

Ponyfinder

Campaign Setting From the Ashes



Written by
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Ponyfinder

From The Ashes

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Book References

This book refers to other Pathfinder Roleplaying Game and Ponyfinder products. Many of the rules from Ponyfinder: Campaign Setting are required for full enjoyment of this book. The complete rules for the books published by Paizo Inc. may be found for free at www.aonprd.com. The following abbreviations indicate rules elements used in this book that come from other sources.

Pathfinder RPG Advanced Class Guide	ACG	Pathfinder RPG Advanced Player's Guide	APG
Pathfinder RPG Pathfinder Unchained	PU	Pathfinder RPG Ultimate Equipment	UE
Pathfinder RPG Ultimate Campaign	UCA	Pathfinder RPG Ultimate Combat	UC
Pathfinder Campaign Setting: Inner Sea Gods	ISG	Pathfinder Player Companion: Champions of Purity	COP
Pathfinder Player Companion: Faiths of Purity	FOP	Pathfinder Player Companion: Heroes of the Streets	HOTS
Pathfinder Player Companion: Magical Marketplace	MM	Pathfinder Player Companion: People of the Sands	POTS
Ponyfinder: Campaign Setting	PCS	Ponyfinder: From the Ashes	FTA (this book)
Ponyfinder: Griffons of Everglow	GOE	Ponyfinder: Princess Luminace's Guide to the Pony Pantheon	PLGPP
Ponyfinder: Tactics of Everglow	TAE	Ponyfinder: Tribes of Everglow	TOE

From the Ashes provides material for use with the Pathfinder Roleplaying Game and 5th Edition.

Sections dedicated to a specific ruleset are designated with unique colors and symbols. For the convenience of the reader, a key is provided below.

Pathfinder



5th Edition



Starfinder



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Those Who Set The Blaze

The Final Descent

The memories of the great nations were becoming bitter dreams of the past. The griffons were laid low, their war on the elves an abject failure, taking many of their pony allies down with them. So many brave warriors, lost across the sea, at the hands of the elves who bore them no pity and no mercy.

The ponies' empire fared no better. Their queen, Il-iana, died. Some say it was old age, come to claim the seemingly unaging queen at last. Others speak of assassins. Her would-be heirs, those ponies she had instructed in the art of managing an empire, were quick to tear what she had built apart.

Each portion of the empire became ruled by each of them. On paper, they were unified, to stand as a collective whole against the world.

This didn't last.

Humans were and always will be opportunistic. More specifically, the halflings and gnomes, always in good relations with ponykind, were no problem. They were no great assistance either, but they did not turn against the ponies.

The dwarves displayed their backs. They shut the doors to their kingdom when the pony empire began to fracture. The Lightning Rail, the great construct built by both dwarves and ponies, together, as great allies, was allowed to run to a barred door. The dwarves left the

surface dwellers to their own devices.

But then there was the race that literally named the others. The humans; they and the orcs, the goblins, the gnolls, and countless others. They descended upon the Eastern border, and the pony mountain citadels were put to the torch.

Where they had once warred among themselves, they came as a unified menace, and they found the fractured defenses of the former empire sorely lacking. Ponies pleaded with the griffons to help, but that assistance came too slow. They rose up when the tide of humanity pushed into their precious mountains and carried them along with it.

The cresting wave of war picked them up and threw them down to join the ponies, washing the goats out with them. Westwards, always westward they were pushed. All the fey of Everglow were under attack. Except the purrsians. Clever cats, they faded away as they had once before. Their grandest city, Murrage, lived up to its name.

As the war, or perhaps better put, the purge, continued, the fey people grew desperate. Some took after the dwarves, trying to burrow away and not be seen. Others tried to bring the fight to the humans, launching daring raids deep behind enemy lines. It was dramatic and did little to change the unyielding tide.

With every innovation either side put forward, it wasn't long before the other side came back with something worse. Technology advanced at a lightning pace, though shaped entirely by war, it was ungainly and often lacking in the secondary innovations that would truly improve the lives of those who used them. Almost



unnoticed, people began deliberating military plans under flickering light bulbs instead of crackling magic.

The rapid report of automatic weapons replaced the unified rain of a precise archery formation. The tactics of the day before were rendered invalid for the battles of tomorrow, and it became a race to the top, paid for in the lives of those unfortunate enough to be on the field.

Most huddled. The many races of Everglow were pinned into the few cities they had remaining. Some dared to make their homes outside those last walls, living instead in constant danger and fear. But those that were organized planned desperately.

In the end, it was firmly decided. They had lost.

They had lost the war.

They had lost the world.

They would lose everything.

The brightest future their leaders could see was being taken as slaves and put to work for the humans.

"Death before that," hissed the eldest griffon in the room. "We will fight to the last."

A goat raised a cloven hoof. "Why can't we... surrender peacefully? Surely we can work out our differences?"

The idea was shouted down by a dozen angry voices. A pony stepped forward. She glittered in the light, her red and orange crystal coat shining with the promise of kingdoms so old they were basically forgotten. "I have prayed long and hard," she said. "I have seen the future we can have, if we are willing to pay the price for it."

She would be remembered. Bloody Sunset was her name, and when she stood before the setting sun, her shadow gave easy recognition to how she had earned it. A devout follower of Blaze, she told them of her plan. They would grasp the fragile balance of elements that bound their world, and they would rip them asunder.

The destructive power unleashed would end the war. It would be so brutal that no human would dare to act against them ever again. It would be a lesson so vast their grandchildren would weep thinking about it.

It would be a grand victory, and it would destroy everything. It would be the very victory Blaze promised when she spoke directly. It wouldn't be a defeat, and that was, perhaps, enough.

There was a final vote. They had expected resistance from the cloven's representative, but he went along with the majority. It was a flutterpony that hesitated. She held her hoof back, her antenna twitching. "Is this the right way? Will we destroy all the color? Even... even if they kill us, at least the color would still be there." She smiled gently. "Isn't that good enough?"

Even without her blessing, the motion was easily

passed. As they prepared their final attack, some fled the city, bringing hurried words to other settlements, urging them to hide.

But where did one go to hide from the world coming apart at the seams?

The flutterpony's treachery in sharing the knowledge of their plan was met with deadly force. She was executed, her wings burnt to a sullen grey ash as a final insult to the flutter.

The rest followed not long after.

The plans proceeded swiftly, researching the specifics of the spell that would end it all. They gathered the exotic components and fought off the constant raids. The humans were relentless but did not come in a truly threatening force until they were a mere week from completion.

The humans made it clear they knew what was coming, and that they would tear apart the city before it could be finished. They screamed for blood, and they crashed against the walls. The city was not sieged, that would have implied they waited. The attack was unending. Battering rams, siege towers, and other heavy weapons were brought in.

The cannons fired all through the night and day, denying any citizen of the city a moment of peace. The walls were breached several times, pushed back in frenzied, desperate, defensive actions. The city's defenders were winnowed away. By the end of the third day, the city sagged with defeat.

The spell was not yet ready.

They cast it anyway.

Now, in an ideal world, or at least one slightly more ideal, they would have kept the attackers at bay just a little longer. Bloody Sunset had made it clear. If they could complete the spell in its entirety, they would suffer, but would emerge the true victors.

With the spell in its sorry state, victory could still be assured, or at least, defeat could be avoided. It would do what they had set out to do, destroying their enemies. With no other option before them, they said the final invocations, and doomed the world.

The elemental forces that gave Everglow its name came undone. Sheets of fire, driving winds, boiling oceans of acid, and other exotic forces came loose from their precarious balance. It spread across the world at such a frightening speed that the guards on the tallest towers barely had time to shout a warning before entire cities were engulfed in the horror.

Over the destruction, the chaos, a bellowing, hissing, laughter followed behind. Apep celebrated the day that

his will was done properly. With great burning the old age was ended with complete finality.

It was time for a new age.

Just Before the End

As the war raged, there were many on both sides that were sure it would be ending soon, favorably for their side. Fed lies and hopes, even as the fey races were pushed ever westward, their people were filled with lofty dreams that the defeat of the humanoids would be just around the corner. The last battle had gone well. The movement was for an entirely different reason. There was nothing to panic about.

Those who knew better would sometimes prey on the fears of others. Even the ignorant knew something was odd. There was only so much that could be hidden. Those who began to feel creeping dread became targets for exploitation. Selling armored clothes, personal weapons, and good amounts of survival gear, those last-minute opportunists made their final days ones of wealth and comfort even as the world came to its final gasp.

Perhaps with some twisted sense of justice, it is appropriate that those who did stock up on such supplies, though it availed them little in the first precious moments of the Blaze, allowed survivors to have a better chance afterwards. Stocks of canned foods, firearms, and environmentally secure suits kept a pony just a little safer than they would have been without it, and any extra chance of survival was a welcome one.

Start of the Ashen Age

The first days, if they could be called days, were a time of numb misery. Those yet living scrambled to make ends meet. With magic failing them and prayer going unheard, people were forced to move with only their determination to power them. Injury and disease claimed many of those that had somehow survived the initial onslaught, but life found a way.

That generation, the last, became known as the Lost Generation. They knew little but that horrible numb pain of what they had lost and the horrors they had seen. Even when they made relatively safe places for themselves and those few they trusted, the memory of how the age began haunted them. Society held its breath for them, and only let it go when their time slipped away.

From those torn, walking husks came a new generation that knew nothing of the old world but the whispered tales of

their parents, then grandparents. The world began to put itself back in something of an order. The lines between races had grown harder in some places and softened in others. Overall, people trusted those they were close to, regardless of race, and distrusted all others.

This made communities tight but made trade precarious. Those who took up the mantle of trader had to accept a life of being outcast. They were looked on with constant suspicion, but were typically tolerated, if sometimes barely, to get goods where they were needed. Trade in currency fell in favor of barter and usable goods. A pound of food is universally accepted in trade, but a gold coin may not be.

Even if a traveler managed to avoid the ire of the settlements they visit, there remained the trouble of what lurks, giving justification to those fears. Many of the wild beasts and monsters were warped and bent by the Blaze. Touched and shaped by the naked elements, even the most basic of animal seemed to simmer with primal power waiting for the chance to be unleashed.

Living in fear and poverty, the people did as best they could to protect their little corners of their world, gazing up at the hazy sky that refused to become clear. The plants that did begin to sprout were tough and more bark than leaf, proving to be difficult to eat. Difficult, but not impossible.

As the years passed, the desire for safety that could only come in numbers and those brave enough to secure old buildings large enough to house many, drew greater numbers of people to one place. Towns, and even small cities, began to arise from the bones of what once was insular fiefdoms. It was in these places that the lost art of magic began to be redeveloped. The very fabric of it had been sorely damaged by the Blaze.



A Matter of Tone

Now, while we feel those who play this can, and will, play it however they please, we feel it important to at least express the tone in which we write this. The post-apocalypse is not a new place. We stand on the shoulders of giants who have looked down this trail, exploring very human failings in franchises about vault dwellers, to seeing what the world does when its limits are forcibly removed in that setting about radiated worlds.

Some paint a darker picture, and others are a bit more whimsical. Everglow has suffered a terrible blow, but it is not dead, nor are its children. People recover, and

this is a book about the mess they're in, but also pointing the way towards brighter days. People can work towards that, trying to reach for the end of the Ashen Age. Survival, overcoming fear and danger, and leaving the world a little better than you found it should be the goal of an Ashen Age adventurer.

We will describe many terrible things, and some gentle things. We will spin tales that seem outlandish and unlikely, and exactly how much of it is true is up to you. We know, in the end, your table will decide what flavor of game you want to spin, but we hope it is one that doesn't forget that no matter how bleak, it's a world full of wonder and beauty, even if you have to dig a little to find it.



Automatic Bonus Progression



Introduced in Pathfinder Unchained, a fantastic book that you should grab for loads of game-changing rules and a few class revisions, Automatic Bonus Progression (ABP) attempted to make magic items about the ‘fun’ part. A cloak of resistance is not fun. It’s helpful, without a doubt, but it is not ‘fun’. You don’t croon about that awesome cloak of resistance your character had in that campaign. You still wouldn’t think of not taking one, more often than not. This makes playing the game ‘well’ not connect elegantly with actually enjoying the game.

ABP suffers from a few problems. To start, it is very inflexible, not allowing for a great amount of give between characters. For another, compared to most people who actually do spend their wealth on these effects, their characters will fall behind the curve as they gain levels. This results in generally powered down characters.

Let’s address these.

Below we include the text of the original system, then we will add our own touches to make it more interesting.

The Original System

In order to face the dangers of the game, characters in the game normally need items that grant bonuses to their statistics. With this variant, characters instead gain those bonuses automatically as they increase in level, allowing them to use magic item slots for more interesting items.

All characters gain the abilities listed on the table below when they reach the appropriate level. Decrease character wealth by level to half the normal amount.

The automatic bonuses are often more beneficial than that reduction in wealth, but characters have less flexibility, so the advantages and disadvantages balance out. Items that only grant bonuses to AC, saving throws, and ability scores don’t exist in this variant, and wish and similar spells never grant inherent bonuses to ability scores. Magic weapons and armor do exist, but grant only special abilities, not enhancement bonuses; calculate their prices with the table.

If you want to remove magic items entirely (or make them so exceedingly rare that there is no expectation of finding them), consider giving the characters bonuses from the following table as if they were 2 levels higher. The table extends to 22nd level to account for games without magic items.

Level	Bonuses Gained
1st	—
2nd	—
3rd	Resistance +1
4th	Armor attunement +1, weapon attunement +1
5th	Deflection +1
6th	Mental prowess +2
7th	Physical prowess +2
8th	Armor attunement +1/+1, resistance +2, toughening +1, weapon attunement +1/+1
9th	Armor attunement +2, weapon attunement +2
10th	Deflection +2, resistance +3
11th	Mental prowess +4
12th	Physical prowess +4
13th	Mental prowess +4/+2, physical prowess +4/+2, resistance +4, toughening +2
14th	Armor attunement +2/+2 or +3, resistance +5, weapon attunement +2/+2 or +3
15th	Armor attunement +3/+3 or +4, mental prowess +6/+2 or +4/+4, weapon attunement +3/+3 or +4
16th	Deflection +3, physical prowess +6/+2 or +4/+4, toughening +3
17th	Armor attunement +4/+3 or +5, deflection +4, mental prowess +6/+2/+2 or +4/+4/+2, physical prowess +6/+2/+2 or +4/+4/+2, toughening +4, weapon attunement +4/+3 or +5
18th	Deflection +5, mental prowess +6/+4/+2 or +4/+4/+4, physical prowess +6/+4/+2 or +4/+4/+4, toughening +5
19th	3 legendary gifts
20th	5 legendary gifts (8 total)
21st	7 legendary gifts (15 total)
22nd	8 legendary gifts (23 total)

Bonuses

The entries below describe the bonuses characters gain.

Armor Attunement

The character can attune herself to one suit of armor or one shield in her possession; she can change that attunement once per day. If she selects a normal set of clothing as her armor, it counts as having a starting enhancement bonus of +0. The attuned suit of armor gains a +1 enhancement bonus at 4th level. At 8th level, she can split her attunement between a suit of armor and a shield, granting each a +1 enhancement bonus. At 9th level, she can grant a suit of armor or a shield a +2 enhancement bonus (instead of granting each a +1 enhancement bonus). At 14th level, she can either grant a suit of armor or a shield a +3 enhancement bonus or grant each a +2 enhancement bonus. At 15th level, she can either grant a suit of armor or a shield a +4 enhancement bonus or grant both a +3 enhancement bonus. At 17th level, she can either grant a suit of armor

or a shield a +5 enhancement bonus or grant one a +4 enhancement bonus and the other a +3 enhancement bonus.

Deflection

The character gains a +1 deflection bonus to AC at 5th level; this bonus increases to +2 at 10th level, to +3 at 16th level, to +4 at 17th level, and to +5 at 18th level.

Legendary Gifts

The character gains three legendary gifts at 19th level and five more at 20th level. (If you're using the variant with no magic treasure, characters gain seven more legendary gifts when their effective level reaches 21 and eight more when it reaches 22.) Select these legendary gifts from the following list.

Legendary Ability: Gain a +1 inherent bonus to any ability score. You can select this legendary gift multiple times, and it stacks up to +5 in any one ability score.

Legendary Armor: Your enhancement bonus from armor attunement increases by 2. If you are attuned to a suit of armor and a shield, you can either increase both bonuses by 1 or increase one bonus by 2. The enhancement bonus on a single attuned item can't exceed +5, but you can use the excess to add special abilities to the armor or shield (see Magic Weapons and Armor). You can select this legendary gift multiple times; it stacks up to +10 on any one suit of armor or shield.

Legendary Body: Increase your bonuses from physical prowess to +6/+6/+4. This counts as two legendary gifts.

Legendary Body 2: Increase your bonuses from physical prowess to +6/+6/+6. You must already have legendary body to select this legendary gift.

Legendary Mind: Increase your bonuses from mental prowess to +6/+6/+4. This counts as two legendary gifts.

Legendary Mind 2: Increase your bonuses from mental prowess to +6/+6/+6. You must already have legendary mind to select this legendary gift.

Legendary Shieldmaster: Gain a +5 enhancement bonus from armor attunement for both your armor and your shield. You can select this legendary gift multiple times, choosing a different attuned suit of armor or shield each time.

Legendary Twin Weapons: Gain a +5 enhancement bonus from weapon attunement for two weapons at the same time. This counts as two legendary gifts. You can select this legendary gift multiple times, adding an additional attuned weapon with a +5 enhancement bonus each time.

Legendary Weapon: Your enhancement bonus from weapon attunement increases by 1. If you are attuned to more than one weapon, you can increase only one weapon's enhancement bonus in this way. The enhancement

bonus on a single weapon can't exceed +5, but you can use the excess to add magic abilities to weapons (see Magic Weapons and Armor, below). You can select this legendary gift multiple times, and it stacks up to +10 for any one weapon.

Mental Prowess

At 6th level, the character chooses one mental ability score (Intelligence, Wisdom, or Charisma) to gain a permanent +2 enhancement bonus. At 11th level, this bonus increases to +4. At 13th level, the character chooses a second mental ability score to gain a permanent +2 enhancement bonus. At 15th level, the character increases one of these enhancement bonuses by 2. At 17th level, she chooses a third mental ability score to gain a permanent +2 enhancement bonus.

Physical Prowess

At 7th level, the character chooses one physical ability score (Strength, Dexterity, or Constitution) to gain a permanent +2 enhancement bonus. At 12th level, this bonus increases to +4. At 13th level, the character chooses a second physical ability score to gain a permanent +2 enhancement bonus. At 16th level, the character increases one of these enhancement bonuses by 2. At 17th level, she chooses a third physical ability score to gain a permanent +2 enhancement bonus.

Resistance

At 3rd level, the character gains a +1 resistance bonus on all saving throws. This bonus increases to +2 at 8th level, to +3 at 10th level, to +4 at 13th level, and to +5 at 14th level.

Toughening

At 8th level, the character gains a +1 enhancement bonus to natural armor. This bonus increases to +2 at 13th level, to +3 at 16th level, to +4 at 17th level, and to +5 at 18th level.

Weapon Attunement

The character can attune herself to any one weapon in her possession, and can change that attunement once per day. The attuned weapon gains a +1 enhancement bonus at 4th level. At 8th level, the character can split her attunement between two weapons, granting each a +1 enhancement bonus. At 9th level, she can grant a single weapon a +2 enhancement bonus instead of granting two weapons a +1 enhancement bonus each. At 14th level, she can either grant a single weapon a +3 enhancement bonus or grant two weapons a +2 enhancement bonus each. At 15th level, she can either grant a single weapon a +4 enhancement bonus or grant two weapons a +3 enhancement bonus each. At 17th level, she can either grant a single weapon a +5 enhancement bonus or grant one weapon a +4 enhancement bonus and another weapon a +3 enhancement bonus.

Magic Weapons and Armor

In this system, magic weapons, armor, and shields

never have enhancement bonuses of their own; those bonuses are granted only through attunement. Any weapon, armor, or shield special abilities on attuned items count against a character's enhancement bonus from attunement. To determine an attuned magic item's enhancement bonus, subtract the cost of its special ability from the enhancement bonus granted by attunement. (This applies only to special abilities whose cost is equivalent to an enhancement bonus, not to those that cost a flat amount of gold pieces.) For example, if a character with a +3 enhancement bonus from weapon attunement wields a keen scimitar, she subtracts 1 point of her enhancement bonus (for the cost of keen), leaving her with a +2 keen scimitar. If a character doesn't have enough of an enhancement bonus to afford the special ability (such as a 4th-level character with a vorpal longsword), she can still use the weapon's power on its own, but the weapon gains no enhancement bonus.

In this system, adding bonus-equivalent special abilities to items costs significantly less because you are paying only for the special ability, not for a base enhancement bonus (see the table below). To determine the price of specific weapons and armor, remove the flat enhancement bonus and reduce the item's cost by the amount listed on the table below. For example, a flame tongue is normally worth 20,715 gp, but under this system, it would lose its +1 enhancement bonus and its price would be reduced to 18,715 gp. Specific weapons and armor can be attuned; they then grant the character's enhancement bonuses from weapon attunement and armor attunement as normal.

Base Price Modifier	Weapon Cost	Armor/Shield Cost
+1	2,000 gp	1,000 gp
+2	8,000 gp	4,000 gp
+3	18,000 gp	9,000 gp
+4	32,000 gp	16,000 gp
+5	50,000 gp	25,000 gp

Mastery Focuses

While the above chart does well to give a baseline, you are the star of your story, and deserve a chance to reflect that uniquely. Starting at 1st level and with every additional level you gain, you earn 2 mastery focus points to be spent as you please. Once spent, they cannot be changed. If you are using retraining rules, they may be retrained as class features.

When you gain a level, you may re-assign your focus points as you wish.

Alchemical Focus

Even the staunchest of barbarian who lives for wading knee deep into their enemies can see the advantage of knowing how to prepare a healing poultice when you or an ally is bleeding out.

Prerequisites: See table.

Cost: See table.

Benefit: You become a source of curative items. You can fashion up to three items per day. It takes ten minutes to prepare a potion, bandage, or herbal package, and it remains fresh until the next day. They function as potions with a caster level equal to your character level.

Points (Spent)	Minimum Level	Effect
2	1st	You can fashion <i>cure light wounds</i> potions.
3 (5)	3rd	You can fashion <i>cure moderate wounds</i> and <i>neutralize poison</i> potions.
2 (7)	5th	You can fashion <i>cure serious wounds</i> and <i>lesser restoration</i> potions.
3 (10)	7th	You can fashion <i>haste</i> , <i>heroism</i> , <i>remove blindness/deafness</i> , and <i>remove disease</i> potions.
3 (13)	9th	You can fashion <i>break enchantment</i> and <i>remove curse</i> potions.
3 (16)	11th	You can fashion <i>gaseous form</i> , <i>remove paralysis</i> , and <i>resist energy</i> potions.



Additional Alchemical Focus

What's better than a healing potion? Two, that's what.

Prerequisite: Alchemical focus.

Cost: 1

Benefit: You can prepare one more curative potion per day with alchemical focus.

Special: This focus may be taken an additional time for every five character levels you possess.

Ammunition Focus

A gun without ammunition is a sad display. You always have a shot ready to go.

Prerequisites: See table.

Cost: See table.

Benefit: You always have ammunition on hand, removing the need to track specific ammunition. Reloading with this effect is a supernatural ability. The amount of points spent endows your shots with different properties.

Points (Spent)	Minimum Level	Effect
2	1st	You always have buckshot, a scrap bullet, gunpowder, an arrow, a sling bullet, or other similar ammunition when you reload a weapon that requires them. The ammunition must be used in an unloaded weapon. If you do not load an unloaded weapon or you drop the ammunition, it immediately vanishes. This ammunition is always lost when used. When using a magazine or other multi-ammunition device, you are still required to take the usual time reloading the device before it can be used in a weapon. You can have one magazine that is not loaded in a firearm filled with this created ammunition at a time. You can hold one additional magazine at 5th level and every five levels thereafter.
2 (4)	3rd	When creating ammunition, that ammunition can be made from silver or cold iron.
12 (16)	8th	You can, if using a firearm, load it with an alchemical cartridge or a non-scrap bullet. If you are not using a firearm, you may spend a move action to draw an adamantine version of your ammunition to load.
8 (24)	12th	You may spend a move action to draw adamantine buckshot or adamantine scrap bullets. Drawing an adamantine version of other ammunition no longer requires a move action.

Armor Focus

Sometimes the only thing that keeps you alive is keeping its claws from piercing your armor.

Prerequisite: Character level 3rd.

Cost: 1

Benefit: Increase your level by 1 for the sake of when you gain or improve armor attunement.

Special: This focus can be taken more than once, but costs 1 more per time taken (2 for the second time, 3 for the third time, and so on).

Battery Focus

You are a living battery, why not let the things around you feel the touch of your power?

Prerequisites: See table.

Cost: See table.

Benefit: You can charge items as noted in the table below. Charging an item is a standard action that requires physical contact with the item to be charged.

Points (Spent)	Minimum Level	Effect
2	1st	You can charge an item once per day as if you had a mark 1 universal battery.
3 (5)	3rd	You can charge items each day as if you had three mark 1 universal batteries. You may use all 3 uses to instead charge an item as if you had a mark 2 universal battery.
2 (7)	5th	You can charge items each day as if you had five mark 1 universal batteries. You may use all 5 uses to instead charge an item as if you had a mark 2 battery or a mark 3 battery.
3 (10)	7th	You can charge items as if you had five mark 1 universal batteries. You may spend 2 uses of mark 1 batteries to charge an item as if you were using a mark 2 battery or 3 uses to charge an item as if you were using a mark 3 battery.



