death touched simple template to creatures you summon via *summon monster*. If you would summon more than one of the same creature, you conjure one less (to a minimum of 1). This ability modifier *summon monster*.

Quick Rules: Change type to undead. Increase natural armor by +2. Gain DR 5/bludgeoning. If the creature has 10 or more hit dice, increase natural armor by +1 and DR to 10/bludgeoning.

RACIAL CLASS ARCHETYPES



This archetype was developed by the ponies of the tribe of bones for their use and requires being one of their kind to take.

ANCESTORS (OTHERWORLDLY PATRON)

You saw your ancestor clearly when you were instructed to sit and wait. They used your magic to fashion a body for his or herself and now travel with you, encouraging you to find the restless dead and put them to peaceful slumber by righting the wrongs of their former life.

Though the pact may represent a connection to a singular powerful ghostly entity, it could also be a link to the cumulative ancestry. It is this influence after death that lends credence to the practices of the bone tribe.

EXPANDED SPELL LIST

The ancestors let you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell lists for you.

Ancestors Expanded Spells

Spell Level	Spells
1st	<i>detect evil and good, false life</i>
2nd	<i>augury, gentle repose</i>
3rd	<i>animate dead, speak with dead</i>
4th	<i>death ward, phantasmal killer</i>
5th	<i>commune, hallow</i>

BLESSING OF ANCESTORS

Starting at 1st level, you can use your reaction to gain temporary hit points whenever a creature within 50 feet of you dies. These hit points are equal to your Charisma modifier + your warlock level. These temporary hit points can explicitly stack with those of *false life*.

ANCESTRAL ALLY

Beginning at 6th level, your chosen pact boon becomes intelligent, infused with the spirit of a particularly willful ancestor. Whatever form your pact boon has taken, the object or creature has an Intelligence of 13 and can communicate with you by either telepathically or by speaking Common. In addition, your ally can cast one spell from your list as if it had a spell slot (of the highest level you are able to cast) of its own. Your ances-

tor does so without direction, often deciding what is in your (or its) best interest, but can be convinced to help if your bond is especially strong. Reluctant ancestors may need you to use a bonus action and DC 13 Charisma (Persuasion) check to convince them.

LIFELINK BOON

At 10th level, your ancestral ally can protect your life, suffering in your stead. The boon that is tied to your ally (weapon, familiar, or book) must be active and on your person or within 30 feet of you for this feature to function. The first time you are reduced to 0 hit points, you can choose to sacrifice your current pact boon (whether it is a familiar, a weapon, or a book of shadows). The boon disappears for 10 minutes, and your hit point total becomes a quarter of your maximum instead of 0. Once you have used this ability you cannot do so again until you have finished a long rest.

You cannot re-summon your pact boon for 10 minutes after this sacrifice, after which you can summon it freely. When you reach 11th level, your boon only disappears for one turn.

SPIRIT GENERAL

Starting at 14th level, your ancestor can manifest as something more powerful. As an action, you can cause your ancestral ally (no matter what its shape) to become a powerful undead for 1d4+1 rounds. The shape that your ancestor can take can be that of any undead creature with the incorporeal movement feature, up to Challenge Rating 5 and typically a **Wraith** or **Unfulfilled** (*Ponyfinder Campaign Setting: Dawn of the Fifth Age* page 165). You can spend a bonus action to direct your ancestor, who follows your orders despite any other misgivings. During this time, you lose any benefit that your pact boon might have given you. Any such benefits return once the duration of this ability has elapsed. Once you have used this ability you cannot do so again until you have finished a long rest.

BONE MAGIC



ANCESTRAL SKILL

School transmutation; **Level** ranger 2, sorcerer/wizard 2, shaman 2
Casting Time 1 standard action
Components V, S
Range personal
Target self
Duration 1 round/level

Save Will negates (harmless); **Spell Resistance** no

Calling upon your ancestors you hear the helpful whispers of your forebears, guiding you through unknown tasks. For the duration of the spell you may treat any skill as if you had as many ranks as half your level (minimum 1). Rolling 1, 2, 19, or 20 on the die of any skill roll ends the effect. You may not use this spell and take 10 or 20 on a check.