3 (13)	9th	You can charge items as if you had five mark 1 universal batteries. You may spend 2 uses of mark 1 batteries to charge an item as if you were using a mark 2 battery or 3 uses to charge an item as if you were using a mark 3 battery. You may expend all of your uses of this ability to keep an item empowered at level 1 constantly for 24 hours or until you use this ability again. This requires the full amount of your daily uses. Once this ability is used in this way, it cannot be used again until the next day when you regain your uses.
3 (16)	11th	You can charge items as if you had five mark 1 universal batteries. You may spend 2 uses of mark 1 batteries to charge an item as if you were using a mark 2 battery or 3 uses to charge an item as if you were using a mark 3 battery. You may spend 5 uses to keep an item empowered at level 2 constantly, or 2 uses to keep an item empowered at level 1 constantly, for 24 hours or until you regain your uses. Once this ability is used in this way, it cannot be used again until the next day when you regain your uses.

Companion Focus

What use is an ally you bring onto the field of battle, but do not prepare to survive the experience?

Prerequisite: Animal companion or cohort.

Cost: 1

Benefit: Your animal companion or cohort counts as a 1st level character for the automatic bonus progression chart.

Special: This focus can be taken more than once, up to as many times as your total character level. Each additional purchase increases the effective level of your companion or cohort by 1 for its automatic bonus progression and gives it 1 focus point per 2 effective levels. If you take another companion or cohort, the first loses benefit of this focus and the new one gains it.

Deflective Focus

Thick steel and tough hide are one thing, but what if you could simply not be touched in the first place?

Cost: 1

Benefit: Increase your level by 1 for the sake of when you gain or improve deflection.

Special: This focus can be taken more than once, but costs 1 more per time taken (2 for the second time, 3 for the third time, and so on).

Elusive Focus

The most effectively mitigated attack is one misdirected from birth.

Prerequisite: Character level 6th.

Cost: 6

Benefit: (Su) Your movements are erratic and your inner magic disguises your true location. You move as if under a constant blur spell effect. You may cease or start this effect as a free action on your turn. This is a supernatural ability.

Special: This focus may be taken again at 12th level, allowing you to increase the miss chance to 50% as a standard action for a minute once per day.

Fist Focus

When your body is a weapon, you must attune everything.

Cost: 0

Benefit: You may attune yourself as two weapons (if you cannot attune two weapons due to your level, you may attune yourself as one weapon and gain a +1 bonus), gaining the smaller listed bonus to all natural and unarmed attacks as if wearing a similarly powered amulet of mighty fists. If you gain the legendary weapon ability, this is considered one weapon and can only hold up to +10 worth of abilities, as normal.

Flight Focus

Gravity is a terrible mistress, but she can be spurned with enough effort. Though a magic spell you've mastered, lingering blood power, or some other means, you can soar.

Prerequisite: Character level 5th.

Cost: 6

Benefit: (Su) You gain a fly speed of 30 feet with average maneuverability. This is a supernatural ability and is magic flight.

Flight, Fast

You have places to be, and not the patience to wait. Why bother moving at all if you are not doing it quickly?

Prerequisite: Flight focus.

Cost: 2

Benefit: Your fly speed increases by 10 feet.

Special: This focus can be taken more than once, up to once every five levels.

Flight, Precise

Why float clumsily about when you can dart like a dragonfly?

Prerequisite: Flight focus.

Cost: 1

Benefit: Your maneuverability increases by one step, to a maximum of perfect.

Special: This focus can be taken more than once, but costs 2 for the second time.

Freedom Focus

What use is all the power in the world if you are unable to wield it?

Prerequisite: Character level 13th.

Cost: 10

Benefit: (Su) You move as if under a constant freedom of movement effect. This is a supernatural ability.

Kinetic Focus

Your control of the elements is surely as much a weapon as any other.

Prerequisite: Character level 6th.

Cost: 3

Benefit: You gain one point of internal buffer, as per the kineticist ability. If you already have this ability, it instead increases by one.

Legendary Focus

When is it too early to reach for legends? That was a meek question, unbefitting one such as you.

Prerequisite: Character level 17th.

Cost: 4

Benefit: You gain one legendary gift.

Special: This focus may be purchased twice.

Magical Reserves Focus

What is the point of having magic if you run out of the power that operates it?

Cost: 0

Benefit: If you choose not to attune a weapon when regaining spells for the day, once per day as a standard action you may regain a spell or spell slot of a level up to twice the enhancement bonus given by your weapon attunement. If you regain a spell or spell slot of a level lower than the highest spell level you can cast, you may recover a lower level spell or spell slot an additional time per day.

Special: This focus may be taken more than once, each time granting an additional use per day. The second time costs 4 points, and each additional time costs 2 extra points (6 for the third time, 8 for the fourth time, and so on).

Mental Focus

A sharp mind can see the answers where the dull one fails.

Cost: 1

Benefit: Increase your level by 1 for the sake of when you gain or improve mental prowess.

Special: This focus can be taken more than once, but costs 1 more per time taken (2 for the second time, 3 for the third time, and so on).

Mind vs Body Focus

Brains? Brawn? You decide.

Cost: 0

Benefit: Swap the bonuses given for mental prowess and physical prowess.

Perception Focus

What you don't know can hurt you.

Prerequisites: See table.

Cost: See table.

Benefit: Your senses sharpen. You can devote more points to this for greater effect. You gain all lesser effects.

Points (Spent)	Minimum Level	Effect
2	1st	You gain darkvision 60 feet. If you already had darkvision of this amount or greater, it increases by 30 feet.
3 (5)	3rd	You begin to see the subtle edges around illusions, giving you a saving throw to disbelieve them when first encountering one without needing to physically interact with it or spend an action.
2 (7)	5th	When dealing with a miss chance that would normally be foiled by <i>true seeing</i> , your miss chance decreases by 20%.
4 (11)	7th	You gain blindsense 15 feet.
3 (14)	9th	You gain blindsight 10 feet. Your blindsense increases to 20 feet.
2 (16)	11th	(Su) Once per day as a swift action, you may cause your senses to sharpen as per the <i>true seeing</i> spell for one round per character level. This is a supernatural ability.

Physical Focus

A properly conditioned body can survive where lessers wither and die.

Cost: 1

Benefit: Increase your level by 1 for the sake of when you gain or improve physical prowess.

Special: This focus can be taken more than once, but costs 1 more per time taken (2 for the second time, 3 for the third time, and so on).

Resistance Focus

To be caught in a fiery blast, have your mind taken, or to wither to terrible diseases. These are not the ends you wish.

Cost: 1

Benefit: Increase your level by 1 for the sake of when you gain or improve resistance.

Special: This focus can be taken more than once, but costs 1 more per time taken (2 for the second time, 3 for the third time, and so on).

Rod Focus

What are rods, if not the focusing tool of magic? Turn your own focus into magical mastery.

Prerequisite: Character level 5th.

Cost: 5

Benefit: You may imbue an otherwise non-magical rod, attuning it in place of a weapon. While so attuned, you may use it as a metamagic rod of any metamagic feat you have, provided it has a level adjustment equal to or less than the enhancement bonus offered by your weapon attunement. This can affect spells up to 3rd level. You can affect up to 6th-level spells by reducing the maximum level adjustment by 1. You can affect up to 9th-level spells by reducing the maximum level adjustment by 2. An attuned rod also functions as a club with an enhancement bonus equal to your weapon attunement.

Scroll Knowledge Focus

You have a well of power, it needs only guidance to focus it.

Cost: 0

Benefit: You may attune to a scroll as a weapon. So long as the scroll is so attuned, you may add one spell written on it to your list of spells known, provided the spell is on your class list. If you attune a scroll that contains more than one spell, you must choose the spell to learn when attuning it. An attuned scroll also functions as a club with an enhancement bonus equal to your weapon attunement.

Scroll Knowledge Focus, Enhanced

As useful as a scroll can be, there is distinct class and style behind true books.

Prerequisite: Character level 8th.

Cost: 4

Benefit: You may attune a spellbook as if attuning two weapons. Every day, when regaining your spells, you may select any number of spells from the book up to twice the total enhancement bonus allowed by your weapon attunement for two weapons (4 spell levels at character level 8th, 14 spell levels at character level 18th). These spells are considered known to you until the next time you regain spells and can choose new ones. All spells you select must be in your class list. An attuned spellbook also functions as a club with an enhancement bonus equal to your weapon attunement when attuning two weapons.

Staff Focus

Look at those warriors, shining their weapons. A proper staff is worth ten of their toys. Behold my magic!

Prerequisite: Character level 7th.

Cost: 5

Benefit: You may imbue a staff, masterwork quarterstaff, or similar weapon, attuning it in place of a weapon. If it had no charges, it gains a maximum capacity of ten. If it had charges, it gains 25% more, to a maximum of its normal capacity. If the staff did not have charges to begin with, its charges must come from any remaining on the staff you imbued before, or you must begin recharging it. You may add one spell with a maximum level equal to the bonus normally afforded by your attuned weapon, or you may add two spells of lower level. These must be spells you can cast. An attuned staff also functions as a quarterstaff (or as the original weapon type if it was not a staff or quarterstaff) with an enhancement bonus equal to your weapon attunement.

Special: You may take this focus twice, allowing for one more spell of equal level or two of lower level to be added. This replaces minor staff focus.

Staff Focus, Enhanced

Staves can hold any magic within them in the hands of a talented enough weaver of magical energies.

Prerequisites: Character level 13th, staff focus.

Cost: 5

Benefit: The level of spells you can add to your attuned staff is doubled to a maximum of 9th-level spells. If your weapon attunement can grant more than +5 worth of bonuses, you may add an additional spell for every point greater than 5. These extra spells must be at least three levels below the maximum.

Staff Focus, Minor

What use are weapons when you prefer to avoid such messy affairs?

Prerequisites: Character level 4th, cannot have staff focus.

Cost: 0

Benefit: You may attune a staff in place of a staff or weapon, as per staff focus. The staff does not gain additional charges if it already had them. It gains a maximum capacity of 5 charges in addition to any charges that remained on the last staff attuned. The maximum spell level you can imbue is one lower.

Special: You cannot have this focus and staff focus at the same time. If you have or gain staff focus, you lose this focus.

Toughening Focus

You look up to dragons with their scales like steel. You have the will, why not share the resilience?

Cost: 1

Benefit: Increase your level by 1 for the sake of when you gain or improve toughening.

Special: This focus can be taken more than once, but costs 1 more per time taken (2 for the second time, 3 for the third time, and so on).

Wand Focus

Staves are large and unwieldy. Sometimes you just want to get the job done without showing off.

Prerequisite: Character level 3rd.

Cost: 5

Benefit: You may imbue a club or similar weapon, attuning it in place of a weapon. It becomes a wand with 20 charges, and it regains 5 charges each day, to a maximum of 20. Using this attuned wand expends these charges. The charges are held by you personally, regardless of your daily choice of weapon attunement. You may add one spell to the wand with a maximum level of the enhancement normally afforded an attuned weapon. This spell must be on your class list for at least

one class you possess and must be one that a wand could normally contain. The wand's caster level is equal to the minimum needed to cast its spell. An attuned wand also gains the benefit of your weapon attunement.

Weapon Focus

A soldier hopes to be more than their blade. Let us assume they will succeed. Why not aim higher?

Cost: 2

Benefit: Increase your level by 1 for the sake of when you gain or improve weapon attunement.

Special: This focus can be taken more than once, but costs two more per time taken (4 for the second time, 6 for the third time, and so on).



Races in the Ashen Age

While any race described in other Ponyfinder books (and, in fact, most other Pathfinder books) may still be found across the wild world of Everglow, some were affected very specifically beyond the general misery that has befallen the people of the time.

Antean

Created with the purpose of protecting ponykind, most anteans were hiding on their island when the war came. the Blaze did not spare them, and they remained isolated even as the ash settled. The sighting of an antean has grown all the more rare, and those that remember them well may have mixed feelings. They should have protected ponykind, but, in the end, didn't, and couldn't even protect themselves.

Big Mao

In the distant lands to the east, the war itself did not touch them. The Big Mao (firmly establishing the right to capitalize their name after many successful wars) never flinched in the defense of their territory, and it became known to the humans as a land not worth the trouble of attacking. There were always easier targets.

the Blaze came down on them without warning. They attempted to correct the elemental unbalance, the magnitude of which they had never experienced before. Wise old bears sat amidst the destruction, trying to set it right. Perhaps they are part of the reason as many survived as they did, but it did not come free. Exposed and vulnerable, the masters of their arts did not survive, and their people were left without their wisest. They were thrust into a hostile world and would have to make new wisdoms to face it.

Cloven

Never wishing ill on others, the cloven were tempted to simply stay where they were, to greet and let the humans pass them by. Their hope was dashed when a caravan of goats was massacred on their usual route. It was never proven that the humans were the ones that ambushed the caravan. There were many desperate people of just as many races. Banditry was becoming increasingly common.

Despite that, the griffons pressed the moment, convincing the cloven that hiding would not be enough to keep them safe. With heavy hearts, they left Clovenhame before the opposing armies arrived.

When the Blaze came, it found them scattered through the fey settlements. It cared little for their overall be-

nign natures and burned them as well as everything else. When it was all over, they were left with broken pieces. Their strong stomachs and ability to work as a team worked in their benefit, allowing them to survive lean seasons and persist despite the harshness of the world.

They don't yet have a new home.

Drakehooves

After the disastrous Battle of Hoof and Fire, the drakehooves of Everglow proper were essentially wiped out. There were, however, drakehooves not involved in that conflict. Those that lived in the human lands, or further east, with the Big Mao, were largely untouched by the pitched war. They leaned on their draconic half. Humans were hunting for the fey races, but most of them steered clear of dragons and their kin, which the drakehooves were.

When the Blaze came, they were dashed and scattered as most others, but its aftermath has been a chance for them to re-enter the lands they had lost by the failed attempt to take the pony's empire so many years prior. In the Ashen

A Matter of Lighting

The day of the Ashen Age is brighter than the night, but never quite as bright as it once was. Those that are harmed by the presence of the sun or hindered in bright light can withstand this new, dimmer, light without penalty. Daylight counts as normal light for visibility and its effects on creatures.

During the night, the stars and moon are obscured, blanketing the entire world in darkness pre-Blaze people would have found most unnatural. It is always dark at night, barring other sources of light (such as fire, electricity, or magic).



Age, it is a rare, but not unheard of, occurrence to run into a drakehoof.

Earth-Bound

The earth-bound endure. Their link to the very planet that was so injured left them reeling on a spiritual level, but they endured. Their families were dashed, most survivors being the last member of their line, but they endured. That was and remains an earth-bound's duty and ability. They are the cornerstone of the villages they dwell in, providing needed reliability in a world gone otherwise mad. Though not as quickly as the short legs, they are recovering in numbers and their strong familial bonds serve them well in the hostile world of the Ashen Age.

Humans

They come in so many varieties. They hardly seem diminished for the Blaze. Sure, they suffer just as surely as everyone else, but there are just so many different kinds of them. The longer-lived varieties seem to have been the least suited for the Blaze. Elves are a scarce sight. Dwarves are practically legendary, though most say that's because they still live in their safe, comfortable, protected underground cities.

The gnomes and halflings remain friends of ponykind and are usually pleased to have some as neighbors. The orcs still have their bloodlust, and often gather into bandit groups fit for raiding. Not all of them, mind. Some of them just want to live, and form towns, just as insulated and guarded as most others.

With the crackling force of the elements unleashed, humans with a touch of the elemental planes seem all the more common. Still a minority, they've become uncommon instead of a rarity.

Leather wings

They had been hiding. They knew it would come, somewhere in the depths of their bones. Generation after generation, the leather wings knew something would come, something they needed to already be hiding from. They thought it was the griffons they originally ran from.

They were wrong.

They were proven right.

When the Blaze came crashing down, they fled deeper into their caves, and most survived. Those that had emerged to join the struggle against humanity suffered the same fate as other ponies, but many only hid deeper as the war pushed on.

When the dust settled, they poked their twitching noses into the curiously dim day. The sun did not hurt their eyes, as it used to. The world was changed. It welcomed them. They began to emerge en masse, establishing cities of their own, joining others, and becoming

a major political force overnight.

Pegasi

The pegasi were ill-fated to begin with. They joined their griffon kin, a great number of them setting sail to the elven lands to reclaim their weather magic. That had failed, winnowing their numbers dramatically. By the time the Blaze finished with the rest, the sighting of a pegasus became a rare thing. They were no longer one of the 'major tribes'. Though not dead, they are defeated, as a race.

The griffons did not forget, they rarely do, the favor the pegasi tried to pay. The two races remain fast friends, and a pegasus will always be welcome in the home or settlement of a griffon.

Pony Satyrs

Pony satyrs, and most other half breeds, are more common. Bloodlines are anything but neat in the scattered and muddled times of the Ashen Age. The citizens of a given settlement often see one another as family, regardless of their species, resulting in the occasional cross-species relationship. The odds of this are only heightened when violence becomes more frequent.

Those who think they've found 'the one' are destroyed when that special someone is killed, and that can drive them into unexpected arms, or hooves, or whatever else might be available.

Half-breeds are accepted as a sad testament to the times. They are seen as less than the two halves that made them, but it is a low-burning speciesism that usually only results in preferential treatment and biases, not outright harassment or banishment.

Purrsians

The purrsians who were away from their city fared about as well as the others, but many fled home as the war intensified. Before the humans could cross the sands and reach Murrage, it faded away. Not suffering most of the war, they also had no chance to gain many of its break-neck advancements. When it reappeared, long into the Ashen Age, it was whole, but its people had to adjust to a destroyed world.

It, and the purrsians that own it, stands as a beacon. One of the largest and most advanced settlements of the age, Murrage lends its shade to the purrsians, and they step through the wasteland a little more confidently than most others.

Short Legs

See the section on the Hearth Queen in the chapter Praying in the Ash.

Unspoken Spawn

The unhinging of elemental powers has had unforeseen effects on ponykind. The number of Unspoken

Spawn rose sharply with the Blaze, ceasing to be a fable and becoming simply a rare but known condition. Much like being unhinged, such ponies were often mistrusted and ejected from their homes as soon as their parents could rationalize the decision.

Vulponies

The fox-ponies tried to interfere in the war. Those with enough skill to pretend at humanity slipped themselves into key positions. The camps where ponies were sent to be held until a proper use for them could be found were often run by the vulponies. Orders to harm the ponies were conveniently lost, and they were instead treated with respect, awaiting the day that the war would end and the ponies and other fey could be set free.

Their actions saved countless lives, only to have them dashed with the Blaze. Suddenly free, and traumatized, the ponies were ready to attack their guards, but there were no humans, instead equine/vulpine forms sprawled on the ground. The survivors scattered, and vulponies became seeded in many settlements as a result, their ancestor's work rewarded with acceptance.

The Unhinged

While it is terrifying enough dealing with beasts and fiends with the unhinged power of the elements at their twisted disposal, it is another matter entirely when someone you know shows signs of the same. This is the most common reason for any sane person to suddenly become outcast; becoming a trader, explorer, mercenary, or other job that takes them away from the safe place they once knew.

The unhinged burn with that conflict of elemental power. It may show in subtle ways, such as a gentle breeze that never leaves them or especially bright eyes that almost glow. Such people only grow stronger with time and practice, excelling and bending the laws of the world in ways that mirror, or even exceed, the legends of the old days of plenty.

While the rest of the world struggles to find magic, they bring it naturally. Many can create magic artifacts simply by using a weapon or wearing clothes. Such artifacts prove useless to others, only working for the unhinged directly, and only as long as they care for it to.

The specific effects an unhinged can employ are as varied as there are people. Assuming one understands the possibility of them can be a fatal mistake, which is all the more reason that many distrust them as a matter of precaution.

While some are born unhinged, the majority come into it later in life. When threatened, under stress, or just emotionally heightened, a normal person can cross the line, and once one does so, there is no return. For some, the effects are subtle enough that they attempt to hide it to avoid being cast out. For others, it is a clear sign.



We strongly recommend the Automated Bonus Progression system, detailed on page 6. Pathfinder makes assumptions on your power based on availability of these bonuses, and since magic items can't be easily purchased, this provides another way to keep players balanced. If you do so, it is safe to assume all player characters are unhinged.



Since 5th edition already operates under the assumption that magic items are rare objects to be treasured and defaults to them having no market value, less adjustment is needed for this setting, other than re-stating that magic items should not be on the market with a price tag in the vast majority of cases and places. Player characters need not be unhinged but may take a feat to become so.



Factions of the Ashen Age

Ash Tenders

"This world was once so green and full of color. With work, perhaps it could regain some of that glow."

Basic Description

This faction is composed of a large number of spellcasters, from dedicated wizards to rangers and the like that only dip their figurative toes into the weave of the world. Any that have an interest in the workings, even if they don't have personal talent or ability in the various arts, have gathered together in this band for a singular cause. They would see Everglow restored to the balance it once had, and for the great gifts of magic once scoured from the world returned to its people.

Others see them as scholars, ruin-divers, and trouble-seekers. They are often found poking at ancient things that other people know well enough to leave alone. They say it's for the betterment of the Ashen Age, but they have little concrete evidence to prove their ideals, and many prefer to play it safe than take a chance on a stranger.

Joining

With chapter houses in the settlements large enough to tolerate them, the Ash Tenders actively recruit those willing to listen to what they have to say. The world is in pain, they cry, and curing it would ease the suffering of those living on it. Those who express an interest are immediately separated into two possible training tracks, depending on if they know magic or not.

Those that do not have such skills, even in a minor capacity, are offered an education and practical skills. How to navigate pre-Blaze ruins and spot interesting items are also useful skills that are passed on to willing students. It is quite possible for a magically-inept Tender to achieve great fame within the faction if they prove able and willing to delve deep and return with information and artifacts that may help end the Ashen Age.

Those who do know magic are taught first how to cast responsibly. While most low and even mid-level magic works just as it always did, casting it carelessly causes soft tugs on the local elements, injuring the world in subtle ways. They teach how to avoid causing harm and still making use of magic, relying more on one's own trained abilities and common weapons instead of assuming a quick spell will save the day.

Of course, even those who don't join the Ash Tenders can end up working for them. They are not above hir-

ing others if they appear competent, sending them on their behalf to secure artifacts, dissuade magic abuse, or even neutralize known magic-users that have crossed one too many lines, in their opinion. They pay well, and their network of ruin divers usually means they can offer what such a mercenary would want.

Holdings

Ash Tenders purchase or build fair holdings in any city they can gain admittance to, the largest being in Murrage, where the cats were all too willing to accept them once all the proper fees were paid and so long as the taxes continue to be current. It is in these guild halls that they train recruits, see to the injured or ill, and plan their moves.

Outsiders wishing to be hired, or report something interesting, are greeted amiably by members skilled in the art of diplomacy. Though the Ash Tenders try not to practice the paranoia that has gripped most of the wastes, they do not allow outsiders too deep into their domain, seeing to their needs as politely as possible within the entry hall before sending them on their way.



Actions

Outside of their holdings, their members are most often found in the dark, exploring and stealing from the long dead. When not there, they can be seen arguing or fighting with other magic-users, attempting to dissuade others from harming Everglow with their magic, by force if required.

Most rarely, they enact rituals, ranging from small gatherings with a handful to grand ceremonies with dozens of participants. Such great invocations attempt to mend the injuries of the world, but how effective they are remain largely undecided. Though those who participate and research such things seem certain that their efforts are making a difference, the world remains as it was. The Ashen Age has not ended yet.

Philosophy

“Do no harm,” is the leading thought, but it does not apply to people, only the world itself. They are careful in the use of technology and magic, avoiding any that could even potentially harm their already injured world. Spellcasters that do not temper their reach for ever-greater power are the antithesis of the order and

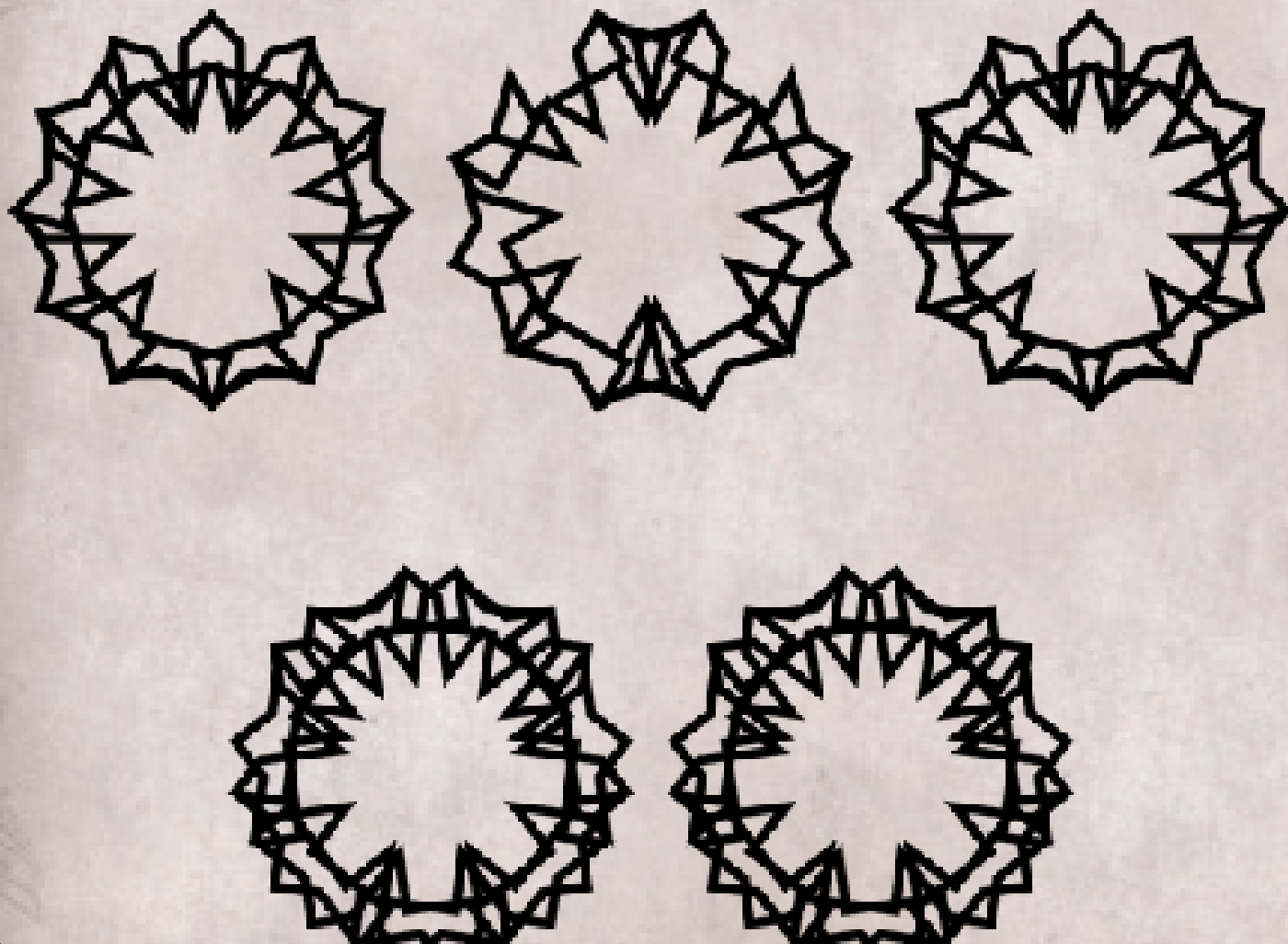
used as an example of what not to be.

Though many members of the faction join out of a sincere hope to improve the world, others simply enjoy easy access to a group that turns up exotic ancient treasures that they can get a portion of. Such opportunistic members are tolerated, if they do their part. The Ashen Age is in no condition for the Tenders to be too picky who they send to risk life and limb.

Inner Friction

Those who adventure for profit and those with more idealistic goals provide inherent inner-conflict. Even among those united behind their wish to heal the world, the method by which they actually do so can be a hotbed of arguments and debate. Rituals that could, in theory, restore the world range from week-long chants to ghastly sacrifices of willing, or unwilling, victims to appease angry forces and calm Blaze.

How far is one ready to go in the name of the greater good? The further one presses, the more the Ash Tenders start to fray and splinter, with the devoted and those who find a limit to their resolve coming into conflict.



The Enhanced

"Human advancement is inevitable. We are the next step."

history

While technology pressed ever onwards, the humans were deep into projects far from the fields of battle. There existed a company, Tri-Crowne Industries, that sought to elevate humanity to the next step. They used the genetics and magical leavings of the many captured or dead fae that were sent to them. Each was a tiny puzzle piece towards their ultimate goal.

They operated indiscriminately on brave volunteers, terrified prisoners, and the wealthy disabled, trying to reach that next level, homo superior. Some died, while others wished they had received so easy an end. While some were reduced to mindless gibbering wretches, they crept closer to the answer. Perhaps they would

have found it. Perhaps all the pain and suffering would have proven worth it, in the end.

They never got to find out. the Blaze leveled their facilities and cared not if those it killed were scientists or beggars. Tri-Crowne was reduced to ash along with the rest, but not all traces of it were erased from the broken world left behind. Climbing from the rubble, those humans left behind fell ill during the Age of Numbness. Some died, others developed all manner of secondary maladies. But a few recovered and kept right on improving past health. They grew larger. The Enhanced were born.

Basic Description

The enhanced act poorly as a collective faction. There are a few things they agree on fairly universally. Humanity, especially enhanced, deserves the world more than other races. While they can be tolerated, and even used, possibly liked, as any human can find favor with

Enhanced Racial Traits

+2 Strength, +2 Intelligence: Enhanced are physically and mentally strong.

Human: Enhanced are humanoids with the human and giant subtypes.

Medium: Enhanced are Medium creatures and receive no bonuses or penalty due to their size.

Normal Speed: Enhanced have a base speed of 30 feet.

Low-Light Vision: Enhanced can see twice as far as a normal human in conditions of dim light.

Enhanced Humanity: Enhanced select one extra feat at 1st level. This feat must be a human or enhanced racial feat.

Loathing Imperfection: At 4th level and every 4 levels thereafter, enhanced increase their lowest ability score by 1 as if they had selected it for a natural increase due to leveling. In the case of a tie, the player chooses which to raise.

Languages: Enhanced begin play speaking Common and one local dialect. Enhanced with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).



Enhanced Racial Traits

Ability Adjustments: +2 Str, +2 Int

Hit Points: 6

Size and Type: Enhanced are Medium humanoids with the human and giant subtypes.

Low-Light Vision: Enhanced can see twice as far as a normal human in conditions of dim light.

Enhanced Humanity: Enhanced select one extra feat at 1st level. This feat must be a human or enhanced racial feat.

Loathing Imperfection: At 4th level and every 4 levels thereafter, enhanced increase their lowest ability score by 1 as if they had selected it for a natural increase due to leveling. In the case of a tie, the player chooses which to raise.



Enhanced Traits

Ability Score Increase. Your Strength score increases by 1 and your Intelligence score increases by 2.

Age. An enhanced lives about twice as long as a human and matures at about the same rate as a human.

Alignment. Enhanced are prone to lawful thinking. The universe feels orderly to them, even if their order is not being accepted at that moment. Their word is often bond, and they are inherently an honorable people.

Size. Enhanced are larger than normal humans, ranging from under 6 and a half feet to nearly 7 and a half feet tall. Your size is Medium.

Speed. Your base walking speed in 30 feet.

Loathing Imperfection. At 4th level and every 4 levels beyond it, you may choose to increase any one ability score by 1. You can't increase an ability score above 15 using this feature.

Languages. You can speak, read, and write Common and one local dialect.



their hound, one must never forget who makes the real decisions.

Enhanced work to improve the lot of humanity, enhanced or not. To them, it seems obvious to do. To others, their intrusion is rarely welcomed. Many humans do not see them as one of their own, and even if they did, a stranger is still a stranger. Better the cat you've known since you were a kid than some strange giant that claims it is kin.

Joining

Joining the enhanced can be a very daunting process if one is not already human. Swearing fealty and following orders can get one some distance, but such inhuman recruits will never have a title or responsibility beyond that of a favored pet.

For humans, things work differently. If one is enhanced, membership in this faction is assumed unless proven otherwise. For normal humans, joining is a simple process if one agrees with the party methodology and wishes to act to help secure human supremacy. Those wishing to become enhanced are welcome to help out, but no promises of such ascension are offered. The means by which a human becomes enhanced, however rarely and randomly that seems to happen, is not understood.

holdings

Enhanced have not taken hold of any cities, but a scattering of towns, small and large, have been swayed. By force or persuasion, it doesn't seem to matter much compared to the results. Such towns tend to have their populations swing towards a vast majority of humans and mostly-human (half-elf, half-orc, and elemental human) races, with others taking their chances in the waste rather than continuing on under the oppression offered.

Actions

Unless one visits one of their towns, they can be found wandering the wastes. They share a belief that the greatest of human technologies belong in the hands

of modern humans, to be rediscovered and exploited. Such conviction leads some of them to take up the fine art of ruin-diving, exploring where others avoid to find lost bits of technology and magic.

Enhanced

While enhanced typically share an extreme opinion that could easily set them in an antagonistic light with the players, not all of the share those, and they are perfectly sapient and can be spoken to, making them a valid player option.

Enhanced Power

Tall and powerful, none would be surprised for assuming they were also brutes, but this is rarely the case. The same power that spurred their physical growth also rushed to the most powerful muscle a human has, their mind. Those who become enhanced later in life describe it as having their thoughtways cleared of goop, allowing them to process information with terrific speed.

The enhanced are mildly obsessed with self-perfection. Rather than seek a single specialty and hone that to a razor's edge, they seek to obliterate all weakness within themselves. While doing their part to keep their strengths honed, they will go out of their way to stress and test their weakest aspects, demanding growth from themselves.

Though tall, they are not, usually, tall enough to qualify as literal giants. This can change. As an enhanced grows more powerful with experience and hardship, some tap into the same power that granted them ascension in the first place and fuel a second or third growth spurt, towering over their peers in a physical display of their achievements.

Overflowing with the raw essence of humanity, they often show traits known exclusively to them. They wear their humanity proudly, for they are humans, brought to the next level.

Enhanced Naming

The enhanced are still human, often born to human parents. Some don't even become enhanced until later

Table: Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Modifier
Human, enhanced	6 ft. 4 in.	180 lbs.	2d6	x6 lbs.

Table: Random Starting Ages

Race	Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
Human, enhanced	14 years	+1d4	+1d6	+2d6

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

Table: Age Categories

Race	Middle Age	Old	Venerable	Maximum Age
Human, enhanced	74 years	110 years	150 years	150 + 1d100 years

in life. As a result, their names are often human ones, for what are they, if not human? Their choice of name can vary wildly depending on what culture of humanity they belong in. Unlike some other races, humanity is a species known for its many colorful cultures and varieties.

Some enhanced add a title to their names to announce their enhancement. Where once they were Robert Smith, now they are Robert "The Brawler" Smith, for example.

A Brief History of Enhanced

This is largely covered in the enhanced faction section, but there are enhanced that never encounter that faction. Such people end up becoming paragons within their community, for good or ill. Whatever lot they had in life, they will seek to become an example of it while rounding themselves against imperfections without even thinking about it.

Personality vices were often abandoned one by one, especially self-destructive ones. A town drunkard that wins against the odds and becomes enhanced may find themselves not seeking the bottle as frequently, possibly quitting entirely in their pursuit of self-perfection.

Such people became pillars that helped human-inhabited settlements survive in the harsh Ashen Age. Those who don't fall in with the idea of humanity at the expense of all others can be and often were fine members of their community, regardless of its balance of humanity and other sapient creatures.

Life of Enhanced

Enhanced are human. They are created as humans are, usually by two other humans in a romantic pair, though this is not always true. The age being what it is, some are raised by foster parents, their originals unavailable for the task for one reason or another. Some are human entirely until fate decides otherwise, but others are born with the gift, growing swiftly and proving sharp even from a young age.

Enhanced can prove difficult students at times. Compared to un-enhanced humans, they don't focus as well in direct education, often becoming distracted by larger concepts. Who cares when the proper time to seed and harvest is when we could be worrying about securing a more reliable source of water? They may never make any progress towards the larger task, especially while so young, but it distracts them and continues to do so even into their adult years. They can lose sight of the trees for sake of the forest.

Enhanced mature at about the same rate as an un-enhanced human, becoming an adult at the completion of their training, be it formal education, self-taught, or some combination of the two. How well they remain in contact with their formative family depends on their local culture, ranging from a tight and enduring bond to

casting off as if they never had a parent.

When a human would normally be reaching their middle-ages, an enhanced is still in the prime of their life, barring violence or sickness. If a human becomes enhanced later in life, the process sweeps age from them, returning vigor to them as their body adjusts to their new, extended, lifetime. The promise of such a reprieve from the end can drive un-enhanced humans to seek a way to become enhanced, but few succeed at the task.

When an enhanced does begin to feel age just starting to tug at them, their peers are growing old. This can be a challenging time for them. The fact that, barring a violent end, they will likely outlive most of the people they grew up with begins to become all the more obvious and painful. For those who live in inter-species communities, this can be a time when an enhanced begins to favor close friendships with those they know will not succumb to the irresistible tide of time so easily. Though their humanity remains unquestioned, the pain of loss can be too sharp to want to experience it repeatedly.

After 30-50 years, if they have still managed to avoid an untimely death, an enhanced finally retires in their golden years. They are often satisfied. They did what they could, for good or ill. They begin to look for ways to enjoy the world, damaged as it may be. They are often cheerful veterans, wrinkly faces ready to have a good time and perhaps share a few wise words while they're at it.

As they progress into becoming old themselves, they have seen an entire century come and go. Many such enhanced retire gracefully and begin the task of educating the next generation. Some say that is one of humanity's greatest gifts, and what allowed them to ascend from the beasts. They take pride in the accomplishments of their students, doing their best to leave the world prepared to live without them.

When death comes for them, of old age, disease, or violence, the enhanced are cared for in the manner of the local human culture. Often this involves burial or cremation. Their accomplishments in life often influence how grand a marker is erected in their honor to commemorate the life lost. When an enhanced reaches their maximum life, they simply don't wake up that morning, passing peacefully without even a moment of discomfort.

Stereotypes of Other Races

These views are for independent enhanced. Those belonging to the faction have a stronger racial bias towards humanity.

Ponykind: They come in almost as many varieties as humanity. They are given to reach harder and adaptably, also like us. Watch out for the ones shackled by fate itself. Their adaptability was traded for power, of-

ten without their consent. Aside that, they can make for acceptable allies, perhaps even friends.

Big Mao: They are the fey race that did not tolerate our ancestor's expansion. They were strong, united, and never unkind despite that. They earned the right to be seen as peers, even before the end of things. If one offers a hand, take it. They are, overall, good people.

Cloven: They are quiet and productive. I see no reason to be upset about one being around, but little reason to seek them out either?

False Queens: They wear crooked tin crowns and broad smiles. Some of them lead their people with honor, but all too many are just as awful as our twisted peers, seeing only their kind as fit to rule. Even worse, they actively hunt ponykind that do not fit their definition of 'ideal'. Know which sort you speak to, and react appropriately. There can be no peace with the latter.

Flutterponies: A splash of color in a colorless age. They are one of the hardest hit races. If one wishes to share their sorrow and you have the time, be the shoulder they can rest against. They did nothing wrong, as a species.

Griffons: Proud, aloof, and stubborn to a fault. Be careful around them, they have low opinions of humans.

Humanoids: Orcs, elves, goblins, and halflings. The humanoid races are vast and many, as if echoes of the more subtle cultures that humanity itself takes. Just like a foreign culture, it is perhaps better to learn its ways before deciding on its merits.

Impure: Is it really their fault? Let them stand on their own merits. That name is an insult. What would they call themselves?

Luminous Dragons: Dragons. Usually nice, as dragons go, but, you know, dragons. I'd be careful.

Phoenix Wolves: Another race decided it knew better than they did how to live. Their creation is the result of warped thinking equal to our deranged peers. There is no one right way for humanity, and the unicorns had no right to make the phoenix wolves. That was a long time ago, treat the results with respect. It's all anyone asks, right?

Purrsians: They hid when things looked bad, and came scurrying back, laughing all the way. I'm not sure I can easily forget that.

Steelhearts: Metal and wood, given life and purpose. They often hide away from us, planning things in secret. I would advise being careful around most things that don't have to sleep.

Sun Cats: A proud people, whose old way of life has been rendered basically impossible. How does one wander and hunt when there is almost no game to chase? They are adapting, but it is a painful shift.

Enhanced Feats



Cosmic Fortitude

Those who worked on your kind thought radiation would be much more present a threat than it turned out being.

Prerequisite: Enhanced.

Benefit: You treat radiation as two steps lower for sake of its effect on you and enjoy a +4 racial bonus to Fortitude saves against radiation effects.

Inhuman Hunter

If it's not human, you need not have mercy on it.

Prerequisite: Enhanced.

Benefit: You gain a favored enemy, as per the ranger class feature, granting a +2 bonus that applies against any sapient (Intelligence 6+) creature that lacks the human subtype. This does not stack with favored enemy from any other source.

Growth Spurt

Your kind are already known for being tall, but you have continued that growth, reaching ever higher.

Prerequisite: Enhanced.

Benefit: Your size increase by one category (usually Medium to Large). Your reach increases by 5 feet and you take a -1 size penalty to your AC, a -1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and CMD, and a -4 size penalty on Stealth and Fly checks. These bonuses and penalties adjust further for larger sizes. Your strength increases by 2 as if gained by leveling.

Late Enhancement

Though most enhanced are born that way, some humans do not find it until later in life, exposed to the unseen presence of the ancient virus designed to elevate humanity.

Prerequisites: Character level 6th, human.

Benefit: You become enhanced. You do not lose ranks in skills you already had, but cannot gain more until you've paid off the difference between races. You do not gain a feat. You do retroactively gain the ability score increases.

Long Live The

Engineered to lead humanity, you were already blessed with longevity, but it can reach further.

Prerequisites: Character level 12th, enhanced.

Benefit: Your maximum age doubles, as does the time you reach all other age categories. You are flush with vigor, possibly changing in age category immediately.

Open Mind

The enhanced continue to grow, sometimes internally.

Prerequisite: Enhanced.

Benefit: Your Intelligence, Charisma, or Wisdom increases by 4, whichever is lowest. Alternatively, you can increase the two lower scores by 2. This decision cannot be modified. Once per day you can have a flash of insight with any ability affected by this feat. Make this decision before making a saving throw or skill check with the affected ability, allowing you to roll twice and take the better result.

Might and Magic

You do not let up on your sparring while practicing your magic. Imperfections are to be crushed.

Prerequisites: Character level 6th, enhanced.

Benefit: Your base attack bonus increases by 1 for every 6 levels you possess, to a maximum of your character level.

Mighty Hurl

With your terrific size, everything could become a weapon with enough mass.

Prerequisite: Titanic Growth, enhanced.

Benefit: You gain the rock catching and rock throwing universal monster abilities. You can hurl heavy rocks or things of similar size, dealing 2d6 points of damage + 1-1/2 times your Strength modifier. This attack has a range increment of 40 feet. It is possible to craft specific ammunition, applying the modified weapon ability to a 0 gp boulder. Barring outside factors, such boulders do survive the journey, but must be reclaimed and carried until needed again.

Titanic Growth

Some say there can be too much of a good thing. This may be such a case. You have grown to the point that you cannot really function in most human settlements. Such is a pitiable fate.

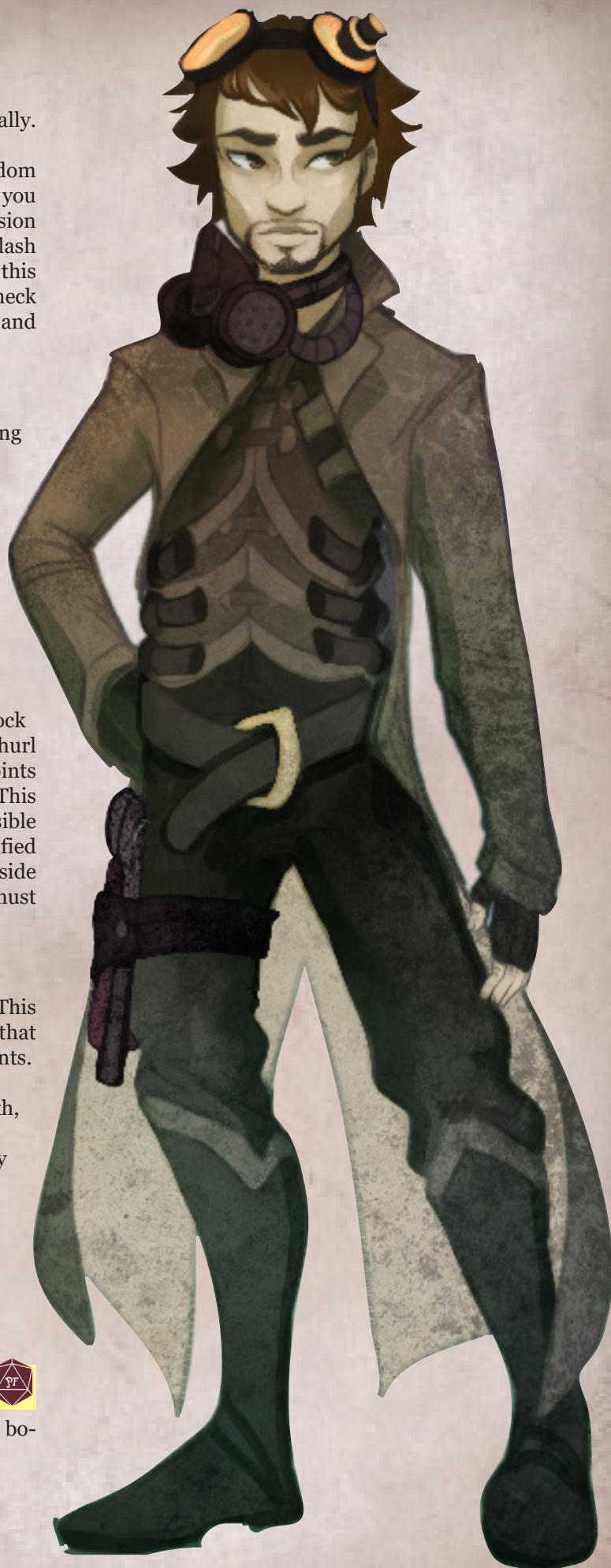
Prerequisite: Growth Spurt, character level 12th, enhanced.

Benefit: Your size increase by one category (usually from Large to Huge). You gain the usual modifiers from your new size (identical to and stacking with those from Growth Spurt). Your Strength increases by 2. Good luck finding any equipment, or clothes, made for your size. At level 16 and 20, your strength increases by another 1.

Favored Class Bonuses



Enhanced are humans and use their favored class bonuses.



False Queens and Faithful Subjects

"All ponies know the power of a proper queen."

There remains those who were told wondrous tales of the peaceful time of the old queen. She ruled over an entire empire of ponies, over all others in the land. It was a peaceful time. It was a good time. It ended. Some say it was only her untimely death that caused it. If she were still alive, the empire would have remained and easily turned away any aggression.

Some mourn the loss. Some act on it. She was a pinnacle of the old major tribes. She was a robust earth-bound pony with grand wings and a long, powerful horn. She was everything any pony would want to be.

And some made this a reality, working in secret bunkers even as the Blaze tore the world apart and the ash rained. Even as the sky went dark and the sun became hidden behind the clouds, they labored. When their work was done, those who originally began the project were already dead, the task given to their children and their children and so on like a divine task, and they took to it with all the zeal it deserved.

Those left with their result were barely ponies, frail and shaking; they were barely surviving on the meager rations they could grow below the surface. Still, they had done it. They waited for a sacrifice. It came to them. A mare set up camp with a few others, but she was alone when the rest went hunting. She was busy setting up camp. When they returned, she was gone.

They took her, kicking and screaming. They celebrated her, adorned her with the richest clothing they had, and called her their queen. She was confused but came around. If odd ponies wished to worship her, what was the harm in that? They kept bringing her gifts and praising the job she would do leading them. They colored her hooves and cleaned her from snout to tail. She was worshipped. Then the tiara came.

When the tiara rested on her head, she was engulfed in the powerful techno-mantic forces. The gifts were consumed and flowed into her transmuting form. When it faded, they were all gone, only she and the tiara remained. She had wondrous wings and a long horn. She didn't know how to use them, not yet, but she had them, and they were functional. They cheered, and so did she. She felt her old wants fading away. She would be their new queen. She would not be the last, just the first.

Over the years, their numbers grew. The Faithful Subjects, as they preferred to be called, never entirely lost that gangly sick look that had marked them for their generations of malnourishment and cramped quarters, but they did recover their health in large part as they sought out other queens. The purpose of the queens was largely forgotten. It was their doctrine, their purpose, to make a perfect pony who would lead them to the promised land. What made a perfect pony, they only knew to a limited degree. Take a healthy earth-bound pony and coronate them, transforming them into a queen. When the right queen was found, they figured, the way to the promised land would come with them.

Physical Tribe and Spiritual Path



+2 Constitution, +2 Charisma, -2 Dexterity: False queens are robust and shimmer with purpose and health but are not the most dexterous of creatures.

Driven Purpose: False queens select a purpose and gain its listed effects and abilities.

Hardy: False queens gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities. They also gain Endurance as a bonus feat.

Horn Magic (Sp): False queens 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 false queen's level.

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

Perfect Unification: False queens count as earth-bound, pegasus, and unicorn for all effects, feats, and archetypes related to race.

Physical Tribe and Spiritual Path



Ability Adjustments: +2 Con, +2 Cha, -2 Dex

Hit Points: 6

Driven Purpose: Select a purpose and gain its listed effects and abilities.

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

Horn Magic (Sp): False queens with Intelligence scores of 11 or higher gain the following spell-like ability: 2/day—*unseen servant*. The caster level for this effect is equal to the false queen's level.

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Perfect Unification: False queens count as earth-bound, pegasus, and unicorn for all effects, feats, and archetypes related to race.



Physical Subrace and Spiritual Path

Ability Score Increase. Your Constitution score increases by 1. Your Charisma score increases by 1.

Driven Purpose. Select a purpose and gain its listed effects and abilities.

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

Flight. Your base flying speed is 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.

Kinetic Magic. You know the *light* and *mage hand* cantrips. Intelligence is your spellcasting ability for these spells.

Perfect Unification. You are considered earth-bound, pegasus, and unicorn for all effects and requirements.

Table: Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Modifier
Ponykind, False Queen	3 ft. 11 in.	250 lbs.	2d6	×8 lbs.

Table: Random Starting Ages

Race	Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
Ponykind	14 years	+1d4	+1d6	+2d6

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

Table: Age Categories

Race	Middle Age	Old	Venerable	Maximum Age
Ponykind	37 years	55 years	75 years	75 + 2d20 years

Until then, they hunted.

Pegasi and unicorns were the other sides of the divine triangle and were left alone. All other ponies, however, were flaws. Their very presence, they reasoned, was why they couldn't find the right queen. Their taint cursed ponykind with the misery of the Ashen Age, and only expunging ponykind of any pony not of the 'divine three' would bring about their perfect queen.

It was all the mad thoughts of a lost people, but it made enough sense to them to explain why they couldn't find the 'right' queen.

Player Options

While most members of the faithful subjects and the false queens are, undoubtedly, antagonistic towards most player characters, it is possible to play someone who was involved in them, either as a faithful subject that broke away or a false queen that resisted the mind altering properties of their transformation and managed an escape before that could be addressed.

In either event, such turncoats are viewed as the most despicable of all the filth of the wasteland, and will be considered a priority target, should they be found. It can make for a long-term enemy. Despite the technology some of them possess, they don't understand the mechanics behind them. Operating on verbal tradition gone wrong, they know how to use them, and the basics of upkeep, but how they work is well beyond them,

meaning a player faithful subject will not inherently understand lost technology better than anyone else of similar skill.