ESCAPING VITALITY

School necromancy; **Level** cleric/oracle 2, summoner 2, witch 3
Casting Time 1 standard action
Components V, S
Range touch
Target 1 creature/level
Duration 1 round/level
Save Fortitude negates (harmless); **Spell Resistance** no

Touching the corpse of a creature that died no more than a minute ago, you draw on the power of its departing soul and funnel it into your allies. You may designate a number of creatures (including yourself) equal to your caster level as long as they are within 30 feet of the corpse. Those affected gain fast healing 1, increased by 1 for every hit dice of the corpse for the duration of the spell. This spell cannot be cast on the same corpse more than once.

NEGATIVE BARRIER

School abjuration; **Level** cleric 2, paladin 2, ranger 2, shaman 2, sorcerer/wizard 3
Casting Time 1 standard action
Components V
Range touch
Target 1 creature
Save Will negates (harmless); **Spell Resistance** no

This spell functions as *resist energy*, but casts with a quick calling to the darkest places, protecting the target from negative energy instead of the elements.

RELEASE

School conjuration; **Level** cleric 4, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one undead creature
Duration instantaneous
Save Will negates; **Spell Resistance** yes

Severing a soul from the physical plane with a subtle snip of magic, you force a creature to make a Will save or be banished back to whatever afterlife awaits it, tak-

ing 100 damage that cannot be reduced by any means. Incorporeal creatures take full damage from this spell and channel resistance applies to this Will save.

BONE MAGIC



ANCESTRAL SKILL

2nd-level divination

Classes: Druid, Ranger, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Calling upon your ancestors you hear their helpful whispers guiding you through unknown tasks. For the duration of the spell, you may add half your proficiency bonus to any skill in which you are not already proficient. Rolling 1, 2, 19, or 20 on the die of any skill roll ends this spell after the roll resolves. This spell cannot benefit any checks on which you take 10 or 20.

ESCAPING VITALITY

2nd-level necromancy

Classes: Cleric, Warlock

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Touching the corpse of a creature that died no more than a minute ago, you draw on the power of its departing soul and funnel it into your allies. You may designate one ally within 30 feet of the corpse. That ally heals a number of hit points each round equal to half their proficiency bonus. This spell cannot be cast on the same corpse more than once.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you can target corpses within 10 feet instead of with a range of touch. You can also target one additional corpse and one additional ally for each spell slot above 2nd-level.

NEGATIVE BARRIER

3rd-level abjuration

Classes: Cleric, Paladin, Ranger, Sorcerer, Wizard

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 hour

As per *protection from energy*, but cast with a quick calling of the darkest places. This spell protects you from necrotic damage.

RELEASE

4th-level conjuration

Classes: Cleric, Sorcerer, Wizard

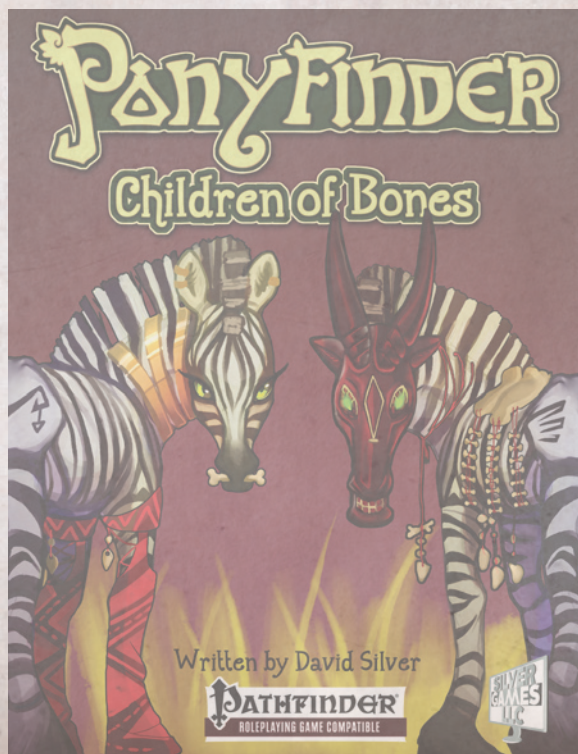
Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Severing a soul from the physical plane with a subtle snip of magic, you banish it back to whatever after-life awaits it. You can use this spell to target an undead creature, forcing it to make a Wisdom saving throw. On a failure the target takes 100 radiant damage that cannot be reduced by any means. On a success, the target takes no damage. A creature with turn resistance applies its bonuses to this saving throw.