False Queens

When one takes an earth-bound and submits them to 'The Coronation', these are the results. The process forces unification on them, granting functional wings and a horn while driving out all will but the desire to be the best queen they can be for their subjects. Becoming one overrides both the physical tribe and spiritual path of the pony.

Purposes

All false queens have a purpose, a singular task that overwhelms them and helps form their personality, even if they manage to hold onto much of the personality they had before the coronation. It determines their primary goal, what makes them the happiest, and what drives them to despair when they fail in some specific royal fashion.

PF:

- Completing a satisfaction fills you with purpose. If you are using the hero point system, regain one, up to your usual maximum. If not, you gain purpose. You either have, or do not have, purpose. You can spend it as a swift, immediate, or move action (your choice) before

making a roll to roll twice and take the better result.

- Having a failure of your personality removes a hero point if you are using the hero point system. If not, you lose your purpose if you had it. If you can't pay this price, you gain a temporary negative level that fades away at a rate of one such level per day.

5e:

- Completing the satisfaction of your purpose gives you inspiration. You can spend an inspiration point to remove 1 level of exhaustion. At 10th level, you can spend an inspiration point to instead remove 2 levels of exhaustion.
- Having a failure of your personality causes you to lose inspiration. If you do not have inspiration during this failure, you instead gain 1 level of exhaustion, and do not regain a level of exhaustion on your next long rest (but still require a long rest to not become further exhausted). If you are already exhausted at any level, you instead do not regain a level of exhaustion on your next long rest.

Caution

A good queen understands the dangers her subjects will face. They are a voice of reason, warning them away from what will harm them and seeing the dangers of the modern day clearly. A cautious queen will prioritize avoiding dangers above of all else, to keep herself and her subjects safe.

Satisfaction: When her advice and actions are shown to have avoided significant harm.

Failure: When danger catches her unawares.

Strength:

- **PF:** Given a minute, you can examine everything within 30 feet of you as if you were standing within 5 feet of each object in range, allowing you to make a single Perception roll for the entire area. You can take 10 on this roll as normal, or even take 20 if you take extra time.
- **5e:** Given a minute, you can examine everything within 30 feet of you as if you were standing within 5 feet of each object in range, allowing you to make a single Wisdom (Perception) or Intelligence (Investigation) check for the entire area.

Command

What purpose is there to a queen if she does not give orders? A proper queen is in charge, and never lets anyone forget that fact. She is a force to be reckoned with, but those following her lead will be better off for it,

hopefully. It is difficult to make a peer of a commanding queen, who demands both attention and respect.

Satisfaction: When her commands are followed to success when her subjects would rather do something else. A commanding queen loves being proven right.

Failure: Conversely, when she gives orders, and they are not followed, and it results in failure, a commanding queen feels personal failure. If only she had convinced her subjects....

Strength:

- **PF:** Once per round as a swift or move (your choice) action, you can give a direct order to a subject within 30 feet that can hear you. If they follow the order, they gain a bolstering of morale, granting a +2 enhancement bonus to the ability score of your choice until the end of their next turn.
- **5e:** Once per round during your turn, you can give a direct order to a subject within 30 feet that can hear you. If they follow the order exactly and succeed in the attempt (presuming they would fail on a d20 roll of 5 or higher), the subject gains inspiration.

Diplomacy

A good queen is the face of her people. She must meet with others and speak on their behalf, negotiating the terms that will best serve her subjects and see to their future success. A people without a diplomat has to rely on violence, and there is a limited future when that is the only way. A diplomatic queen is essential, and proudly marches to the fore to tell the world how her people wish to be treated.

Satisfaction: When a significant challenge is bypassed with diplomacy or a long-term advantage is secured for her subjects through negotiation.

Failure: When an attempted negotiation results in a disadvantage for her people or a seemingly avoidable conflict sours in diplomacy.

Strength:

- **PF:** Diplomacy becomes a class skill. You may use it even after violence has begun, though it takes 1d4 rounds to complete, during which you may not move, but are not defenseless. If you are using skill unlocks, consider your diplomacy to be 5 ranks higher for the purpose of skill unlocks and you gain Diplomacy unlocks.
- **5e:** You become proficient in Persuasion. If you were already proficient in Persuasion, you instead have advantage on checks to influence your subjects.

Nourishment

The krava are mistaken at times for an earth-bound pony or a unicorn, depending largely on if they keep their horns or not. When mistaken for an earth-bound pony, there is a small chance they are selected. Usually rejected for their unusually shaped forms, not at all what one would expect from an 'ideal' queen, some try anyway, and when it works, this is the result. Such a queen feels the intense desire to see that her people are fed and sheltered. Their basic needs are her fixation, and she will not be pleased until every mouth is filled, and every hearth is warmed.

Satisfaction: At most once per day, a nourishing queen is pleased so long as she encounters no subject that is lacking in basic needs (food, water, and shelter) that day.

Failure: Discovering that subjects within her control are lacking in basic needs. Nourishing queens often become quite upset until the matter is fixed.

Strength:

- **PF:** You are a source of nourishment, able to provide food and water for up to one Medium-sized creature per character level per day. Large sized creatures take two rations to satiate. Those that are sustained by you become resistant against diseases and poisons, rolling the saves twice every time a saving throw is needed. The extra save cannot hurt their subject, only help be rid of the problem. A nourishing queen cannot sustain herself and cannot provide nourishment if she is currently suffering from dehydration or starvation.

- **5e:** You are a source of nourishment, able to provide food and water for up to one Medium-sized creature per character level per day. Large sized creatures take two rations to satiate. Those that are sustained by you become resistant against disease and the poisoned condition, gaining advantage on saving throws against either. A nourishing queen cannot sustain herself and cannot provide nourishment if she is currently suffering from dehydration or starvation.

Nurture

A good queen is like a mother to her subjects. They seek out ways to allow their subjects to grow and advance. By gentle guidance or firm words, they work to see their subjects always improving. Getting the best out of their subjects brings them satisfaction.

Satisfaction: When a personally coached subject bests a significant challenge or accomplishes a major goal.

Failure: When a personally coached subject gives up on a task or challenge, even if outside forces can be blamed for impeding them.

Strength:

- **PF:** You may aid another in any skill roll by giving an encouraging speech, provided the roll is taking place within 30 feet of you and they can hear you. You may opt to use Charisma as your ability score for the roll and can attempt it even if untrained.

- **5e:** You may take the Help action on allies within 30 feet of you, so long as they can hear you, by giving motivational words as they act. Once an ally has benefitted from this ability, they may not do so again until after a short or long rest.

Patron

A good queen seeks to encourage those with less resources than a queen might have. By allocating the resources of her kingdom, she helps to encourage innovators, artists, and others to excel and advance the cause of her people. What her ponies need is a wise patron who can select who needs resources the most and will do the most with it. Such encouragement makes a fine queen.

Satisfaction: When your investment reaps a dividend that your subjects enjoy.

Failure: When your trust is betrayed with failure, incompetence, or deceit, and your money is wasted.

Strength:

- **PF:** You can patronize a service with a DC. The one doing the crafting, enchanting, researching, or other work suffers a +5 modifier to the DC of the act, but success is achieved in half the time under your careful application of encouragement, subtle threats, and reminders that keep them on track. They will want their money even if your 'assistance' causes them to fail.

- **5e:** The price of retainers, soldiers, and other workers is increased by 25%, but they are considered to have inspiration at the beginning of each day as you seek out only the best of the best to fill the positions you desire.

Protection

The urge to protect can be said to be the cornerstone of good leadership. When the people who trust you are doing well, then you are being a good leader. The urge to shield them from all harm and punish those that would pose a threat to them is at the forefront of such a queen's thoughts.

Satisfaction: Defeating significant foes that are or easily could be an immediate threat to your subjects.

Failure: Allowing a subject to be killed or permanently cursed or otherwise inflicted with lasting

harm due to inaction. If there is an action the queen could have taken that would have avoided it, even if it involved the death of the queen, they feel this failure. The queen has to be present to feel the sting of this failure.

Strength:

- **PF:** For every threatened ally within 30 feet, you gain a +1 morale bonus to attack and weapon damage rolls.
- **5e:** When attacking an enemy that could attack an ally that is adjacent to it, you may add your proficiency bonus to damage rolls.

Vanity

There are some in the faithful subjects that think this drive is a sure sign that they have chosen poorly for their coronation. Such a queen believes that the most important part of being a queen is a pretty face. Adorning themselves with the most eye-catching garments and never tolerating a speck of dust, they endeavor to be the dazzling face of their people, to strike awe into all.

Satisfaction: When you manage to become the center of attention, especially in situations where there is competition for the spotlight.

Failure: When you are ignored, especially when you're trying to be seen. You are trying to be seen, right? Are you feeling well?

Strength:

- **PF:** When you would suffer Charisma damage or drain, you have a 50% chance of negating it. When you suffer Charisma drain, you heal it as if it were damage, with actual Charisma damage healing first before Charisma drain begins to heal.
- **5e:** Gain advantage on Charisma rolls. As an action, you can attempt to capture the momentary attention of a foe within 100 feet. If the target creature fails a Wisdom saving throw against 8 + your proficiency bonus + your Charisma modifier, it becomes charmed for 1 minute. This ability can be used again after a short or long rest.

Vengeance

A good queen reminds the world that she and her subjects are not to be trifled with. When things go poorly and someone comes to harm, that is when the vengeful queen moves to balance the scales. Anyone who dares to interfere with her subjects will know twice the pain. Single-minded and fiercely focused, the vengeful queen will go to great lengths to live up to the name of her drive.

Satisfaction: When you decide an action must be

avenged, you must see it through before you can do so again. If you succeed in achieving proper retribution, you find satisfaction. You may only declare one action per day at most as needing of a proper vengeance.

Failure: On the other hand, if you give up on a revenge you have announced, you know the bitter sting of failure.

Strength:

- **PF:** When pursuing vengeance, you gain +1 morale bonus to attack rolls, weapon damage rolls, and Bluff, Sense Motive, or Diplomacy checks against the target. This bonus increases by 1 for every 6 character levels you possess.
- **5e:** When pursuing vengeance, you gain advantage on Charisma and Wisdom ability checks against the named target.

False Queen Power

A perfect synthesis of all the old major tribes, they step with a confidence that defies the wastes. Often clean and well groomed, they make striking appearances when they deign to be seen by the public beyond their faithful. Not passive queens, they will wade into battle alongside their faithful, the sight of their subjects being harmed sometimes enough to send one into a fury.

With their destiny reshaped by the coronation process, their brand of destiny is altered with it. This tweak can be as simple as a crown appearing over their old brand of a stack of bricks to as extreme as a sword being replaced with a regal figure with no hint of their old purpose. The amount that the queen recalls of their old ways of thinking seems to correlate loosely with how dramatically the brand changes.

Of those who escaped, sometimes they find sanity by deciding others can be their subjects. Their adventuring party becomes their little kingdom, and they its queen. Even if they try not to boss anyone around, the lie they tell themselves can be-

What is a Subject?

While indoctrinated false queens have a clear idea of who their subjects are, ones who live on their own have a harder time. Often, if in an adventuring group, they will consider their party members as subjects, even if one of them likes to be in charge. A false queen can often convince herself that it was her idea to let the other take charge, if she must, though some drives make this quite a challenge.

Others adopt a community; declaring, to themselves at least, that all people living in their settlement are her subjects. This matter of opinion is unlikely to be agreed upon by those she calls subjects, but it is good enough for her, and what else really matters?

come a cornerstone of their psychology. Understanding friends will play along, pleasing them by making shows of deferring to them, even when disagreeing.

Despite being labeled as 'perfection', they do lack some of the less-obvious traits of their given tribes. A false queen cannot perch on a cloud, and clearly takes more effort with their horn magic than a born unicorn, but most simply play it off as 'things beneath that of a queen'. They will make a show of having another pony perform the task for them rather than showcasing their flaws.

The faithful subjects whisper that when they find their true queen, she will likely not have these issues, and it will be a fast way to know they've found the pre-ordained one that will lead them all to the promised land.

One commonality among all false queens is their driven purpose. All false queens, even those that escape into the ashen fields, have a singular purpose that haunts their thoughts and dreams. It colors their personality savagely and focuses their ability. These purposes are small facets of the perfect queen, often taken to extremes.

False Queen Naming

The first name of a false queen is obvious. They are all

named Queen. To be referred to as anything else threatens them on a deep and primal level, inciting a flight or fight response that all-too-often defaults to fight.

Many have last names, often bits of their old name. It is, perhaps, a tiny bit of rebellion that they retain that fragment of their old self, held proudly. So Heavy Step may become Queen Step, and Stout Shield may become Queen Shield.

Of important note, false queens are always queens. Males who are coronated find themselves becoming queens just as surely. For those who escape, this can become a constant source of internal friction.

A Brief History of False Queens

This is largely covered in the False Queens and Faithful Subjects section, but false queens have risen to their role admirably in the eyes of their faithful subjects. Being good queens pleases them even on a chemical level. It was their goal, and their own transmuted bodies rewarded them for doing it. They lapped up the faithful subject's viewpoint and threw themselves eagerly into reforing a new pony empire.

Lacking numbers, and coronation being both a slow and expensive process, the false queens have not pushed as far as they would like. Though they can at-



tempt to recruit the lost members of the old major three tribes, the Ashen Age has already moved on, with most ponies being of tribes they understand as being impure. Despite, or because of, this they have made a name for themselves in violent sorties against settlements of different species, pony or not.

Unfortunately for unification blooded ponies, people have grown to fear the approach of any pony that appears to be a blend of tribes. That some are benign is of no comfort to those that have been attacked by the fanatic zealotry of the false queens and their faithful subjects.

Though only earth-bound make ideal false queens, there are rumors that other kinds of ponies have been tried. When it works at all, the result is a false queen that looks much the same as the others, but it often doesn't work. They say that some of the unspoken spawn of the wastes are the result of such efforts, but the faithful subjects have learned, and focus their coronations on the earth-bound in pursuit of their true queen.

Life of False Queens

False queens are not raised, at least not from foals. As children, they are raised in their original families, usually as any other earth-bound pony. The faithful subjects have not attempted coronation on an immature pony, so foals are safe from their efforts, at least the ones that end in the tiara.

Both false queens and faithful subjects keep a sharp eye during their tasks for healthy earth-bound. Those with strong personalities are considered a plus, even if they can be difficult to calm down after spiriting them away. Females are preferred, but since even stallions can be made into queens, it is only a preference and not a requirement. They're all female in the end.

Sometimes, rather than taking their would-be queen, they trade for them. There are communities desperate enough for supplies to consider trading one of their own, especially when they report, truthfully, that slavery is forbidden among the faithful subjects and that the would-be queen will be treated well. One look at a queen in all her splendid perfection can be enough to seal the deal, if her smooth words are insufficient.

Once crowned, a false queen is often reeling with conflicted emotions and thoughts. They are literally of two minds, trying to be their old selves and the best queens they can be. The faithful subjects ease the new queen into place by giving her easy tasks and opportunities to show off her new regality. With each burst of satisfaction, the queen receives as she performs her new role in life, the happier she becomes, and the more the old thoughts fade away.

It is during this time, whether they acclimate or manage an escape, that the queen discovers their driven purpose. It is impossible for them to not encounter it.

Even if they hold onto their old name and remember what they once were, the purpose will haunt them, coloring their view of the world and how they approach it. The faithful understand these drives, and often organize their queens based on the drive they determine motivates a particular queen, making them ideal for specific things.

When a queen starts to show any signs of aging, they are immediately retired. Only the highest ranking of faithful subjects are even allowed to see an ageing queen, and will care for her dutifully in her twilight years. Such false queens often fall into depressive bouts, being unable to continue governing and leading as the force that reshaped them demands they do in order to feel happiness.

Free queens are better off and will continue to lead their friends and family so long as they have breath. Their last command will often be what they hope their beloved will continue to do after them. If things are headed in the right direction, they will die happily. They did their part and will often die content with their lot.

While free queens are mourned in whatever fashion the place they died in observes, those in the hold of the faithful subjects face a specific treatment. The price of coronation is steep, and the corpse of a passed queen can be used to that end. With her bones removed, they can be worked subtly into gifts and adornments. When this is done, only half as many gifts are required to complete the coronation.

Stereotypes of other Tribes

These views can and do change dramatically with queens that escape.

Earth-Bound: In the chest of each beats a heart that could be a queen, but they can't all be queens. There can only be one true queen, in the end, but we keep trying to find that one. In the meanwhile, the earth-bound are the foundation of ponykind.

Pegasi: Their wings carry us free of the grip of the world. They know the true meaning of freedom, but we have no time for loitering in the sky. We must lead all ponies, on the ground or in the air. They are fine soldiers, but do not send them to their end.

Unicorns: Their lighted horns were meant for leadership, which is why queens have one. They are among the blessed and should be shepherded with love.

Short Legs: Our documents are scarce in detail of these small ponies. They seem like the earth-bound. They are almost as resilient. They are almost as familial. They are almost. Almost. They are clearly not earth-bound and need to be expunged. We blame the Blaze for tainting them.

Other Ponies: Impurities of the true pony lines. It is their taint that caused the old queen to die and the

world to end. End them as a returned favor. Ponykind will be stronger without them.

Unification Sorcerers: A unification sorcerer that is one of the three 'proper' tribes and has only displayed traits of other 'proper' tribes is to be welcomed. They are even adorable, if one asks me. They are like us, almost queens, but not there yet. If you can, take one under your wing and see them crowned. It will drive the partial blood into full blossoming and a new queen will result. All others are a sign of the times, impure, and deserve nothing but death.

Big Mao: They are shaped like humanoids, but they revere the elements and look to ponies as kindred protectors of those forces. If one gets in the way, do what you must, but there is no reason to seek them out.

Cloven: They were once vassals of griffons. They remain meek and inoffensive. They have never done wrong by ponykind, and we doubt they are even capable of it. Ignore them.

Flutterponies: They never really knew a world with a proper queen. Pity them. They hunger to be proper ponies, so give them a chance. If they will properly bow down and acknowledge you, they may have uses. Just don't forget; they are not ponies.

Griffons: They are allies of the pegasi and remained true even after the Blaze. Show them respect, as they never forgot their duties. Even our beloved ponies could stand to learn that from them.

Humanoids: They fell upon us like locusts when our queen left us. If she was still alive, we would have counter-attacked and taken all their land instead. It is not too late to do that.... Settlements that have both human and ponies is asking for more foul impurity. Drive the humans away, even if a few ponies have to die in the process. Once they are separate, the humans can reap the reward they sowed when they first attacked us.

Impure: What more do I need to say about a species so foul and tainted that even when the true queen yet lived, they knew better than to accept them? If you see one within a hundred meters of a true pony, kill them. That is a taint that need not spread. The misshapen and barren result of their union is to be pitied but cannot further cause harm.

Luminous Dragons: They were crafted by one of our gods as servants for us. They have not been tainted over time. Embrace them and bid them do as they were made to do. They will serve us well.

Phoenix Wolves: They don't lack for ash to dine on. Barely more than animals, a mistake that we should learn from.

Purrsians: Greedy, manipulative, and deceitful. It is beyond our understanding why any pony would want to deal with them, but there can be good reasons. Con-

vince a purrsian that it is profitable to die for you, and they will do it, thinking they have won one over on you. Take advantage of this.

Steelhearts: Some say they were created by us; unicorns in particular. They rebelled, and they continue to do so. Don't think we don't see you in the ash, planning. Do not trust them and be careful in your attack. They must be destroyed and torn apart, but it will not be easy.

Sun Cats: Filthy animals. Keep them away from our people and settlements. They are nothing more than another passing beast, to be treated much the same.

False Queen Feats



Another Crown

While most queens struggle enough with one purpose, you have grasped for another, perhaps aiming to become the one true queen that will lead to the promised land.

Prerequisite: Driven purpose racial trait.

Benefit: You gain another driven purpose and will find satisfaction or failure whenever any of your purposes are triggered.

Special: You can gain this feat multiple times. Each time you take this feat, it applies to a new purpose. Perhaps you really are the true queen?

Balanced Crowns

With enough practice, perhaps you can prove that you are not overwhelmed by your purpose. A good queen shows temperance, does she not?

Prerequisite: Driven purpose racial trait.

Benefit: When you would encounter failure, you may make a Will saving throw against DC 15 + 1/2 your character level. On a success, you avoid the sting of it. On a natural roll of 20, you rationalize the situation and turn it into satisfaction. Perhaps you've realized a vital lesson, or you simply redouble your conviction.

Heathen Hater

Those who do not bow before you will be made to do so, by force.

Prerequisite: Driven purpose racial trait.

Benefit: Your hatred of intelligent (Int score of 6 or higher) creatures that do not accept you as their queen is unrivaled. You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against such creatures. Likewise, you get +2 bonus on weapon attack and damage rolls against them. This functions as and does not stack with favored enemy. You must be aware of their allegiance, or lack thereof, though anyone that would cause lethal damage on you or yours is a safe bet.

Middle Manager

A queen may not know every tactic, but they will help spread the ones that work.

Prerequisite: Tactician class feature, driven purpose racial trait.

Benefit: When using the tactician class feature, you may select any teamwork feat any ally other than yourself knows that is within 30 feet in addition to your usual options.

Perfected Trinity

You have gained the elegance that unicorns are born with and claimed the skies, proving that a good queen can overcome.

Prerequisite: Dex 11, Int 11, driven purpose racial trait.

Benefit: You gain the steady focus racial trait, which grants you a +2 racial bonus on concentration checks made to cast spells defensively. You gain the cloud walking racial trait.

Pre-Ordained Ruler

Who would not want to follow a queen, especially one as perfect as you?

Prerequisite: Leadership, driven purpose racial trait.

Benefit: Your leadership score increases by 3. Whenever you get through a dangerous situation involving your followers or cohort and you emerge with them all intact, you find satisfaction.

Queen's Blessing

A few kind words can mend a broken warrior and make their troubles seem worthwhile.

Prerequisite: Driven purpose racial trait.

Benefit: As a standard action, you can restore a number of hit points equal to $1d8 + \text{your character level}$ to a target ally and grant them a +1 morale bonus to weapon attack and damage rolls for one round. This healing can only be received up to once per day. At 5th, 10th, 15th and 20th levels, increase the bonus by 1, to a maximum of +5 at 20th level. This is a mind-affecting ability. This does not use positive energy.

Uncontrollable

You are a queen, and thus the source of all order. Any other edict is one to be overturned at your discretion.

Prerequisite: Character level 7th, driven purpose racial trait.

Benefit: When you are confused, charmed, dominated, or otherwise unable to decide your actions, you receive one additional save against the effect on the round following the first saving throw. A success on this saving throw is treated as if you made the original saving throw. This does not function for effects that

have no saving throw.

False Queen Feats



Balanced Crowns

Prerequisite: Driven purpose racial trait

You were made to be a queen and you intend to live up to that in everything you do.

- When you are confused, charmed, or otherwise unable to decide your actions, you get one additional save against the effect on the round following the onset. A success on this saving throw is treated as if you made the original saving throw. This does not function for effects that have no saving throw.
- When you would encounter failure, you may make a Wisdom saving throw against DC 12. On a success, you avoid the sting of it. On a natural roll of 20, you rationalize the situation and turn it into satisfaction. Perhaps you've realized a vital lesson, or simply redouble your conviction.
- You gain the elegant spellcaster racial trait. (You can use your reaction to gain advantage on Constitution saving throws to avoid losing concentration on a spell. Your horn also counts as an arcane focus, allowing you to cast spells without a specified gp cost.)
- You gain the cloud walker racial trait. (You may treat fog or other clouds as solid, if fluffy, objects for the purposes of taking walks, playing games, and so on. Activating or deactivating this feature is a free action taken on your turn. Should you become incapacitated, cloud walker continues to function indefinitely.)

Faction Traits



Sparse Survivor (Regional): Your lineage traces to ponies that were forced to endure long periods of starvation and want. You appear gangly for your species and perhaps a bit sickly looking. Despite this appearance, you are in fine health. You only require half the normal amount of food and water, though you can, and likely enjoy, eating as much as anyone else your size.

Faithful Subject (Social): You have learned how to properly work beneath a false queen. You bow and compliment them, but also never forget that they are false queens. Provided an hour and a successful Diplomacy check at a DC of $10 + \text{the queen's Charisma bonus} + \text{the queen's level}$, you can end the effects of their failure as if they had just had a satisfaction.

The Kollektive of Steelhearts

"We will have to live on this world in a thousand years. We would see it intact until then."

Basic Description

To an outsider, the Kollektive is an advanced sect of isolationists. Moving with difficult-to-discern motives, they will descend upon major finds and claim it as their own. While they can be approached, carefully, they have a dislike for most other ashen citizens who possess advanced magic or technology, especially the latter, who are not one of them.

Often garbed in thick armor and wielding heavy munitions, the Kollektive is not often stopped from getting its wishes, but their numbers don't seem very high, causing them to often move on from a victory quickly, allowing others to move in behind them.

Joining

All known attempts to join the Kollektive have met with abject failure, and there is a very simple reason for this. The Kollektive is comprised entirely by those who can claim to have steelhearts. Only clockwork ponies or proper steelhearts have a prayer of entry, and they prefer to create their own future generations rather than

recruit from the ashen wastes.

In the rare event that a construct shows the right form of initiative and drive in the face of danger, and seems pliable to accept the Kollektive's ways, an invitation may be extended, quietly. Upon acceptance, the would-be convert is kidnapped at an unannounced time, spirited away to one of their secure bunkers for testing and training. This practice has given rise to rumors that they could snatch anyone away, despite them only going for a select few, and only those who accept their invitation first.

holdings

The Kollektive of Steelhearts has small territories, but they hold some of the most advanced tools available in the ashen wastes. Barring violence, many of their members can persist without a clear limit, especially their steelheart members. They say that some survived the Blaze directly and can speak of that day, but that is an exaggeration. Those who did witness it are in no mood to relive it, even in the act of speaking about it.

Regardless, each bunker of theirs is a little oasis in the torn fields of the ashen wastes, where electricity lights the way and none seem to suffer for basic wants.



It helps that its members do not need to eat or drink, keeping logistical needs far lower than they might otherwise be. When they move, it is with purpose, not for simple resupply efforts.

Though there are rumors of old factories where steelhearts occasionally emerge, sometimes 'born' with a deep madness, the Kollektive has one of their own that they protect as a #1 priority. The source of new steelhearts, it has become the center of their information network. Knowledge of it is a zealously guarded secret, and woe be unto those of flesh who even wander too close.

Actions

Besides patrolling and securing ancient machines and magics, the Kollektive will take strong action when 'their' people are threatened. A clockwork or steelheart, even if they are not a member of the Kollektive, is considered under its protection. If word of abuse reaches their finely-tuned ears, they will take action.

Such motions are often less violent than outsiders would assume. They prefer to move with precisely enough force. If simply securing the abused construct and repositioning them elsewhere quietly is sufficient, they will do so. Coming in with guns blazing is saved for when it is required, or if the infraction is especially egregious, particularly if it involves multiple constructs. It is only during these actions that they allow it to be clear that they are constructs, giving the clear signal

that constructs stand united.

Philosophy

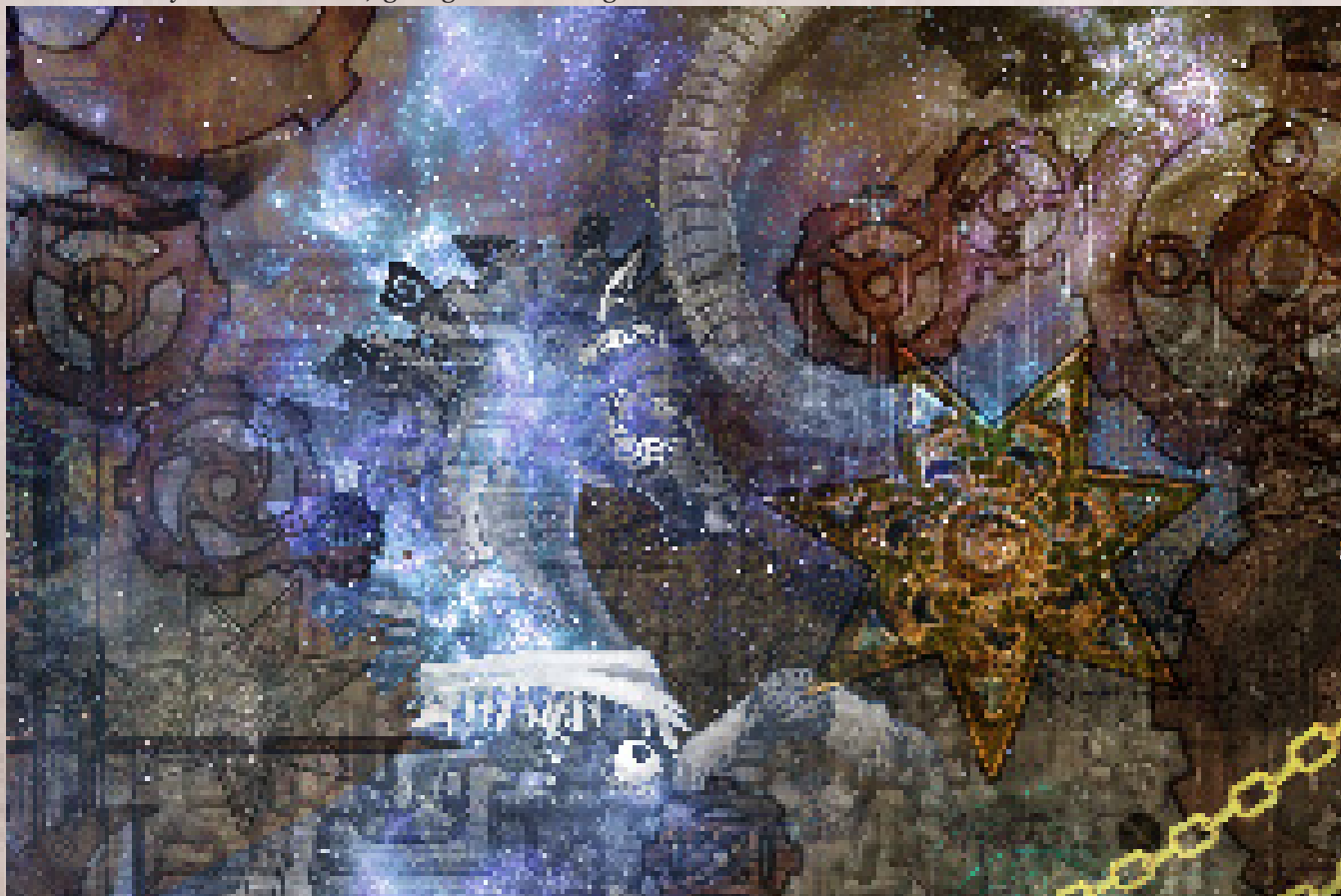
The Kollektive understands the Blaze, and what led to it. The escalating rush of innovation, magic and technological, proved to be too much for the fleshy races to handle, and it brought down the entire world. The steelhearts played no part in the creation or casting of the Blaze, nor were they a member of those causing them to feel they had to do it.

Only they could be trusted to avoid the Blaze. They, who would live. They, who cared about the world in the next year, decade, century, or even a millennium away. Those who drew breath were too busy worrying about when that last gasp would come. They had no appreciation for the world that had survived before them and would persist after them.

Only the Kollektive could be trusted to hold the reigns of tomorrow.

Inner Friction

Clockworks, though welcome, cannot achieve the same ranks as their supposed kin. Ponies by nature, their lifespan remains woefully short when compared to a steelheart. By the time a steelheart has been properly educated in the intricacies of their position, a clockwork has completed their work career and has died. This puts a ceiling on the maximum power a clockwork can ever obtain, a fact that makes some of their gears grind.



The Kunja

*"Hide in your holes, hope they don't find you.
We'll find trouble first. We'll put it right."*

Basic Description

The Kunja is a loose confederation of outcasts and loners that couldn't find a proper place within the relative comfort of settlements, but still feel they could make a difference in the world. They accept one another when most would see them removed for their various oddities.

They can be found by those who travel between towns. Though they have no city of their own, they set up small outposts at the crossroads of the major trading roads, keeping them safe and actively hunting those that make life difficult for others. While city-dwellers fear them as well as any other violent outcast, the merchants have learned to value them.

Joining

To join the Kunja is more straightforward than many other factions. One must simply approach one of their outposts and make their intentions clear. After that, it can prove more challenging. The Kunja have been burned by turncoats and double-agents in the past and will haze and test any potential new recruit intensely. Those who are not yet fully vetted are housed in separate bunks and given less access to the outpost than passing guests.

If the recruit refuses to be deterred and proves themselves capable and loyal, restrictions will fall away bit by bit with every promotion. There are five ranks before one achieves full and proper membership. Achieving that precious fifth rank is reason enough for celebration, to say nothing of the fact that reaching it almost always entails the success of a difficult and likely dangerous task.

holdings

The Kunja have scattered outposts of 1-4 buildings in size throughout the ashen wastes, most commonly found where trade roads intersect. These places are known safe places, where the tired can rest for a short time without fear of being attacked. The area around them are known as the Kunja's territory, but they do not charge for safe passage. Those who rest in their walls may have a fee levied for that particular privilege and any food or water they provide, but they are not thugs, they hotly deny. They will not charge a toll for simply passing by.

Each of their outposts tend to be fenced in, with guard towers that let them see oncomers from a distance. Those who approach with weapons drawn will be told to put them away. If the request is not obeyed, an alert is sounded and combat begins.

They have a good hold of mid-level equipment. Scrap guns of all sorts, reasonable armor, and available training all help to give them the edge they need to have a

fighting chance against the monsters of the waste. They do not typically have a significant amount of pre-Blaze technology but know how to care for and construct what they need.

Actions

When not actively fighting monsters or criminals, the Kunja try to keep open the paths that flow between settlements. Even if the people inside them fear all that come along those same arteries, the Kunja safeguard them. Rebuilding a bridge, clearing debris that falls onto the path, and otherwise allowing others to pass through their territory as smoothly as possible.

Philosophy

The Kunja believe that even if 'polite' society rejects them, they will not reject society in return. Many wish to see a better tomorrow, and are willing to work for it. Hunting bandits and other outlaws, they make the Ashen Age just a little safer, when it works.

Of course, removed from calming elements, various outposts of the Kunja can get out of hand, attacking for revenge against those who perhaps need a lighter touch, or 'securing' an area so tightly that others see them as just as bad as the bandits they claim to be built to combat.

Inner Friction

The Kunja are outsiders, it is their name. It reflects in their loose nature, which can lead to them being disorganized. With no central place, news can sometimes be slow to move from outpost to outpost, and the ideals of one may not perfectly be echoed by the next. This can cause major issues when a given outpost decides to take action that another outpost disagrees with or endangers the credibility of the faction as a whole.

There are those within and without the faction that feel the Kunja should provide more clear warning and communication with those in proximity to them, but they do not accept that responsibility. They will typically not approach a settlement, even if they have information that may benefit it. This only enhances the sour feelings that flow in both directions.



Praying in the Ash

The time immediately following the Blaze was a period when faith was tested to the breaking point. Many people abandoned faith; their prayers fallen to the ground like the sullen ash they struggled to survive among. Others took to it with only increasing zealotry. What could the Blaze be called if not a divine test, to separate the sinful from those who ‘deserved’ the favor of their gods.

The tales of the old gods did not vanish from the world, but did become muddled and grey, much like the world they would, in theory, administer. Though the touch of divine magic returned, the direct whisper of the divine forces became basically unheard of outside of the ravings of the mad. The time of visitations had passed.

Some gods ran together, their features running like molten wax, warmed in the heat of the Blaze. Below we will outline how they have changed. If a particular facet is not defined, assume it has not changed from the original campaign setting.

Apep

With the world burned, one might think this demon lord would be satisfied, but that would be someone who does not understand how demons work. His task, his fell task, remains unchanged. If there is a world, it must burn. With each burning, life is tested, and with each test, it is forced to grow, or die. It’s not his job to worry about which is the result, just to keep the burning happening. While the Blaze was satisfying to watch, the world yet remained. Besides, he didn’t get to do it himself. That was mildly irritating. Perhaps that can be fixed...

Those who pay heed to Apep know better than to make a point of the fact in polite company. Cults to Apep are generally insular and remote, working from the shadow to finish what the Blaze began. These damaged souls are often of the belief that the world just isn’t worth ‘saving’, and that the filth can only be cleansed with one more good round of destruction, giving way to all manner of imagined paradises.

the Blaze (Blaze)

Now known as the very thing she encouraged ponies towards, Blaze’s ambitions have not changed overly much. If one were powerful enough to approach her, she would say as much. Ponies were being hurt, she stopped that. The other races thought the ponies were weak, that mistake was fixed. No human dared to dream of driving the fey off their lands. The war was ended with bloodiest finality, and still echoes loudly in the ears of generations so distant they’ve forgotten most other details.

ly.

Does she have any regret? She does wish better for her children, but her means were the right ones, she remains certain. The ashen age, she would say, will end when ponies drag themselves free of it and begin a new one, and she will remain, their harsh but loving mother.

Those who worship her are far less accepted than before the Blaze. They pray to the very bringer of their misery, that its fury never turns on them fully, and that it may smite their enemies. They train relentlessly, to be powerful enough to gain her favor. Seen as a dangerous sect of the pantheon, admitting worship of the Blaze is enough to be roughly ejected from many settlements.

Her worshippers do not see her as a pony, human, or any other living thing. She is the raw fury of the Blaze. She is the anger that one feels when slighted. She is the drive to fight for what one wants, and to protect what is important. Still regarded as a female despite a lack of a form, she is as much a force of nature as any ‘thing’ to be bargained with.

Holy Symbol: A flaming globe; the individual licks of flame, if colored, are many striking colors

Griffon Gods

The griffon empire is barely remembered by enough to qualify as even a distant legend. Those that remain, however, often cling tenaciously to their gods, and they have not changed with the times. It causes quite some confusion when they make lofty promises in the name of the Sun, with no such object in sight. Despite this, they pay fealty to the Sun King, The Huntress, and the rest of their pantheon as they always have. It may be a point of stubborn pride, but they will not allow even the dimming of the entire world to stop them from pursuing a life worth remembering, and their nest among their ancestors when it’s all over.

hearth Queen (Lashtada)

When the Blaze came, some ponies were better off than others. As the gem gnolls panicked and fled in all directions, trying to burrow ever further from the agony of the Blaze, the short legs emerged into it. Their dense pelts burned, and they squinted against the destruction, but some survived.

They were hardy, and knew how to work, and they were good at making families. All of these traits conspired to make them able to adapt to the Ashen Age with a grim determination. To the outside, they showed distrust bordering on paranoia, but to their home and closest friends, they would show near-bottomless love and willingness to sacrifice.

A short saying became popular among them, “Death before bondage.” Taking a short leg prisoner never lasted long, with escape of one fashion or another coming quickly.

Despite this hardening, they sang joyful songs to their forgotten mother. They prayed, danced, and honored her with a boundless energy. She was revived from the dark shadows she had become lost in. Known in the modern day as the Hearth Queen, her children whisper her true name when others can't hear it. She remains unchanged in form, strengthened and loved by the children she adores just as fervently.

Worshippers of the Hearth Queen are accepted, as they rarely cause trouble, and their typically large families pull their weight in the community.

Holy Symbol: A fireplace with a bright fire, often with a plate or bowl of food placed in front of it.

The Hunter (Moon Princess)

Of the gods, the Moon Princess' image was the most lost. In a world rocked with nightmares and bereft of hope, how did one consider the protector of the night? Her role as dream guardian was lost, through her own fault or not, as she failed to shield her faithful and others from the terrors that gripped the world. Her other half remained, seeking to understand that which would be called monstrous and learning to live alongside them.

Some say that she did try to warn her people, but horrific nightmares of the ashen age before it came did little to prevent it from coming, and the act was too small and too subtle to turn the tide of history. This was and continues to be a nightmare that cannot be easily dismissed.

She appears bipedal but has large equine ears that poke free of her pointed hunter's cap. Typically armed with a pipe longarm or a crossbow, she speaks in blunt truths, though her words are few. Those that worship her are valued, often finding where local monsters nest and keeping people from wandering into them. A settlement is always safer with one of 'The Hunter's Hunters' around.

Holy Symbol: An open bear trap with an open flower as bait

Domains: Animal, Darkness, Knowledge, Law, Protection

Subdomains: Defense, Feather, Fur, Smoke

Favored Weapon: Long pipe gun

The Jester (The Unspoken)

When the Blaze came rushing in, the Unspoken watched with amusement and interest. Winning or losing, casting the spell or failing it, the world would never be the same. Was this not his ultimate goal? He decided it was, and he pulled up the biggest tub of popcorn he could, sat back, and watched the world come apart.

As the screams of the world dimly echoed in his ear, he sat up, his tub falling off of what he called a lap and clattering to the floor. His spirit servants voiced their

confusion in a soft chorus of their strange sounds, but he waved them away. He was feeling something, and he couldn't quite place it.

Regret.

Had he done the right thing? He had never considered it, at least while he was a god. Sure, he was certain, when he was a little weak mortal, he probably had tons of doubts, but being a god meant being above such small concerns, right?

Right?

He couldn't shake that terrible feeling. The world had changed, but at what price? Was this change... a good one? Could change be bad? The further he thought about it, the more it refused to be dislodged. Yes, change could be bad, and he had just witnessed a terrible change. It wasn't enough that the status quo was shaken, but the end result had to be... something worth having.

Growth.

He emerged from the quiet place he had made for himself with a big smile. He would be an avatar of change, it was what he was, but he had decided: they would be good changes. He would make fools of man and pony, but they would be instructing, not just to humble them, but to point them in the right way.

With a little jovial, and slightly deranged, laugh, he summoned his servants close. He had work to do, and he got to it with, one could argue, a religious zeal.

He appears much as he always had, which can be unpredictable in the best of years. Borrowing bits of any species he gets the urge to, The Jester is a menagerie of possibility, usually wearing a large jester's cap and a cocky smile.

His followers suffer mild scorn. Everyone knows to not trust a jester, but their words can hide pearls of wisdom, if anyone has to time to dig for them. Many of his faithful remain subtle about their allegiance to him as a result, even if they want the best for the communities they live in or visit.

Alignment: CG

Holy Symbol: A three-pronged jester's cap

Domains: Chaos, Good, Liberation, Luck, Madness, Trickery

Subdomains: Catastrophe, Curse, Deception, Entropy, Insanity, Redemption, Whimsy

The Brilliance/The Lost (Sun Queen)

Missed more than many other gods, there are those who are atheist who still hope for the return of the blessed sun. Hidden behind the gloom of the sky, the Sun Queen would not be turned away, even in the sadness of such overwhelming loss. She reached for the ponies of Everglow and the humans of Everglow, and just about any soul that would feel her comforting rays. She

bid them to glow.

Not literally, of course. She bade them to become the light they desperately wanted for. She shone just as brilliantly as ever, smiling behind the figures of leaders, diplomats, and any other that could encourage others to rise despite the pain and the misery. It was a dark time, but the people within it could be the candles, warding away the darkness of the soul.

She is often depicted as a brilliant radiance, as a golden orb with countless rays in all directions. Often, she is given a face, usually reflective of the race of the artist. Worship of her is accepted, though many are too run down to believe that such lofty ideals can truly make a difference. Still, if thinking of brighter times keeps a person working and sane, what's the harm in that?

Holy Symbol: A sphere with many waving lines thrusting free in all directions

Domains: Community, Glory, Good, Nobility, Trickery

Subdomains: Aristocracy, Cooperation, Exploration, Heroism, Honor, Redemption

Favored Weapon: Pipe pistol

Maze

The Maze remains. The halls of the Kollektive of Steelhearts are often known as labyrinths out of respect for their mechanical god. It was hurt, its mechanisms are the universe, after all. When the world burned, so did the Maze. As the world settles into new patterns, so too does the Maze. The universe at large continues, and so too shall the Maze.

Mirage (Kara)

Kara made no public move to stop the Blaze. Challenging one of the sun gods was beyond her, but that did not make her idle. Long before things had even grown so dire, Blevik still stood. From the outside, it appeared to have become a human town, the ponies run off in a wave of aggression. This was, of course, a lie. The city remained in the grasp of the doppelgangers. They lived alongside the humans, doing as they always had, with less time spent on all fours.

Her machinations were most sharply felt in the background, never known outside her most ardently faithful. It was she that whispered word of what the desperate fey races were doing. Her people reached the right humanoid leaders, convincing them of the threat and mobilizing them to disrupt the world-smashing spell that became the Blaze.

Her efforts did not succeed in full, but her actions and those of her followers made a mark on the humanoid races. She ascended among them, becoming a favored goddess of humanoids, as the only one that seemed to directly, from their view, try to stop the Blaze.

She appears as an indescribably enchanting human-

oid female. Though her face hides behind a veil, it reveals just enough detail to allow the viewer to assume the best of what she appears to be. Wearing flowing garb and wielding the smoothest of words, she will whisper the sweetest of things to make things happen. Though typically concealed, she retained a lustrous and flowing equine tail. Of the gods, only she retains the ritual to summon her to the physical world.

Doppelgangers were changed with their patron. They have a human and pony form, often preferring whichever happens to be useful at that moment. Among companions that know the truth, they will fall to all fours for movement and spring up on two legs with clever fingers ready to employ technology with barely a moment in-between.

Holy Symbol: A simple icon of a face with a veil over it

Night Mare

In the war before the Blaze, Night Mare was quite active. She drove her faithful to greater heights of mastery and control. Pony armies crashed down on human ones with all manner of fantastic beasts, trying to turn the tides with every scrap of power they could obtain.

Blaze may have been satisfied for a half victory, but Night Mare would hear none of it. Complete domination or nothing, and she was not one known for settling for nothing. Her faithful were on the field, battling fiercely, when the Blaze was being cast. They were certain victory was only inches away.

They never got to find out. Their fellows had destroyed the world and them with it. The field of war became a place for indiscriminate death. Man, pony, sapient, monster; it mattered little. All suffered and most perished in the Blaze.

From its ashes, those left on the field pulled themselves back to their hooves. Their enemies were not enemies. Neither side felt the need to fight. The pain of it had driven away all thoughts but survival. The only strength remaining was themselves, and those that would stand beside them. Old enemies became new allies to replace those lost in the cataclysm.

Her creed did not change too much. Take, control, dominate, protect with power; these were and remained her edicts. The specifics were what changed. Previously a goddess that cared only for ponykind, she has acknowledged that some non-ponies were worthy of protection and inclusion. Those that lived and fought beside ponies were welcome in her prayers.

Her form is a curious thing, encompassing two bodies. She appears as a tall and powerful woman on an equally intimidating horse with both wings and a horn. Both sides are equally trained and equipped for battle, and neither dares call the other their servant. They are

one and the same and move with the grace that can come only from being two halves of the same goddess.

Holy Symbol: A hoof or hand wrapped with jagged iron wires

The Scholar (Princess Luminace)

Many were the fevered prayers to Princess Luminace before the Blaze, wishing and begging for the one secret that would allow the fey races to overcome the humanoids and take back what they had lost. Many hoped for more, to take the world and wipe it clean of the human races entirely. Princess Luminace wept, and those few librarians that understood her well withdrew into their stacks.

Just in the last months before the Blaze, the greatest library known to ponykind was put to the torch, but not by invading humans. As the building burned, a circle of ponies refused to allow any other to approach. Librarians all, they were eventually beaten to the ground, but the damage was done. The countless priceless books were gone, their knowledge reduced to ash and never to be used in the act of war.

Princess Luminace may have smiled on them, and one might hope she did, as their fellow ponies had no such sympathy. They were sentenced to death in a public display to teach the lesson of such treachery to any other that felt it was their right to do so.

After the world was reduced to sullen cinders, there were those who kept her vision alive. Knowledge would turn the world grey once more, if not tempered with the power of friendship. Power was evil, without being tempered by the genuine desire to improve the world, and not the user. As generations passed, the original vibrant colors that made her up were forgotten, too hard to envision in the ashen age. She became a figure in a long robe, her face concealed.

She appears as biped or quadruped as fits the situation, though her concealed feet are never quiet. Be it the clopping of hooves or the striking of shoes, visions of her always has her coming with firm steps.

Holy Symbol: A charred and closed book, usually on a chain

Revelations: Though entirely unprovable, some say she continues to speak to her worshippers through fortuitous locations of books that contain hints or direction.

Sea Mother/Gentle Ripple

Gentle Ripple remains forgotten, though some sailors mutter a prayer to her, hoping to not be lost in the angry sea. Limited, it is something, and thus she remains, dim and lost, but not entirely gone. There is hope yet for the future.

Soft Whisper/Madame Tris'do/Death

The ways of killing may grow in complexity and variety. The ways of dying change with time, some ways becoming almost impossible, while new ways to meet one's end sprout as if the universe demands that for every beginning, there be an end. the Blaze was not Soft Whisper's end.

It was a wake-up call to the shocked members of ponykind. No longer could they deny death. No longer could they fool themselves with thoughts that dying was 'for someone else'. Death was a fact as inescapable as the ash-clogged air that filled their dirtied lungs.

Soft Whisper had become increasingly powerful as the war progressed. Deaths on all sides demanded her attention, and she did the best she could to ferry them to their earned respite. As she galloped across harried battlefields, she met other gods. Many races had their own avatars of the end, and she dipped her head in acknowledgement of them as she passed them by.

They say the human death god stopped her once. "Who are you, horse, to continue causing such a workload for me? Why don't you tell your people to stop killing?"

She looked up at him, her face weary with the fatigue of countless passed. "I could ask the same, but I will not. The dead need me, and I cannot afford this pause." She pushed past him to reach a pony dying in the dirt. They would pass soon, and she would make that transition as easy as she could.

She visited innumerable soldiers on just as many battlefields. Though she started with ponies, as was her duty, she found the other gods began to appear less often. Were they driven by sorrow? Were they overwhelmed by the work? She did not know. She did not care. The dead needed her.

Many were those who thought death was assured but clung to life just barely. They woke with visions of a tired but kindly old mare whispering gently and holding them in their moment of utter despair. They whispered their fevered visions, but it was largely ignored during the war. Then the Blaze came.

Soft Whisper thought she had grown exhausted, but she knew nothing of what was to come. When the world ended before her shaking eyes, she could only collapse to her haunches. Death was a fact for her, an unavoidable part of life. Still, so much, all at once. She did what she never did before. She cried for the dying. She could not help them. The dead needed her, and she was not enough. Countless angry spirits and elementally unhinged corpses were the result.

As the ash fell across the world, the visions of the one kindness afforded them during the war, during the Blaze, was not forgotten. Ponies were the bringer of death. Ponies were death. Death was not always unkind. Soft Whisper was remembered and transcended

her original species. The other, standoffish death gods were diminished, and their power flowed into Soft Whisper, that she could offer succor to all the species of the surface, be they fey or humanoid.

Worshippers of Soft Whisper are quietly accepted. Though few wish to think long and hard about how they will pass, all know it will happen, and likely not in the fashion they choose. Her worshippers tend to the dead respectfully and are globally recognized by most sur-

face-dwelling sapients. Such are not challenged if they wade onto a battlefield and begin removing the dead for proper burial, even should the fighting rage on around them.

The tribe of bones is no longer harassed for speaking of their goddess and can quietly murmur their thanks to their Madame Tris'do in relative peace, though only her favored children are permitted to call her by that personal name.



Survival Tactics in the Ash

Class Options



Alchemist Discoveries

Blow it Shut (Su): Given a minute, the alchemist can expend three uses of their bomb ability to unleash a controlled explosion that will close an elemental rift, extraplanar portal, or similar effect. If the effect has a caster level, the alchemist must make a caster level check with a +10 modifier against a DC equal to the effect's caster level to succeed at ending the effect. An alchemist must be at least 12th level to select this discovery.