APPENDIX: HEIGHT, WEIGHT, AND AGE

Random Starting Ages

Race	Adulthood	Intuitive	Self-Taught	Trained
Ponykind	14 years	+1d4	+1d6	+2d6

Age Categories

Race	Middle Age	Old	Venerable	Maximum Age
Ponykind	37 years	55 years	75 years	75 years + 2d20 years

To determine a character's height, roll the modifier dice indicated on the **Random Height & Weight** table and add the result, in inches, to the base height for your character's race and gender. To determine a character's weight, multiply the result of the modifier dice by the weight multiplier and add the result to the base weight for your character's race and gender.

Random Height and Weight

Tribe	Base Height	Base Weight	Modifier	Weight Modifier
Antean, male	12 ft. 0 in.	1040 lbs.	2d6	×28 lbs.
Antean, female	11 ft. 9 in.	1000 lbs.	2d6	×28 lbs.
Chaos Hunter	as per apparent tribe			
Clockwork	as per apparent tribe			double apparent tribe
Doppelganger	as per apparent tribe			
Earth-bound, male	3 ft. 9 in.	260 lbs.	2d6	×7 lbs.
Earth-bound, female	3 ft. 7 in.	250 lbs.	2d6	×7 lbs.
Gem Pony	as per apparent tribe			double apparent tribe
Ghost Pony, male	3 ft. 9 in.	151 lbs.	3d6	×1 lbs.
Ghost Pony, female	3 ft. 7 in.	150 lbs.	3d6	×1 lbs.
Leatherwing, male	3 ft. 9 in.	182 lbs.	2d4	×4 lbs.
Leatherwing, female	3 ft. 7 in.	180 lbs.	2d4	×4 lbs.
Pegasus, male	3 ft. 9 in.	182 lbs.	2d4	×4 lbs.
Pegasus, female	3 ft. 7 in.	180 lbs.	2d4	×4 lbs.
Sea Horse, male	3 ft. 9 in.	260 lbs.	2d6	×9 lbs.
Sea Horse, female	3 ft. 7 in.	250 lbs.	2d6	×9 lbs.
Short Legs	2 ft.	31 lbs.	2d6	×1 lbs.
Sun Pony, male	3 ft. 9 in.	260 lbs.	2d6	×7 lbs.
Sun Pony, female	3 ft. 7 in.	250 lbs.	2d6	×7 lbs.
Tribe of Bones	as apparent tribe			
Unicorn, male	3 ft. 8 in.	260 lbs.	1d6	×5 lbs.
Unicorn, female	3 ft. 6 in.	250 lbs.	1d6	×5 lbs.
Zebra, female	3 ft. 9 in.	260 lbs.	2d6	×5 lbs.
Zebra, male	3 ft. 7 in.	250 lbs.	2d6	×5 lbs.

Some species, like gem ponies and chaos hunters, have heights and weights in accordance to what pony tribe they appear to be. An earth-bound gem pony will be as tall as an earth-bound pony, but will usually be heavier. A doppelganger pegasus will be just as tall and heavy as any other pegasus.

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