Explosive Power (Su): With a bit of jury rigging and care, the alchemist can use the explosive power of a bomb to recharge a battery with uncanny skill. The alchemist may expend as many uses of their bomb ability as the rating of the battery, up to a maximum of 2. The battery becomes usable once more. At 10th level, the alchemist may expend four uses of their bomb ability at a time to recharge a mark 3 battery. At 15th level, the alchemist may expend six uses at once to recharge a mark 4 battery. An alchemist must be at least 6th level to select this discovery.

Grenade Chemist: When crafting a grenade, the alchemist may increase the DC by 5 to reduce the cost by 1/3.

Grenade Launcher: The alchemist can load their bombs into a firearm capable of firing grenades as part of the action of creating the bomb. The bomb remains active until the end of their next turn or until fired, whichever comes first.

Grenade Launcher, Master: The alchemist can load their bombs into a firearm capable of firing grenades as part of the action of creating the bomb, then fire the bomb as part of the same action. An alchemist must have the grenade launcher discovery and be at least 5th level before selecting this discovery.

Pre-Built Bombs: The alchemist can use a grenade as if it were a bomb, able to affect it with any other ability, spell, or discovery that would affect a bomb. Its damage is set to as many dice as its rating. This does not expend a daily use of the alchemist's bombs. For the sake of the DC of any effects added to the grenade, treat the alchemist's level as being, at most, twice the rating of the grenade.

Sudden Modification (Su): In a flurry of activity, aided by their curious magic, the alchemist can apply a hasty modification to an item. The alchemist must make a Craft skill check as normal against the modifi-

cation DC of the item (minimum 15), but it only takes a full-round action that provokes attacks of opportunity. On a success, the item gains five temporary build points worth of modification for 1 minute, plus one additional minute for each 5 over the DC. This can be done once per day. At level 12 and every 3 levels after that, the alchemist can do it once more per day. An alchemist must have 5 ranks in a Craft skill and be at least 9th level before selecting this discovery.

Tended Grove: The alchemist has claimed a small portion of the wastes as their own and worked long and hard to bring some vibrance to it. The alchemist can control up to one foot in radius per alchemist level, keeping away the blight of the age and allowing color to return. In this place, plants grow easily despite the lack of sun. Water is pure, and the ash refuses to even enter the grove, let alone land there. Should a blighted fey be offered stewardship of such a place and no other has taken up the role, they can find salvation, and will increase the area it can cover by 50%.

Such a grove will decay and return to the ashes after the death of the alchemist that created it, unless a fey caretaker has been installed. If this discovery is ever lost (due to retraining, accident or some other means), the grove is doomed, whether or not a caretaker is present. An alchemist must have 10 ranks in Knowledge (nature) and be at least 12th level before selecting this discovery.

Arcanist Exploits

Alchemical Training (Su): Instead of casting a spell, the arcanist can prepare an infusion (as per the infusion discovery) with a minute's time. This expends the spell slot as if the arcanist had cast the same spell and requires any focus or material components normally casting the spell would require. Infusions created this way must be drunk by the target or applied directly to the target. If the spell is not harmless, a melee touch attack is required to apply the infusion, wasting it on a miss.

Ammunition Ward (Su): As an immediate action, the arcanist can spend an arcane reservoir point to erect a sudden smoldering field that disrupts incoming projectiles. Their armor class against projectiles increases by their Charisma bonus (minimum 1). This remains until the end of their next action.

Armed for the Wasteland (Ex): The arcanist gains proficiency with all martial firearms.

Martial Training (Ex): The arcanist's base attack bonus increases by 2, to a maximum of their level.

Optimizing the Body (Ex): The arcanist gains +1 hit point for every Hit Die they possess and gains +1 hit points whenever they gain a Hit Die (such as when gaining a level).

Religious Focus (Ex): The arcanist gains limited

access to the cleric spell list. When preparing spells, the arcanist may prepare one spell per spell level from this new list. The arcanist must know the spell and have it scribed in their book, as usual. Cleric spells may be scribed into the arcanist's spellbook from scrolls or chosen as bonus spells when gaining a level in the arcanist class.

Rogue Operator (Ex): The arcanist gains a single rogue talent (not an advanced talent) of their choice. They must meet all prerequisites for this talent.

Theurge (Su): The arcanist selects one domain or subdomain upon taking this exploit. The chosen domain must be one offered by a deity the arcanist worships. The arcanist gains that domain's 1st-level power as though she were a 1st-level cleric. As a swift action, the arcanist can expend 1 point from her arcane reservoir to bolster her divine connection, allowing her to treat her arcanist level as her cleric level for the purpose of using this ability, which lasts for a number of rounds equal to her Charisma modifier (minimum 1). She does not gain any other abilities when using this exploit in this way, such as class skills, domain spells, domain slots, or domain powers gained at higher levels. If this ability is used to gain an arcane bond and a bonded item is selected, the arcanist can only use that item to cast spells of a level equal to the level of the spell that could be cast by her equivalent cleric level (limiting her to 1st-level spells unless she spends a point from her arcane reservoir). If the arcanist already has a domain (or gains one later), taking this exploit instead allows her arcanist levels to stack with the levels of the class that granted her access to the domain when determining the powers and abilities of her domain.

Arcanist Greater Exploit

Martial Training, Greater (Ex): The arcanist's base attack bonus increases by 3, to a maximum of their arcanist level. The arcanist must have the martial training exploit to select this exploit.

Witch Hexes

Ashen Supper (Su): Perfected by phoenix wolves long before the Ashen Age, it is a curious twist of blessing and curse that allows one to subsist on the sullen ashes of the age. With a low grumbling muttering, a witch can spend a round to 'bless' a single portion of ash sufficient for a Medium creature. Those eating it are sated but can also feel the emotional weight of how the ash was created, often getting flashbacks of the moment and the emotions that ran during it. This only works on ash from the Blaze, not freshly-created ash. Those who have eaten such ash within the last 24 hours must pass a Will saving throw against the DC of this hex or receive no rest the next time they attempt to sleep. They are unaware of this until after they awaken, still tired.

Black Powder Curse (Su): Whether the firearm actually uses black powder or not, this fouls the explo-

sions within, causing them to react to firing in unexpected ways. A witch may curse a single firearm within 60 feet, raising its misfire chance by 2. At 5th level and every five levels thereafter, the witch can affect another firearm. All firearms must be within 30 feet of each other. This lasts for 2 rounds. A firearm suffering from this hex that is within 30 feet of a use of the cackle hex has this hex extended by a round.

Blazing Gesture (Su): A grand motion pulls loose the local elements, recreating a tiny portion of the titanic Blaze that created the Ashen Age. They say the Blaze itself was based on this hex and that it actually predates the Ashen Age, but there is no proof of this. A witch can cause an explosion over a 10-foot cube within 30 feet. Those caught in it can make a Reflex saving throw to move 5 feet out of the area. Those stuck in the area suffer depending on the element that is summoned. Roll 1d6 to determine the effect. The duration of any effect is 3 rounds. Once a person has been successfully affected by this hex, they are immune to it for 24 hours.

Roll	Effect
1	The victim becomes entangled and attached to the nearest solid surface if within 10 feet.
2	The victim is ignited, taking 1d6 damage per round until doused. Attempts to put it out use the DC of this hex.
3	Acid sears at the victim's equipment, causing a randomly selected piece of gear to become broken. If they have no equipment, they take 1d6 damage per witch level instead, up to 10d6.
4	The victim is thrown prone under suddenly magnified gravity, requiring a Strength check against the DC of this hex in order to stand again.
5	Wind howls fiercely around the victim, giving all ranged attacks they make a 50% miss chance.
6	Negative energy pulses violently, inflicting 1d2 temporary negative levels on the victim.

Cursed Reaper: There are some gun users that seem to be a walking harbinger of doom and misfortune. Such a witch brings this to life with uncanny skill. A witch with this hex gains the Amateur Gunslinger feat. If they already have that feat, they gain Extra Grit instead. They add half their level to any levels of gunslinger they might have for the purpose of meeting the prerequisites for feats (if they have no gunslinger levels, treat half their witch levels as levels of gunslinger). The witch must have proficiency with firearms to select this hex.

Personal Energy (Su): There are some, seemingly blessed, people that can just give something a gentle caress or a swift kick and it stirs to life. The witch may empower a device capable of being empowered within 30 feet. Keeping it empowered requires concentration. It is empowered at level 1. The witch must have 3 ranks in Disable Device to select this hex.

Major hex

Personal Energy, Major (Su): This is an improved version of the personal energy hex. The witch may empower a device capable of being empowered within 30 feet. Keeping it empowered requires concentration. It is empowered at level 2. The witch must have 6 ranks in Disable Device to select this hex.

Grand hex

Personal Energy, Grand (Su): This is an improved version of the personal energy major hex. The witch may empower a device capable of being empowered within 30 feet. Keeping it empowered requires concentration. It is empowered at level 3. They may choose to empower it at level 1, in which case concentration is not required and it remains empowered for ten minutes or until they use this hex again. The witch must have 12 ranks in Disable Device to select this hex.

Wizard Arcane Discovery

Blaster Master: A trick of arcane marksmen, you have focused on your gunslinging instead of arcane arts, growing more experienced with your firearms. When determining your level for the purposes of deeds and grit, treat your effective gunslinger level as 5 levels higher, to a maximum of your character level. The first time this discovery is taken, you gain the gun training class feature and it advances using your effective gunslinger level. You may select this discovery multiple times; each time you do increases your effective gunslinger level by 5. You must have the arcane marksman archetype to select this discovery.

New Companions



Cloud

Typically only tamed and befriended by those with the ability to walk on clouds, such sapient weather can be convinced to walk alongside another, more fleshy, owner. Though weaker, smaller, versions seem little more than floating animals, the older varieties regain their elemental properties and become an elemental for all purposes, save for being a valid choice as a companion.

Starting Statistics: **Size** Medium; **Speed** fly 30 ft. (average); **AC** +4 natural armor; **Attack** slam (1d6); **Ability Scores** Str 8, Dex 16, Con 16, Int 2, Wis 15, Cha 10; **Special Qualities** darkvision 60 ft., low-light vision

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** slam (1d8); **Ability Scores** Str +4, Dex -2, Con +4; Int +6 **Special Qualities** elemental traits, *create water* as a spell-like ability at will with a caster level equal to its hit dice, *call lightning* as a spell-like ability once per hour with a caster level equal to its hit dice

New Familiars



Familiar	Special Ability
Cloud	Choose one of the following upon gaining this familiar. Once chosen, this choice cannot be changed: Master gains a +2 bonus on Reflex saves Master gains a +3 bonus on Fly checks Master gains a +3 bonus on Perform (sing) checks



Archetypes



Arcane Marksman (Wizard)

Technology is a magic all of its own, and the idea of a person ambling along with a magic staff has lost some of its lustre compared to a deadly weapon as long as its user, ready to dispense justice in the form of arcane spells funneled down its carefully worked barrel. Some of the more advanced theories are set aside, abandoned in this age where it proves hazardous, in favor of a more martial approach.

Special: An arcane marksman may choose to take the Scribe Scroll feat despite the general rule preventing it.

Diminished Casting: Arcane marksmen sacrifice understanding of the ultimate of spells, discarding them since they are nigh-forgotten and dangerous to use. Use the provided chart for how many spells they can cast per day. This modifies the spells ability.

Wasteland Hardened (Ex): Arcane marksmen are proficient with simple weapons, all firearms, light armor and shields (except tower shields). They do not suffer arcane spell failure for light armor or shields (except tower shields). At 13th level, their base attack bonus becomes three quarters instead of one half, meaning it increases by 1 for every 4 wizard levels. This replaces arcane marksman's proficiencies and replaces

gaining Scribe Scroll as a bonus feat.

Practiced Marksman: At 11th level, an arcane marksman gains grit and earns deeds as if they were a gunslinger of ten levels lower. They may use Intelligence instead of Wisdom for the purpose of determining their number of grit points and for deeds. If an arcane marksman has levels in gunslinger, they may combine levels for the purpose of grit amount and determining when deeds are unlocked (an 11th level arcane marksman with 3 levels of gunslinger would be considered a 14th level gunslinger for the purpose of grit and deeds).



Table: Arcane Marksman

Wizard Level	Base Attack Bonus	Spells per Day						
		0	1st	2nd	3rd	4th	5th	6th
1st	+0	3	1	—	—	—	—	—
2nd	+1	4	2	—	—	—	—	—
3rd	+1	4	2	1	—	—	—	—
4th	+2	4	3	2	—	—	—	—
5th	+2	4	3	2	1	—	—	—
6th	+3	4	3	3	2	—	—	—
7th	+3	4	4	3	2	1	—	—
8th	+4	4	4	3	3	2	—	—
9th	+4	4	4	4	3	2	1	—
10th	+5	4	4	4	3	3	2	—
11th	+5	4	4	4	4	3	2	1
12th	+6/+1	4	4	4	4	3	3	2
13th	+9/+4	4	4	4	4	4	3	2
14th	+10/+5	4	4	4	4	4	3	3
15th	+11/+6/+1	4	4	4	4	4	4	3
16th	+12/+7/+2	4	4	4	4	4	4	3
17th	+12/+7/+2	4	4	4	4	4	4	4
18th	+13/+8/+3	4	4	4	4	4	4	4
19th	+14/+10/+5	4	4	4	4	4	4	4
20th	+15/+10/+5	4	4	4	4	4	4	4

Table: Ashen Druid

Druid Level	Spells Per Day						
	0	1st	2nd	3rd	4th	5th	6th
1st	3	1	—	—	—	—	—
2nd	4	2	—	—	—	—	—
3rd	4	3	—	—	—	—	—
4th	4	3	1	—	—	—	—
5th	4	4	2	—	—	—	—
6th	4	4	3	1	—	—	—
7th	4	4	3	1	—	—	—
8th	4	4	4	2	1	—	—
9th	4	5	4	3	1	—	—
10th	4	5	4	3	2	1	—
11th	4	5	4	4	2	1	—
12th	4	5	5	4	3	2	—
13th	4	5	5	4	3	2	1
14th	4	5	5	4	4	2	1
15th	4	5	5	5	4	3	2
16th	4	5	5	5	4	3	2
17th	4	5	5	5	4	4	2
18th	4	5	5	5	5	5	3
19th	4	5	5	5	5	5	4
20th	4	5	5	5	5	5	5

Ashen Druid (Druid)

Druidism, as a profession, has seen major changes since the Blaze. The world itself is ill, and it has little patience for those on it that would command it during this time of regeneration. This archetype should be considered the new default for druids in this setting, though the GM is free to allow a player to play an exceptional druid of another archetype, or even a ‘standard’ druid.

Diminished Casting: Ashen druids do not reach as far and fast for magic that reaches outside of themselves. The world needs a break, and they will not be the ones to disturb it. Their number of spells per day are modified as shown in the table. This modifies the spells ability.

Wasteland Hardened (Ex): Ashen druids are proficient with all simple and martial weapons. This modifies their proficiencies.

Wasteland Curatives (Su): At 1st level, an ashen druid gains the Brew Potion feat. An ashen druid can also create infusions, as an alchemist with the infusion discovery, when preparing their spells for the day.

Elemental Survival (Su): At 4th level, so long as the ashen druid is not wild shaped, they can respond quickly to hostile elemental energies. Up to once per minute, as an immediate action, they can gain energy resistance 10 against any single element for one minute. This energy resistance increases to 20 at 10th level, and

30 at 15th level. While this energy resistance persists, they show the energy they are attuned to with a haze of heat, excessive sweating, or other thematic hints of their elemental nature. Using wild shape causes this effect to end instantly. A druid may use this ability as many times per day as they can use wild shape but uses of one do not deplete the other.

Unhinged Shape (Su): At 4th level, when an ashen druid uses wild shape, they may select one element when they transform, gaining its abilities as per the *elemental body* spell that wild shape normally allows (minimum *elemental body 1*). Ability scores and natural armor take the highest of the two modifiers (the one given by wild shape and *elemental body*) and gain all other abilities as normal. If the druid assumes an elemental form, they may still select an element, becoming a hybrid element. If a druid would have immunity and vulnerability to the same element, they lose both abilities. This modifies wild shape.



Dirty Exploiters (Arcanist)

When all the rules were broken, the arcanists realized they had to tone things back. Their greatest sorceries threatened the end of the game as they knew it, so they retired them and focused on playing the early-game more intelligently. Focusing on exploits and personal mastery, the Ashen Age is a game they don't intend to lose.

Diminished Casting: With their greatest spells causing destruction to themselves and those around them, dirty exploiters have diminished their arcane reach with direct spells, instead focusing on personal perfection and exploits. Their number of spells per day and spells prepared are modified as shown in the table. This modifies the spells ability.

Wasteland Hardened (Ex): Arcanists are proficient with light armor and shields (except tower shields) in addition to simple weapons. They do not suffer arcane spell failure for light armor or shields (except tower shields).

Dirty Tricks: Dirty exploiters live in a tough world and refine their body as much as their mind. When Charisma is used in an exploit, they can use their Constitution instead.

Extra Exploits: At 5th, 10th, 15th, and 20th level, the dirty exploiter gains an additional exploit.



Table: Dirty Exploiter

Arcanist Level	Special	Spells Per Day						Spells Prepared						
		1st	2nd	3rd	4th	5th	6th	0	1st	2nd	3rd	4th	5th	6th
1st		1	—	—	—	—	—	4	2	—	—	—	—	—
2nd		2	—	—	—	—	—	4	2	—	—	—	—	—
3rd		3	—	—	—	—	—	5	3	—	—	—	—	—
4th		3	1	—	—	—	—	5	3	1	—	—	—	—
5th	Extra Exploit	4	2	—	—	—	—	6	4	2	—	—	—	—
6th		4	3	—	—	—	—	6	4	3	—	—	—	—
7th		4	3	1	—	—	—	7	4	3	1	—	—	—
8th		4	4	2	—	—	—	7	4	4	2	—	—	—
9th		4	4	3	—	—	—	7	4	4	3	—	—	—
10th	Extra Exploit	4	4	3	1	—	—	7	4	4	3	1	—	—
11th		4	4	4	2	—	—	8	4	4	4	2	—	—
12th		4	4	4	3	—	—	8	4	4	4	3	—	—
13th		4	4	4	3	1	—	8	4	4	4	3	1	—
14th		4	4	4	4	2	—	8	4	4	4	4	2	—
15th	Extra Exploit	4	4	4	4	3	—	8	4	4	4	4	3	—
16th		4	4	4	4	3	1	8	5	4	4	4	3	1
17th		4	4	4	4	4	2	8	5	4	4	4	4	2
18th		4	4	4	4	4	3	8	5	5	4	4	4	2
19th		4	4	4	4	4	4	8	5	5	4	4	4	3
20th	Extra Exploit	4	4	4	4	4	4	8	5	5	4	4	4	3

Table: Dust Minister

Cleric Level	Special	Spells Per Day						
		0	1st	2nd	3rd	4th	5th	6th
1st		3	1	—	—	—	—	—
2nd		4	2	—	—	—	—	—
3rd	Voice of the Wasteland (+1)	4	3	—	—	—	—	—
4th		4	3	1	—	—	—	—
5th	Voice of the Wasteland (+2)	4	4	2	—	—	—	—
6th		4	4	3	1	—	—	—
7th		4	4	3	1	—	—	—
8th	Mercy	4	4	4	2	—	—	—
9th		4	4	4	3	1	—	—
10th	Voice of the Wasteland (+3)	4	4	4	3	1	—	—
11th		4	4	4	4	2	—	—
12th	Mercy	4	4	4	4	3	1	—
13th		4	4	4	4	3	1	—
14th		4	4	4	4	4	2	1
15th	Voice of the Wasteland (+4)	4	4	4	4	4	3	1
16th	Mercy	4	4	4	4	4	3	2
17th		4	4	4	4	4	4	2
18th		4	4	4	4	4	4	3
19th		4	4	4	4	4	4	4
20th	Voice of the Wasteland (+5), Mercy	4	4	4	4	4	4	4

Dust Minister (Cleric)

Few are the people that are trusted that come from outside one's immediate community. The dust ministers are one of those rare cases. Wearing their holy symbols boldly, often on the front and back (and sides, in the case of quadrupeds), such people make their faith abundantly clear. Those who find their faith compatible will often allow them in, to bring the good word of the gods they follow. Such priests are still watched but are rarely turned away at the gate.

Diminished Casting: The gods are quite clear. This is an age for self-reliance. A cleric cannot rely on the raw channeling of their deity's might through spells alone. They must take up arms and ready themselves. However dim the age, the people need their shepherds. Their number of spells per day are modified as shown in the table. This modifies the spells ability.

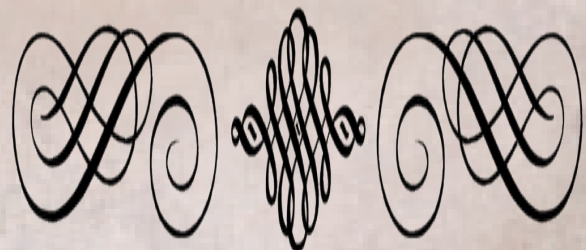
Wasteland Hardened (Ex): Dust ministers are proficient with martial weapons, heavy armor, and tower shields in addition to the normal cleric proficiencies. This modifies their proficiencies.

Voice of the Wasteland (Ex): At 3rd level, dust ministers gain a +1 insight bonus on Diplomacy checks. This bonus increases at 5th level and every 5 levels thereafter, to a maximum of +5 at 20th level.

Channel Bullets (Su): At 6th level, a dust minister may expend a use of their channel energy to make

a single ranged weapon attack and apply it to every target within 30 feet. The minister must have enough ammunition loaded for all of the targets or must select fewer targets. A critical threat on the first roll requires only one confirmation roll, also used against all targets. If any target could be harmed by the dust minister's channeling (positive energy against undead or negative energy against the living), the bullets deal an extra 1d6 points of damage to that target for every 3 dice the minister may channel. This extra damage is not increased in the case of a critical hit.

Mercy of the Wastes (Su): At 8th level, the dust minister gains a mercy as the paladin class feature, using their cleric level as their paladin level to determine which mercies they qualify for. At 12th, 16th, and 20th levels, they gain one additional mercy. These mercies apply when healing with their channel energy ability.



Elemental Bloodmage (Sorcerer)

While some tiptoe gently, trying to avoid offending some unseen and unfelt spirit, this was not the path you took. The world has been rent asunder, like a split fruit. Its sweet insides are laid bare, waiting to be savored. You are ready to feast, to allow that power to fuel your own and enhance your arcane might.

Elemental Casting: When casting a spell that has an elemental descriptor or deals damage of a particular element, elemental bloodmage can subvert it while casting, changing it to be acid, cold, fire, or electricity. They can do this as many times per day as their highest spell level. This modifies the spells ability.

Unbridled Mind: Elemental bloodmages lack the rigid mental discipline of other sorcerers. This passion lends itself to their power, but also leaves a gap in their mental armor. Their Will save becomes poor progression (like their Fortitude).

Unbridled Power: When an elemental bloodmage applies a metamagic feat to a spell, they may reduce the metamagic feat's spell level adjustment by 1. They can't reduce metamagic feat's spell level adjustment to lower than the spell's original level in this manner. If this entirely negates the metamagic feat's spell level adjustment, casting the spell takes no additional time compared to a spell without metamagic.

Furious Gunslinger (Barbarian, Unchained Barbarian, Bloodrager)

While some cleave to the old ways and wade in, weapons swinging, there are those who accept the ascendancy of the firearm. Can fury be turned to such weapons? As it turns out, yes.

Rage: When raging, the furious gunslinger may add their Strength bonus or melee bonus from raging to any firearm attack or firearm damage roll they make. This modifies the Rage or Bloodrage ability.

Seething Marksman: The furious gunslinger loses proficiency with martial melee weapons, instead gaining proficiency with all firearms not explicitly marked as exotic.



Grey Witch (Witch)

The practice of being a witch remains, with desperate people reaching out to patrons that exist in lands beyond the reach of the Blaze who can whisper truths and promises to them, offering solace and power in an increasingly hostile world. Others still look askew at such practices. Otherworld creatures are the very definition of ‘The Other’ and deserve all the mistrust they can muster, and so too do their callers. How does one trust a person they can’t even see?

Diminished Casting: The interference created by the Ashen Age makes drawing power from the other worlds more difficult, so grey witches turn their focus inwards, mastering their own power instead of focusing on the spells whispered to them. Their number of spells per day are modified as shown in the table. This modifies the spells ability.

Wasteland Hardened (Ex): Grey witches are proficient with one-handed firearms in addition to simple weapons. This modifies their proficiencies.

Spellbinding Hex: With their focus turned inwards, a grey witch spends more time perfecting their hexes. At 5th, 10th, 15th, and 20th levels, they may either select a new hex or increase the saving throw DC of a hex they already know by 2. This can be a major hex for 10th, 15th, and 20th level. This can be a grand hex for a hex gained at 20th level. They may not select the same hex for DC improvement twice.

Table: Grey Witch

Witch Level	Special	Spells Per Day						
		0	1st	2nd	3rd	4th	5th	6th
1st		3	1	—	—	—	—	—
2nd		4	2	—	—	—	—	—
3rd		4	3	—	—	—	—	—
4th		4	3	1	—	—	—	—
5th	Spellbinding Hex	4	4	2	—	—	—	—
6th		4	4	3	—	—	—	—
7th		4	4	3	1	—	—	—
8th		4	4	4	2	—	—	—
9th		4	4	4	3	—	—	—
10th	Spellbinding Hex	4	4	4	3	1	—	—
11th		4	4	4	4	2	—	—
12th		4	4	4	4	3	—	—
13th		4	4	4	4	3	1	—
14th		4	4	4	4	4	2	—
15th	Spellbinding Hex	4	4	4	4	4	3	—
16th		4	4	4	4	4	3	1
17th		4	4	4	4	4	4	2
18th		4	4	4	4	4	4	3
19th		4	4	4	4	4	4	4
20th	Spellbinding Hex	4	4	4	4	4	4	4

Table: Restrained Bloodrager

Sorcerer Level	Special	Spells Per Day						Spells Known						
		1st	2nd	3rd	4th	5th	6th	0	1st	2nd	3rd	4th	5th	6th
1st		1	—	—	—	—	—	4	2	—	—	—	—	—
2nd		2	—	—	—	—	—	4	2	—	—	—	—	—
3rd		3	—	—	—	—	—	5	3	—	—	—	—	—
4th		4	1	—	—	—	—	5	3	1	—	—	—	—
5th	Alchemical Blood	5	2	—	—	—	—	6	4	2	—	—	—	—
6th		6	3	—	—	—	—	6	4	3	—	—	—	—
7th		6	4	1	—	—	—	7	4	3	1	—	—	—
8th		6	5	2	—	—	—	7	4	4	2	—	—	—
9th		6	6	3	—	—	—	7	4	4	3	—	—	—
10th	Alchemical Blood	6	6	4	1	—	—	7	4	4	3	1	—	—
11th		6	6	5	2	—	—	8	4	4	4	2	—	—
12th		6	6	6	3	—	—	8	4	4	4	3	—	—
13th		6	6	6	4	1	—	8	4	4	4	3	1	—
14th		6	6	6	5	2	—	8	4	4	4	4	2	—
15th	Alchemical Blood	6	6	6	6	3	1	8	4	4	4	4	3	—
16th		6	6	6	6	4	2	8	5	4	4	4	3	1
17th		6	6	6	6	5	3	8	5	4	4	4	4	2
18th		6	6	6	6	6	4	8	5	5	4	4	4	2
19th		6	6	6	6	6	5	8	5	5	4	4	4	3
20th	Alchemical Blood	6	6	6	6	6	6	8	5	5	4	4	4	3

Restrained Bloodmage (Sorcerer)

Such sorcerers are rarely naturally occurring, instead taught afterwards the fact by Ash Tenders in how to restrain their power and keep their reach for power from harming their already injured world. They focus on the power within themselves, providing hardier than normal sorcerers that are more able outside of their spells.

Diminished Casting: Restrained bloodmages gain spellpower more slowly. Their number of spells per day and spells known are modified as shown in the table. This modifies the spells ability.

Wasteland Hardened (Ex): Restrained bloodmages are proficient with one-handed firearms and light armor in addition to simple weapons. They do not suffer arcane spell failure while casting sorcerer spells while wearing light armor This modifies their proficiencies.

Alchemical Blood: At 5th, 10th, 15th, and 20th levels, a restrained bloodmage receives an alchemical discovery. They use their sorcerer level as their alchemist level for the sake of prerequisites and use.

Visionary of the Wastes (Oracle)

The visionaries are often plagued with glimpses and snatches of the divine forces that seek to influence them through the corruption of the Ashen Age. Regardless of the dimmed flow of power, the draw to act remains overwhelming, and such oracles leave the relative safety of their homes, pursuing the purpose that seems to echo just from the corner of their eyes and in the harsh whisper of the ashen breeze.

Diminished Casting: Like many that focused on wielding world-bending magics, the visionaries have found that such arts do not come as easily. They spend the lost time working on more personal masteries. Their number of spells per day and spells known are modified as shown in the table. This modifies the spells ability.

Wasteland Hardened (Ex): Visionaries are proficient with one-handed firearms in addition to simple weapons, light armor, medium armor, and shields (except tower shields). This modifies their proficiencies.

Muddled Revelation: At 5th, 10th, 15th, and 20th levels, a visionary receives a revelation. This revelation can be from any mystery. These revelations must not have a level requirement. The visionary does not benefit in an ordinary way from revelations that normally have a passive effect or which have a duration of longer than 1 minute per level, such as sidestep secret or mental acuity. Instead, they may activate such a revelation as a swift action (or whatever action is normally needed, if longer than that) and gain its benefits for up to 1 minute per level. These minutes need not be consecutive.



Table: Visionary of the Wastes

Oracle Level	Special	Spells Per Day						Spells Known						
		1st	2nd	3rd	4th	5th	6th	0	1st	2nd	3rd	4th	5th	6th
1st		1	—	—	—	—	—	4	2	—	—	—	—	—
2nd		2	—	—	—	—	—	4	2	—	—	—	—	—
3rd		3	—	—	—	—	—	5	3	—	—	—	—	—
4th		4	1	—	—	—	—	5	3	1	—	—	—	—
5th	Muddled Revelation	5	2	—	—	—	—	6	4	2	—	—	—	—
6th		6	3	—	—	—	—	6	4	3	—	—	—	—
7th		6	4	1	—	—	—	7	4	3	1	—	—	—
8th		6	5	2	—	—	—	7	4	4	2	—	—	—
9th		6	6	3	—	—	—	7	4	4	3	—	—	—
10th	Muddled Revelation	6	6	4	1	—	—	7	4	4	3	1	—	—
11th		6	6	5	2	—	—	8	4	4	4	2	—	—
12th		6	6	6	3	—	—	8	4	4	4	3	—	—
13th		6	6	6	4	1	—	8	4	4	4	3	1	—
14th		6	6	6	5	2	—	8	4	4	4	4	2	—
15th	Muddled Revelation	6	6	6	6	3	1	8	4	4	4	4	3	—
16th		6	6	6	6	4	2	8	5	4	4	4	3	1
17th		6	6	6	6	5	3	8	5	4	4	4	4	2
18th		6	6	6	6	6	4	8	5	5	4	4	4	2
19th		6	6	6	6	6	5	8	5	5	4	4	4	3
20th	Muddled Revelation	6	6	6	6	6	6	8	5	5	4	4	4	3

Class Options



Spellcasting in the Ashen Age

Due to the diminished availability of magic, all spellcasters in the Ashen Age have the normal spell progression table, but no spellcaster can learn any spells of levels greater than 6th. Instead, all of those higher-level spell slots can be used to cast lower level spells in higher level slots. Additionally, warlocks have further modifications as listed in their section below.

Cleric (Divine Domain)

At 1st level, a cleric gains the Divine Domain feature. The following domain option is available to a cleric, in addition to the usual options.

Dust Domain

Few are the people trusted that come from outside one's immediate community. The dust ministers are one of those rare cases. Wearing their holy symbols boldly, often on the front and back (and sides, in the case of quadrupeds), such people make their faith abundantly clear. Those who find their faith compatible will often allow them in, to bring the good word of the gods they follow. Such priests are still watched but are rarely turned away at the gate.

The gods are quite clear. This is an age for self-reliance. A cleric cannot rely on the raw channeling of their god(ess)'s might through spells alone. They take up arms and ready themselves. However dim the age, the people need their shepherds.

Dust Domain Features

Cleric Level	Feature
1st	Wasteland Hardened, Voice of the Wasteland
2nd	Channel Divinity: Protection from Projectiles
6th	Channel Divinity: Scattershot Prayer
8th	Holy Guidance
17th	Mercy of the Wastes

Domain Spells

You gain domain spells at the cleric levels listed in the Dust Domain Spells table. See the Divine Domain class feature for how domain spells work.

Dust Domain Spells

Cleric Level	Spells
1st	<i>fog cloud, sanctuary</i>
3rd	<i>calm emotions, lesser restoration</i>
5th	<i>beacon of hope, glyph of warding</i>
7th	<i>fabricate, hallucinatory terrain</i>
9th	<i>hallow, wall of stone</i>

Wasteland hardened

At 1st level, you gain proficiency with martial weapons and heavy armor.

Voice of the Wasteland

Also at 1st level, you can make a Charisma (Persuasion) check with advantage. You can do this once, and must finish a long rest to do so again. At 10th level, you can use this ability an additional time before having to finish a long rest.

Channel Divinity: Protection from Projectiles

Starting at 2nd level, you can use your Channel Divinity to protect others from ranged weapon attacks.

As an action, you pray fervently and call out loudly, creating a protective field that stretches 30 feet centered on you and moves with you. Each ally within this area gains resistance against ranged weapon attacks. This protection fades after a number of rounds equal to your Wisdom modifier.

Channel Divinity: Scattershot Prayer

At 6th level, you may use your Channel Divinity as part of an attack to make a single ranged weapon attack and apply it to every desired target within 30 feet. You must have enough ammunition loaded to cover the targets, or you must select fewer targets. The result of the single attack roll is used against all targets. If a target is a fiend or undead, it takes an additional 1d8 radiant damage.

Holy Guidance

At 8th level, you gain the ability to avoid the worst depredations of the wasteland. You can use a bonus action to impose disadvantage against all incoming ranged attacks against you until the start of your next turn.

Mercy of the Wastes

At 17th level, you gain the ability to spread mercy across the wasteland. As a bonus action, you can activate an aura with a radius of 60 feet that lasts for 1 minute, or until you dismiss it using an action. While the aura lasts, creatures in this aura have advantage to resist any effects that would otherwise kill it instantaneously without dealing damage.

You can also use your reaction to stabilize a creature within this aura that has been reduced to 0 hit points. If you do so, that creature avoids any ill effects from being reduced to 0 hit points, such as the effects of a disintegrate spell. Finally, fiends and undead treat any space within the aura as difficult terrain.

Once you have used this ability, you cannot use it again until you have finished a short or long rest.

Druid (Druid Circle)

At 2nd level, a druid gains the Druid Circle feature. The following option is available to a druid, in addition to the usual options.

Circle of Ashes

Druidism, as a profession, has seen major changes since the Blaze. The world itself is ill, and it has little patience for those on it that would command it during this time of regeneration. This archetype should be considered the new default for druids in this setting, though the GM is free to allow a player to play an exceptional druid of another archetype, or even a 'standard' druid. Ashen druids do not reach as far and fast for magic that reaches outside of themselves. The world needs a break, and they will not be the ones to disturb it.

Circle of Ashes Features

Druid Level	Feature
2nd	Wasteland Hardened, Elemental Survival
6th	Unhinged Shape
10th	Wasteland Unctions
14th	Mutation

Wasteland Hardened

At 2nd level, you gain proficiency with all simple and martial weapons.

Elemental Survival

Also at 2nd level, you may select one of the following damage types (acid, cold, fire, lightning, poison, thunder) whenever you use Wild Shape. For the duration of the Wild Shape, you gain resistance to that damage type. At 10th level, you can instead gain immunity to one of the above damage types when using this ability.

Unhinged Shape

At 6th level, whenever you use Wild Shape, you can also add a mutation. Some abilities require that you are a certain level before you can apply them, as noted in the ability. You can add one of the following abilities to your form whenever you use Wild Shape:

- **Extra Limb/Mouth/Horn.** You can make a natural attack as a bonus action. This attack always deals 1d4 damage and does not add any ability score bonus. You can choose the damage type when you use Wild Shape. At 10th level, this damage increases to 1d6.
- **Fish-like.** You gain the ability to breathe water and a swim speed of 30 feet.
- **Nimble.** You gain an additional pair of legs that increase your movement speed by 15 feet.

- **Perceptive.** You gain an extra eye that grants advantage on passive Perception checks.
- **Potent.** One of your natural attacks deals an additional 1d6 damage that is the same type as the one selected for Elemental Survival.
- **Skybound.** At 8th level, you can add wings that grant the ability to fly with a speed of 30 feet.
- **Unstable Size.** At 15th level, you can either grow one size larger or one size smaller, as per the *enlarge/reduce* spell.

Wasteland Unctions

Upon attaining 10th level, you can craft a special phial that allows you to channel your spells. By expending a spell slot of one level higher than the actual spell, you can infuse a spell that has a range of touch. You can then throw the phial as part of the spell's casting, to a range of 30 feet. Using this ability against an enemy requires a spell attack roll, and a miss means that the spell is wasted. Once you use this ability twice, you cannot use it again until you have finished a short or long rest.

Mutation

When you attain 14th level, you can apply one mutation from Unhinged Shape permanently, with the exception of Unstable Size. This alters your true form as well as any animal shapes you take. In addition, you can still choose to gain a temporary mutation when you use Wild Shape. The additional mutation cannot be the same as the one you permanently have.



Warlock

In addition to the spellcasting restrictions stated at the beginning of this section, a warlock loses any ability to cast spells of 7th level or higher. Instead, their Mystic Arcanum class feature lets them cast any spell they know using the slot level gained by Mystic Arcanum. For instance, a 7th level “spell” gained through Mystic Arcanum is instead a 7th level slot that can be used to cast any spell the warlock knows. In addition, each time they gain a daily use of Mystic Arcanum, the warlock can opt to learn any spell of a level they can cast, including 6th level. 6th-level spells can only be cast using the slots provided by Mystic Arcanum.

Pact Boon

At 3rd level, a warlock gains the Pact Boon feature. The following options are available to a warlock, in addition to the usual options.

Pact of the Gun

Your patron has gifted you with a gun infused with eldritch gifts known as a Hex Cannon. The Hex Cannon is a two-handed firearm that you are proficient with. It is normally a standard long pipe rifle, but you may transfer its power to another two-handed firearm with a 1-hour ritual that may be performed as part of a short or long rest. After completing the ritual, the old Hex Cannon reverts to its original form, or in the case of the one gifted by your patron, turns to ash.

You may channel any spell with a ranged spell attack through your Hex Cannon. Spells channeled this way use the Hex Cannon as a spellcasting focus and allow you to use it to complete any somatic components. In addition, the channeled spell gains any bonuses from magic or modifications on the Hex Cannon to the spell attack roll as well as doubling the range of the spell to a limit of your Hex Cannon’s short range.

Eldritch Invocations

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to the usual options. If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your level in this class.

Hexed Ammo

Prerequisite: 5th level, Pact of the Gun feature

When you use your Hex Cannon to channel a spell, you may also fire it at any target of the spell as a bonus action.

Arcane Munitions

Prerequisite: Pact of the Gun feature

You may channel any spell that has a range greater than touch and either targets a single creature or a single area through your Hex Cannon, even if it does

not make a ranged attack. If the spell requires a saving throw, any modifiers on the gun’s attack roll apply to the spell’s save DC.

Fell Sniper

Prerequisite: 5th level, Pact of the Gun feature

Spells you channel through your Hex Cannon can be used up to its long range, though when used on a target outside of the gun’s normal range, either the attack roll for the spell suffers disadvantage, or, if combined with the Arcane Munitions invocation, the targets makes any saving throw with advantage.

Wizard (Arcane Tradition)

At 2nd level, a wizard gains the Arcane Tradition feature. The following option is available to a wizard, in addition to the usual options.

Arcane Marksman

Technology is a magic all of its own, and the idea of a person ambling along with a magic staff has lost some of its luster compared to a deadly weapon as long as the user, ready to dispense justice in the form of arcane spells funneled down its carefully worked barrel. Some of the more advanced theories are set aside, abandoned in this age where it proves hazardous, in favor of a more martial approach.

Arcane Marksman Features

Wizard Level	Feature
2nd	Wasteland Hardened, Guided Bullet
6th	Arcane Shot
10th	Magical Bullets
14th	Spell Slinger

Wasteland Hardened

At 2nd level, you gain proficiency with all firearms.

Guided Bullet

Also at 2nd level, you can use your bonus action to gain advantage on your next ranged weapon attack with a firearm, and your attack ignores up to half cover. Once you use this ability, you must finish a short or long rest before you can use it again. You can use this ability twice before having to rest when you reach 9th level.

Arcane Shot

At 6th level, you regain magical energy from masterful shooting. When you score a critical hit or reduce an enemy to 0 hit points with a firearm attack, you regain an expended spell slot of up to 3rd level. Once you use this ability, you cannot use it again until you finish a short or long rest.

Magical Bullets

When you reach 10th level, you can enchant bullets with the power of a cantrip. You learn one cantrip that requires an attack roll. Also, you can use a bonus action and expend a 1st level spell slot to enchant 1d4 bullets with the power of your cantrip. You can target bullets within 30 feet, even if they are already loaded into a weapon. Successful weapon attacks made with these bullets have the effect of the cantrip as well as their normal damage. This effect lasts for one minute and does not require concentration. If you are not firing

the gun that holds the bullet, the wielder of that firearm uses your level and spell save DC for any relevant effects.

Spell Slinger

Starting at 14th level, you can cast a 1st or 2nd level spell and make a firearm attack as one action. To use this ability, the spell you cast must have a casting time of 1 action. For instance, you can fire a gun and cast the *thunderwave* or *spider climb* spell as the same action.





Feats of the Ashen Age

Adaptive Combatant (Combat)

You can run into almost anything in the wastes. Be prepared.

Prerequisite: Base attack bonus +6.

Benefit: Any time you use a combat maneuver as an attack action, as opposed to a full attack, you may gain the use of any one Improved (combat maneuver) feat for the purposes of that attack. If you already have that feat, gain the Greater (combat maneuver) feat instead. This does not function for attacks of opportunity or any other attack that does not require a standard action to perform. At a base attack bonus of +10, +15, and +20, increase your CMB for this action by 2, to a maximum of +6 at a base attack bonus of +20.

Arcane Shooting

Firearms are wonderful things, allowing you to cast your will over a vast distance. With practice, you can tap into that power, sending out your magic in bright flashes.

Prerequisite: Proficiency with a firearm.

Benefit: Going through the motion of loading, and chanting if the spell has verbal components, you can prime a held firearm with a spell. If someone other than you fires that shot, it is wasted. The act of loading takes just as long as casting the spell. You may fire the gun as a free action in the same round in which the loading is complete.

When you fire it, you can cast any ranged touch, cone, line, or ray spell that you have loaded into the gun. The spell's range is unmodified, but any attack roll is modified by any enhancement bonus on the firearm. The gun can still misfire, and if such a misfire causes the weapon to be destroyed, the caster becomes the target of the spell instead.

A spell loaded into a gun is much like a held spell, though it does not discharge on contact. Casting another spell, just like any held spell, causes the held spell to be lost. The firearm can be put down with the held spell inside it indefinitely, provided you do not cast any other spell, lose consciousness, or attempt to load another spell in any firearm.

Special: A wizard can select this as a wizard bonus feat.

Combat Medic (Combat)

Practicing medicine in the middle of a battlefield is a tricky task, but some are up to it.

Prerequisites: Skill Focus (Heal) or Heal 5 ranks.

Benefit: When attempting to restore hit points with the Heal skill, you may do so in only one minute for a +5 to the DC of the action or one round for a +10 to

the DC. If you succeed a Heal check by 5 or more, you heal twice as many hit points.

Computer Hacker

It's one thing to simply brute force one's way in to get a job done, it's another to know what you're doing.

Prerequisite: Computer Literate.

Benefit: By increasing the DC to access a computer by 5 and succeeding, you gain complete access to it, allowing you to explore its data freely. Such a compromised computer regards you as a super user, allowing you to do whatever you wish, including naming others as users or removing their access rights.

Computer Literate

While most people have no idea what a computer really 'is', you have learned their obscure language.

Benefit: You may use your Disable Device skill to bypass computerized obstacles and traps, such as a lock controlled by a computer you can reach or disabling an automated sentry if you can access its computer.

Normal: If the obstacle is computer controlled, the DC to bypass it increases by 10.

Down the Barrel (Grit)

An enemy with a gun that doesn't want the work is far less of a threat.

Prerequisites: Precise Shot, a grit pool.

Benefit: You may make a disarm attempt in place of a firearm attack. Spend a grit point and make the CMB check, adding any enhancement bonus the firearm provides. If you succeed, the target is disarmed. If you succeed by 5 or more and the target is wielding a firearm, the firearm also gains the broken condition. This will not destroy a firearm that is already broken unless you choose to do so. Weapons other than firearms may be disarmed, but do not become broken.

Driven Purpose

You have taken it upon yourself to see after the good of others in your own way. You are no queen, but you are driven to lead.

Prerequisite: Cannot be a false queen.

Benefit: You gain a purpose, as per a false queen, with all its effects.

Electric Personality

Some take it literal, but you take advantage of this

when dealing with electric devices.

Benefit: By your own unhinged nature, cobbling together a battery out of parts, or some other trickery, once per day you can empower an object. You can provide an item with level 1 empowerment. At 10th, 15th, and 20th level, this increases by 1. If you empower something at a level lower than your maximum, you may empower a second object that day, also at less than maximum value.

Gun Trance (Grit)

When you put your all on the line, everything seems to slow down. Every heartbeat lasts forever.

Prerequisites: Base attack bonus +6, a grit pool.

Benefit: You may spend a grit point to gain the effects of the *haste* spell until the start of your next action. This is a free action during your turn or an immediate action otherwise. While this effect persists, you may, as a full-round action, move up to your base speed and take a single shot at any time during that movement. If you do this, you gain a bonus to your attack roll equal to the number of attacks you would have gotten if you had made a full attack.

Make It last

When you're out in the wastes, you can't always rely on being able to buy more supplies.

Benefit: When you expend a use from a kit of any kind, there is a 25% chance that the number of uses will not decrease. If you have 5 ranks in the skill related to the kit, this chance increases to 50%. If you have 10 ranks in the skill related to the kit, this chance increases to 75%.

Militia Leader

A steady hand and a willingness to instruct can make the difference in the defense of what is ours.

Prerequisites: Proficiency with a two-handed firearm, character level 6th.

Benefit: You may, as a downtime action, assist any settlement you are in with which you have 0 or greater social standing. The settlement gains the benefit of the militia improvement for the week that you perform this action. If it already had the militia improvement, its effect increases (making two attacks or decreasing events twice as much). More than one militia leader cannot meaningfully assist a settlement at one time. If this effect is used by the settlement, you gain 10 social standing.

Mirage Kissed

Though she claims to be ever changing, her ways remain rooted in old tradition.

Prerequisites: Character level 3rd, any non-good alignment, must worship Mirage.

Benefit: You gain the shapechanger subtype. You qualify for any feat, effect, spell, or ability that targets, affects, or requires having the doppelganger spiritual tribe. Your appearance becomes insectoid, but you gain the supernatural ability to take on your birth form as a standard action as per *alter shape* without the ability score adjustments and can remain in this form indefinitely. If your birth form was quadruped, you gain an additional specific form that is a humanoid of the same size. Likewise, if your birth form was bipedal, you gain an additional specific form that is a quadruped fey.

Practiced Automatic Welder

While a fully automatic weapon can be delightfully dangerous, simply holding down the trigger is not the ideal way to fight.

Benefit: When using a weapon capable of fully automatic fire that has at least three rounds remaining, you may choose to fire a quick three round burst instead of a fully automatic spray. You may do this in place of a normal ranged attack, causing the weapon to deal one more die of damage.

Staredown (Grit)

Go on, move, I dare you...

Prerequisites: Charisma 13, a grit pool.

Benefit: By expending a grit point and taking a standard action, you may challenge a target within the range of your wielded firearm. You may take a single shot at them at any point during their turn as if you had a readied action, interrupting their turn. This may be used as a threat to de-escalate hostilities, or to time your attack perfectly. If you do take the shot, the target must make a Reflex saving throw against DC 10 + 1/2 your base attack bonus + your Dexterity modifier. On a failure, you may make a free disarm or trip attempt in addition to the attack. It is possible for the attack to fail but the maneuver to succeed. This maneuver does not provoke an attack of opportunity.

Sudden Jury Rig

Sometimes you have to make do with what you have, quickly.

Prerequisite: 3 ranks in any Craft skill.

Benefit: You like to be ready. You can pre-spend up to your character level x 10 gp in unspecified supplies while in any settlement. As a standard action that provokes an attack of opportunity, you can assemble an item that costs as much as your collection of supplies or less, provided you pass its crafting check. The item falls apart into useless scrap in 1d6 + 1 rounds. The value of the created item is deducted from your collection.

Techno Mage

While you may not be specifically a 'mage', you

have learned to draw power from technology towards magical ends.

Prerequisites: Caster level 5th.

Benefit: By depleting a battery (or a full charge from an object with more than one use of battery empowerment) as a full-round action, you regain a spent spell slot or recall a memorized spell (depending on if you are a spontaneous or prepared caster) of a spell level equal to the level of empowerment of the battery.

Techno Wizard

What flows one way can also flow the other. The trick is doing it in a fashion that doesn't explode.

Prerequisites: Techno Mage, character Level 9th.

Benefit: By expending a spell slot or memorized spell of one level higher than the desired empowerment, you may empower an item as if a proper battery were supplied. Make a Spellcraft with a DC of 10 + 10 times the target empowerment level. If you fail, but by less than 5, the effort is wasted with the item un-empowered, but the magic spent. If you fail by 5 or more, the item becomes broken. If it was already broken, it is destroyed instead. This is a full-round action that provokes an attack of opportunity.

Feats of the Ashes

Computer Literate

While most people have no idea what a computer really 'is', you have learned their obscure language. You gain the following benefits:

- A successful Intelligence check using thieves' tools bypasses computerized obstacles and traps, such as a lock controlled by a computer you can reach or disabling an automated sentry if you can access its computer. Normally such an attempt raises the DC by 5.
- By increasing the DC to access a computer by 5 and succeeding, you gain complete access to it, allowing you to explore its data freely. Such a compromised computer regards you as a super user, allowing you to do whatever you wish, including naming others as users or removing their access rights.

Mirage Kissed

Prerequisite: Worship Mirage

You have given yourself over to the doppelganger queen, and she has welcomed you into her embrace. In a profane ritual, you have been imbued with a shard of her terribly seductive powers, drawing away shreds of your original birthright and replacing them with that of her children, the doppelgangers. You gain the following

benefits:

- Your natural form becomes an insectoid-looking version of your original self.
- You may disguise yourself as your non-insectoid self without penalty or check, impenetrable save by magic.
 - If you were normally quadruped, you can disguise yourself as a specific biped humanoid. This form does not change.
 - If you were normally biped, you can disguise yourself as a specific quadruped fey. This form does not change.
- You no longer qualify for any feat or ability that requires Unique Destiny. Any other feat that you possess that uses Unique Destiny must be immediately traded. You retain Unique Destiny's other traits, if you had it.
- You gain all the abilities of the doppelganger spiritual path, except for the ability score increase.

Survivor

You know how to maximize your odds and pull it together to make it through the harsh lands between settlements. You gain the following benefits:

- You can pre-spend up to your character level x 10 gp in unspecified supplies while in any settlement. As an action, you can assemble an item that costs as much as your collection of supplies or less, provided you pass its crafting check. The item falls apart into useless scrap in 1d6 + 1 rounds. The value of the created item is deducted from your collection.
- When you expend a use from a kit of any kind, there is a 25% chance of the number of uses not decreasing. If you are proficient in the use of that kit, this increases to a 50% chance.
- Whenever you succeed at finding water or food, you always secure one extra day's worth for one person of your size.

Techno Wizard

Prerequisite: The ability to cast at least one 1st-level spell

While you may not be specifically a 'mage', you have learned to draw power from technology towards magical ends. What flows one way can also flow the other. The trick is doing it in a fashion that doesn't explode. You gain the following benefits:

- By depleting a battery (or a charge from an object with more than one use of battery empowerment) as a full-round action, you regain a spent spell slot

equal to the level of empowerment of the battery.

- By expending a spell slot one level higher than the desired empowerment, you may empower an item as if a proper battery were supplied. Make an Intelligence (Arcana) check with a DC of $8 + 5$ times the target empowerment level. If you fail, but by less than 5, the effort is wasted with the item un-empowered, but the magic spent. If you fail by 5 or more, the item becomes broken. If it was already broken, it is destroyed instead. If the spell slot is normally regained after a short rest, it is not regained until a long rest.

Unhinged Power

The power of the unhinged elements has awoken within you, and you can channel this power into the wonders of a lost age. You gain the following benefits:

- You may attune to technological objects as though they were magic items to bestow them empowerment 1. This increases to empowerment 2 at 11th level and to empowerment 3 at 17th.
- Starting at 5th level, you may attune to a single device multiple times, with each attunement after the first increasing the empowerment by 1.
- If you ever gain bonus attunement slots, they cannot be used with this feat.



Martial Mastery Feats

Martial Mastery (Combat)

It's fine to learn spells to weave the workings of reality in intricate displays. But what about hitting it with a hammer?

Prerequisite: Base attack bonus +6.

Benefit: You gain access to martial techniques. You may select one martial technique that you qualify for. When your base attack bonus is +11 or higher, you gain a second martial technique. When your base attack bonus is +16 or higher, you gain a third martial technique. Upon gaining a level, you may trade one martial technique you know for another, provided it is not being used as a requirement for anything else you have. The power of the martial technique is equal to your base attack bonus. This is reduced by twice the highest spell level you can access from a spell or spell-like ability due to a class feature, to a minimum of 1. At the start of each day, you begin with an amount of ki equal to 1/2 your character level plus your Constitution modifier (minimum 1). If an hour passes without combat or using a martial technique, you regain one spent point of ki.

Special: If this feat is gained temporarily, it grants no ki, though you can recover ki normally.

So if you were a 6th level fighter with this feat, you would have a martial power of 6, even if your race or some other non-fighter means gave you a spell or spell-like ability.

On the other hand, if you were a 6th level paladin, your martial power would be 4; +6 for your BAB, then -2 for your ability to cast 1st-level spells.

A 6th level magus would have a martial power of 1; +4 for their BAB, -4 for being able to cast 2nd-level spells. Even if the result were negative, which it may sometimes be, your power is always at least 1.

If you were a 1st level wizard/5th level ranger, you would have a martial power of 3; +5 for your BAB, then -2 for the ability to cast 1st-level spells. Even if you have two classes that grant spellcasting, only the highest spell level counts.

Below are other feats that enhance with the Martial Mastery feat.

Expanded Martial Knowledge (Combat)

You have tasted the drink. Now, tip it back and draw deep.

Prerequisite: Martial Mastery.

Benefit: You gain one more martial technique of your choice. You gain another when your base attack bonus is +11 or higher. You gain a third when your base attack bonus is +16 or higher.

Martial Mastery

As spells faded in use, many attempted to shore up their power with more direct means. The magically vibrant fey races were first to master these arts, channeling that power into their weapons and limbs to great effect. Humanoids and others followed suit, channeling their varied internal energies to amazing feats of martial prowess to match that of their spellcasting brothers and sisters on the battlefield.

The use of this ki is much the same that allows other kinds of magic. Those who learn to control and manipulate that ki through other means are less able to use these techniques. A wizard is a glowing battery of power, but it must be expressed through spells for maximum effect. A cleric can accomplish much through their faith, but that ki is expressed through their devotion and prayer, not their martial prowess.

To gain access to martial technique requires taking the Martial Mastery feat. Once possessed, a user gains a martial technique to utilize when they can afford its cost.

Martial techniques are considered a supernatural ability unless otherwise specified. When imitating a spell, use the highest of the user's Strength, Dexterity, or Constitution for the purpose of saving throws. Use the user's martial power in place of their caster level.

Martial Techniques

Battle Tactician

Prerequisite: —; **Cost:** 1; **Activation:** Standard action

Effect: By reflecting, or sometimes by an uncanny sense of intuitive hunch, you get the impression if your idea was good or not without external clues. You may ask whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per martial power, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the question succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).
 - If the technique fails, you get the "nothing" result. If you get the "nothing" result, you have no way to tell whether it was the consequence of a failed or successful augury.

The technique can see into the future only about half

Ki Reserves (Combat)

What is the purpose of any weapon without ammunition?

Prerequisite: Martial Mastery.

Benefit: Your capacity and starting daily amount of ki increases by 3. You may meditate, be it peacefully with crossed legs, a battle kata, or even reading a book of wisdom that inspires you; however you achieve a ready internal state. While doing so, you regain ki faster, provided you have no active martial technique effects. You will regain 1 ki every ten minutes but can take no other action while doing so.

Refined Ki (Combat)

While you may have learned other ways of moving the ki within your body, it is not entirely impossible to gain some flexibility in the art.

Prerequisite: Martial Mastery.

Benefit: Your martial power increases by 4, to a maximum of your character level. This is calculated last (a 12th level wizard [BAB +6, -12 from casting ability] could get a martial power of 5).

Other Sources of Martial Power Combat Stamina

If you are using the combat stamina rules (See Pathfinder Unchained), discard ki and use stamina whenever it would be called for. The cost of martial techniques are tripled in such a case. You must have a stamina pool to employ martial mastery if combat stamina is available for use.

Ki

If you possess ki from another source (such as being a monk), it is fully usable for those purposes, or martial mastery. You do not combine the pools, simply retaining the largest amount of ki from a source you could have. Any requirement of ki or ways of regaining it apply equally no matter how you gained the ki. This could result in ki being folded into stamina.

an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All uses of this technique by the same person about the same topic use the same die result as the first use.

Alternatively, if you have 7 or more martial power and expend an additional ki, you can attempt to get more information. This can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice granted by the technique can be as

simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per martial power, to a maximum of 90%. If the die roll fails, you know the technique failed, unless specific magic yielding false information is at work.

As with the basic version of this technique, multiple attempts about the same topic by the same person use the same dice result as the first technique and yield the same answer each time.

Beast Call

Prerequisite: —; **Cost:** 2; **Activation:** Full-round action

Effect: A sharp whistle, the banging of drums, or even offering a food treat, this calls nature itself to your aid. Using this martial technique functions as *summon nature's ally I*. For every 3 martial power, you may increase the level of the effect (I to II to III, etc.). At IV or higher, the cost of this martial technique increases by 1. The summoned creature(s) remain for 10 minutes. The chosen creature must have an environment that fits your current location. It is not a summoned creature, even if it seems to emerge with all the suddenness of one. It will flee when the duration expires, rather than fade away. If the creature cannot reasonably reach the desired location, even given the benefit of supreme stealth (such as in a locked room), then this action will fail.

Burst of Speed

Prerequisite: —; **Cost:** 1; **Activation:** None (see text)

Effect: When things are on the line, the difference of speed can be all that makes the difference between victory and defeat. Activated as part of moving, you gain a +5 enhancement bonus to your movement per 2 martial power (minimum +5) until the end of your next action. You can halve this bonus; in which case it persists for 10 minutes. If 1 additional ki is used as well as halving the bonus, the duration extends to an hour.

Dizzying Feint

Prerequisites: 5 ranks in Bluff, martial power 5; **Cost:** 1; **Activation:** Move action

Effect: You step to the side, a little jig with each thrust and as you approach. The enemy's eyes dart to keep up with you, but they haven't a prayer. When you use this martial technique, you gain a duplicate image of yourself. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment

is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the technique has no effect (although the normal miss chances still apply). It persists for 1 minute per martial power. If you succeed at feinting an enemy while your duplicate remains, another duplicate springs into being and the duration is reset. If you use this technique when an image is present, you reset the time remaining, and gain another image if you can. You cannot have more than one duplicate for every 4 martial power you possess.

Earth Shape

Prerequisite: Martial power 9; **Cost:** 2; **Activation:** Standard action

Effect: With a great pound, an artful slice, or even a serene commanding to obey your whims, the ground moves to obey. Using this martial technique functions as *wall of stone*. If your martial power is 15 or greater, you may have it function as *wall of iron* instead.

Eye of the Tiger

Prerequisites: Blind-Fight or 10 ranks in Perception; **Cost:** 1; **Activation:** Standard action

Effect: Your eyes shine in the darkness when viewed with any light, like a cat's. You have trained yourself to work in the dimmest of lights, where others see only darkness. You gain darkvision 60 feet. If you already had darkvision, it increases by 60 feet. This technique remains active for an hour. With the expenditure of 1 additional ki, this can pierce effects of magical darkness such as deeper darkness, and you can consider such effects to be areas of dim light for you.

False Call

Prerequisites: 3 ranks in Bluff, martial power 3; **Cost:** 1; **Activation:** See text

Effect: Your vocal chords are the thing of legend, and when you throw your voice, it is to the delight of those you favor, and possible doom to those who oppose you. You can produce sounds as *ghost sound* or *ventriloquism*. It is a standard action to begin, but you can then keep it going as a free action. You cannot speak or cast spells while doing so. As soon as you choose to, or you speak or cast a spell, the effect ends. You cannot use this while its effect is active. During your turn, you can change the source and nature of the sound with a new standard action with no ki cost, provided you haven't stopped.

Forge of Valor

Prerequisites: 5 ranks in a Craft skill, martial power 5; **Cost:** 5; **Activation:** See text

Effect: You can craft with uncanny speed with this martial technique. When activated, you use a full attack action, but instead of each attack, you may make a Craft skill check with the same penalties you would have for successive attacks. Natural weapons may not be used for this. Each roll is a full week's worth of work, allowing you to achieve near-instant results in a manic flurry of martial and artisanal skill. Once activated, this martial technique remains active until the user stops taking at least one attack action per round towards crafting. Items constructed with this method are delicate and while fully functional, only persist for an hour before falling to rubble and dust. Such items have no market value. If you expend the full market value of the item in gold and materials while making it, you can make a permanent version of the item with its usual market value.

For example, if you were making a dagger (Craft DC 12), you would first decide if you wanted a permanent dagger or not. If temporary, there is no material cost, otherwise, you expend the full market value of the dagger (2 gp). You then begin a full-attack action. Assuming you have a bonus to your Craft skill of +7, you confidently make your first swing and roll an 11, getting an 18. This gets a result of 216 silver pieces of progress, which easily finishes the dagger. You could, with your iterative attacks, stab someone with the new dagger.

For the sake of argument, let's assume you're working on something a bit more significant than a dagger. You do well on your first strike, but you are not confident in your next swing with its -5 penalty. You do not have to make that Craft check. You could attack, or just skip the action, at your discretion. So long as you attempt at least one craft-attack each round, the martial technique remains active.

The second round, the dice come up with woe, you failed! If you paid for a permanent item, you lose half that money if the failure was by 5 or more and must pay that lost amount to continue. Whether you did or not, that roll results in no progress in crafting the item.

Great Stride

Prerequisite: Strength 13; **Cost:** 1; **Activation:** None

Effect: Activated as part of movement, you may leap and move effortlessly. You gain an enhancement bonus to Acrobatics checks equal to your martial power. This remains active for 1 minute. If you have a martial power of 5 or greater and spend an additional ki, this remains active for 1 hour instead and becomes a source of greater speed. You gain an enhancement bonus to your speed equal to +5 feet for every 3 martial power but leap each

time you do so. You can bounce upwards as easily as forward, allowing you to move in all directions during a jump while calculating it as a forward movement. You must end your turn on the ground, or you plummet and take appropriate falling damage.

Knight of Legend

Prerequisite: —; **Cost:** 1; **Activation:** None

Effect: You cannot be removed from your mount, even when the environment would scare away lesser warriors. Your power becomes your mount's power, shielding it from sucking mud, watery depths, and other things that would stop them. This martial technique activates on encountering anything it can mitigate, provided you are mounted at that time. It remains active for 30 minutes, but will remain active if the situation remains, reactivating itself without pause unless you specifically choose otherwise. Your martial power determines what can be mitigated.

1: Your mount can move through forests or across mountains without being slowed while in overland movement.

3: Your mount does not sink in mud or similar hazards, instead walking across the top.

5: Your mount can walk across the top of water and other fluids. If you choose to urge your mount into the water, rather than walking on it, it gains a swim speed equal to its land movement speed and gains the power to breathe water. If you or other riders couldn't breathe water, you (and they) also gain this power, but the martial technique only persists for 10 minutes instead of 30.

7: Your mount can squeeze without penalty, though it is still slowed. If it could do this already, it regains its full speed as well.

9: Your mount can squeeze at full speed.

11: You can urge your mount into the air. It gains the ability to fly at its ground movement speed. When this is used, the martial technique only persists for 10 minutes instead of 30.

13: Your mount can walk across lava without damaging itself, you, or other riders. Be careful, being dismounted ends this martial technique and could spell both of your doom.

15: While mounted, your mount, you, and any other passenger is protected from the effects of alien planes as per *planar adaptation*.

17: While mounted, you can urge your mount to ride between the borders of the worlds themselves as per *plane shift*. When you do this, you can take along as many people or objects as the mount can carry without going over a heavy encumbrance.

Magic Swat

Prerequisites: 5 ranks in Spellcraft; **Cost:** 3; **Activation:** Attack of opportunity

Effect: You can literally beat spells away, preventing them from hurting you or your allies. As an attack of opportunity, you may use this martial technique against a spell or spell-like ability whose area or target is within your threatened area as it is cast. Make a melee or ranged attack roll (such as with the Snap Shot feat), as appropriate for your wielded weapon. The AC you are targeting is 10 + the spell's caster level + the caster's casting ability modifier. If the magic affects an area instead of specific targets, this AC increases by 10. On a success, the spell is negated with no effect. If you succeed by 5 or more, you may redirect the spell, designating anything within the remaining range of the spell to be the new target of the spell. This martial technique may also be used as a standard action against standing effects, functioning as a targeted *dispel magic* using your total bonus to hit with whatever weapon you use (or natural weapon or unarmed attack) as your caster level. If you attempt to counter a spell as it is cast and fail, you regain the ki spent in the attempt.

Martial Clarity

Prerequisites: Martial power 3; **Cost:** 1; **Activation:** As per skill

Effect: Life is a battle, and you have learned how to hone the same moment of utter clarity that comes in the midst of a pitched conflict for other ends. When using a skill, you may activate this martial technique as part of the skill's use to gain a +1 enhancement bonus to it. For every two ranks you have in the skill, increase the bonus by +1, to a maximum of one-third your martial power.

Reality Tear

Prerequisites: Martial power 9; **Cost:** 3; **Activation:** Standard action

Effect: With a mighty rip, or perhaps a careful slice, you create a portal leading to another world. This functions as *plane shift* but creates a portal within 5 feet of yourself. All those who enter it are transported. The portal closes at the end of your next action or after half as many people as your martial power have passed through. The portal is opaque from both sides and blocks all lines of effect, including teleportation. While the portal is open, the user, or anyone else with this martial technique and within 5 feet of the portal, may spend a ki to keep it open an additional round as a standard action with visible effort. This also increases the number of people who can pass through it to by what the spender qualifies for with their martial power. A Knowledge (planes) check against DC 25 allows a person to discern what plane the portal leads to without stepping through first.

Shrouded Presence

Prerequisites: 10 ranks in Stealth; **Cost:** 1; **Activation:** None

Effect: You are not even a shadow. You are there, physically, but others can't seem to find you, as if you were invisible before their eyes and so quiet in their ears with your practiced breathing and control of your internal energies. This functions as *invisibility* but can only affect you. This technique is easier to notice than normal *invisibility*, so your bonus on Stealth checks is halved (+10 while moving and +20 while perfectly still). However, the dampened sound allows you to avoid automatic detection via sound-based blindsense and blindsight, but you do not receive the bonus on Stealth checks from this martial technique against a creature with such abilities. It remains active for 1 minute and can be turned on and off freely during your turn. If you are in initiative (in combat), this martial technique is unavailable and cannot be activated (though if it was already on, it can be kept on). Like *invisibility*, it will fade on taking a hostile action.

Thrill of the Fight

Prerequisites: 6 ranks in Diplomacy, Intimidate, or Perform (any); **Cost:** 5; **Activation:** 1 minute

Effect: Sometimes your friends, or even yourself, need a spirited speech about the dangers and challenges to come. With an appeal to your fighting heart and promises of victory, glory, or other appeals, you can stir the battle spirit of one target per martial power. They must be within 60 feet and be able to hear you. Each target gains a +1 morale bonus to weapon attack rolls, caster level checks, and skill checks for one hour. This bonus increases by 1 at martial power 10, 15, and 20. This is an audible, language-dependant, mind-affecting effect.

Wall Scale

Prerequisites: 5 ranks in Climb, martial power 5; **Cost:** See text; **Activation:** None

Effect: You gain a climb speed equal to half of your base land speed at all times if you know this martial technique. By spending 1 ki, your climb speed becomes equal to your base land speed and you can scale even sheer surfaces and along ceilings as if using *spider climb* for 1 minute per martial power.

Wall Punch

Prerequisites: Martial power 13; **Cost:** 1; **Activation:** None

Effect: You are a one-person demolition crew. When attacking an inanimate object, you can ignore up to your martial power in hardness. You only have to pay the ki cost of this once per round. If your martial power is greater than the hardness of the object, double your damage.

Weapon Mastery

Prerequisites: Martial power 9; **Cost:** See text; **Activation:** See text

Effect: Many are the legends of warriors so attuned to their chosen weapon that they can draw out power deep from within them, performing acts of myth that no normal soldier could hope to accomplish. When wielding a weapon you have selected for the Weapon Specialization feat, you gain access to a specific effect related to the weapon.

If a weapon has multiple damage types, you must select one damage type to be specialized in for that particular weapon. You may use the other damage types' effects only if you double the ki cost.

Special: If you possess this martial technique, you qualify to take the Weapon Specialization feat regardless of fighter levels.

Weather Control

Prerequisites: Martial power 13; **Cost:** 2; **Activation:** 10 minutes

Effect: Taking direct hold of the elements, you force them to become extensions of your body. A great gust of your breath may blow away clouds and storms while you fan in the coverage you seek. Great heroes take grasp of the world, and you are one of them. This martial technique functions as *control weather*. This affects a 2-mile radius.

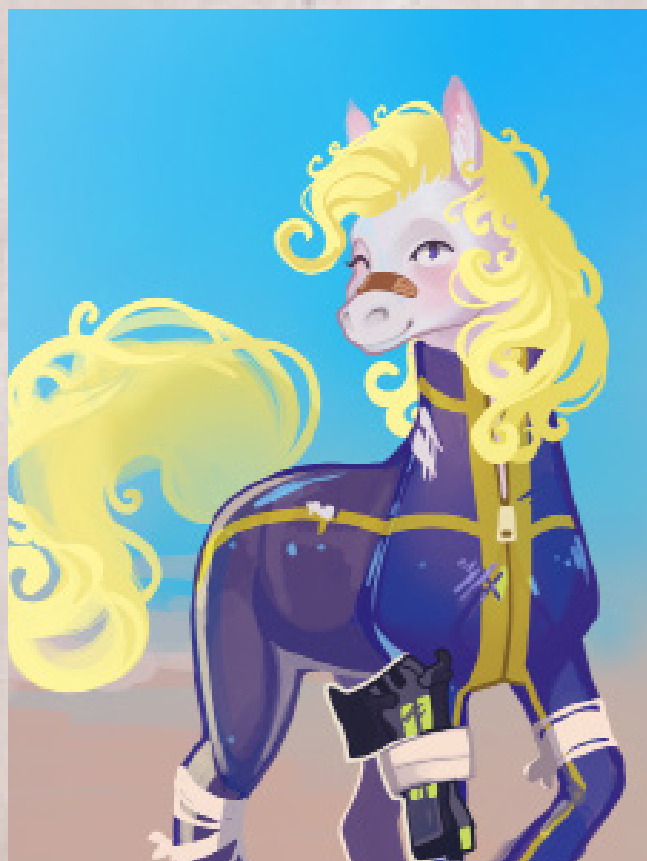


Table: Weapon Mastery Effects

Weapon	Effect
Two-Handed Bludgeoning	With a slam of your weapon, you create an earthquake, as per the spell, as a standard action for 4 ki. You can use <i>stone shape</i>, battering the stone into the form you desire for 2 ki. You can use <i>create pit</i> for 2 ki with an area of effect of one 10-foot square per 4 martial power. These squares must be contiguous. This is an instantaneous effect and must start adjacent you. You do not risk falling in when creating these fissures but could fall in if you end your turn beside one or get pushed into one.
Two-Handed Slashing	Your blade can rend the heavens, or at least the earth beneath it. With a tremendous swing, you can split the earth and tear apart that which stands in your way. Depending on the way you swing, this can have different effects. You can use <i>stone shape</i>, battering and carving the stone into the form you desire for 2 ki. You can use <i>create pit</i> for with an area of effect of one 10-foot square per 4 martial power. These squares must be contiguous. This costs 4 ki and the effects are instantaneous, rather than their usual durations. You can simply slice through barriers as per <i>passwall</i>. This costs 4 ki and the effects are instantaneous, rather than their usual durations. Though less intuitively, such weapons can pierce and slice, acting as a two-handed piercing weapon for two extra ki per use.
Two-Handed Piercing	With a mighty stab, you can drive your weapon into a surface. Provided you can deal enough damage to bypass its hardness and pay 3 ki, the weapon becomes embedded in it and acts as an <i>immovable rod</i>. While others find it to be difficult to remove, you can remove it easily as a move action. Ammunition fired from such a weapon may also be endowed with this property, creating ladders, doorjamb, and other useful constructs. Animate and/or living creatures cannot serve as an anchor for such weapons or their ammunition. Driven into an object that is the center point of a spell, you may anchor it in the weapon. The weapon must have an enhancement bonus at last half that of the spell level it is to extend. While the weapon is embedded, the spell will continue despite whatever duration it once had. If the weapon loses its enhancement bonus, this effect immediately ends. If the weapon is ranged, you may fire at the intended target. The weapon then loses access to its enhancement bonus until you end this effect as a full-round action. Though less intuitively, such weapons can pierce and slice, acting as a two-handed slashing weapon for two extra ki per use.
One-Handed Bludgeoning	Given a minute of tapping softly against the walls or floors, you can get a sense of the layout of a place, indoor or outside. You get the impression of the passages and layout of the harder portions (like stone or wood walls) out to 10 feet per martial power in all directions. If anything is moving while you echolocate, you get a sense for its size and position, but little else. This costs 2 ki. Alternatively, this can be used on a specific inanimate object to gain better understanding of its internal workings, perhaps yielding clues to its function. If you later attempt to disable a device you have analyzed in this way, you may roll twice and take the better result.
One-Handed Slashing	The blade is an extension of your skill and manifest of your will. You may, for 1 ki and in place of an attack, manipulate something from a distance with a gust of wind or an arc of power that comes from a slice of your blade. The range of this power is 10 feet per martial power. You must have line of sight and effect to the target. If you use an iterative attack, any skill or attack roll involved with the distant action is affected by the iterative penalty. You may do anything with this distant action that you could do if you were personally present, including picking something up, or simply attacking it with your weapon.
One-Handed Piercing	If you wield at least two of these weapons in different hands, you gain a climb speed equal to 5 feet per 2 martial power, to a maximum of your base land speed. This can be used on sheer and greased surfaces if the hardness of your weapon matches or exceeds the surface you are climbing. On a ceiling or overhang, your speed drops by half. You may only make one attack per round while climbing in this fashion. You must expend 1 ki when using this and another every ten minutes that you continue using it. Such weapons rarely reign supreme in raw damage, but used with skill, they can dismantle the mighty with ingenuity. Should you strike an object and reduce it to half its hit points or less, you may spend 3 ki to finish the job, destroying it with a precise blow. Artifacts and other incredible objects may resist this ability. By holding out the blade and closing one's eye, some swords-folk claim the tip of their piercing weapon can lead them to where they need to be. With 2 ki and one minute, you may ask questions as per <i>divination</i>, but the answer always comes in the form of where the sword directs the user.

Traits of the Ashen Age



Advanced Education (Regional): You were raised in Murrage or some other well-to-do place. Technology comes easily to you. You enjoy a +2 trait bonus to Knowledge (engineering) and it becomes a class skill for you.

Ash Swimmer (Combat): You spent much of your time not sweeping the ash aside but learning to navigate it. You can move through ash as if it weren't difficult terrain. This includes any vehicle you may be piloting/driving.

Ash Watched (Religion): An ancestor died in the Blaze. This does not make you special. The fact that they follow you around, quietly watching, does. If you would die, you are instead teleported up to 100 feet to the safest spot and lose this trait and its blessing. Is it any wonder few people have this gift? Any disease, poison, or lingering damage effect is removed, and if you have 0 or fewer hit points, you are raised to 1 hit point. If any ability score was reduced to 0 due to damage and/or drain, it becomes 1 instead.

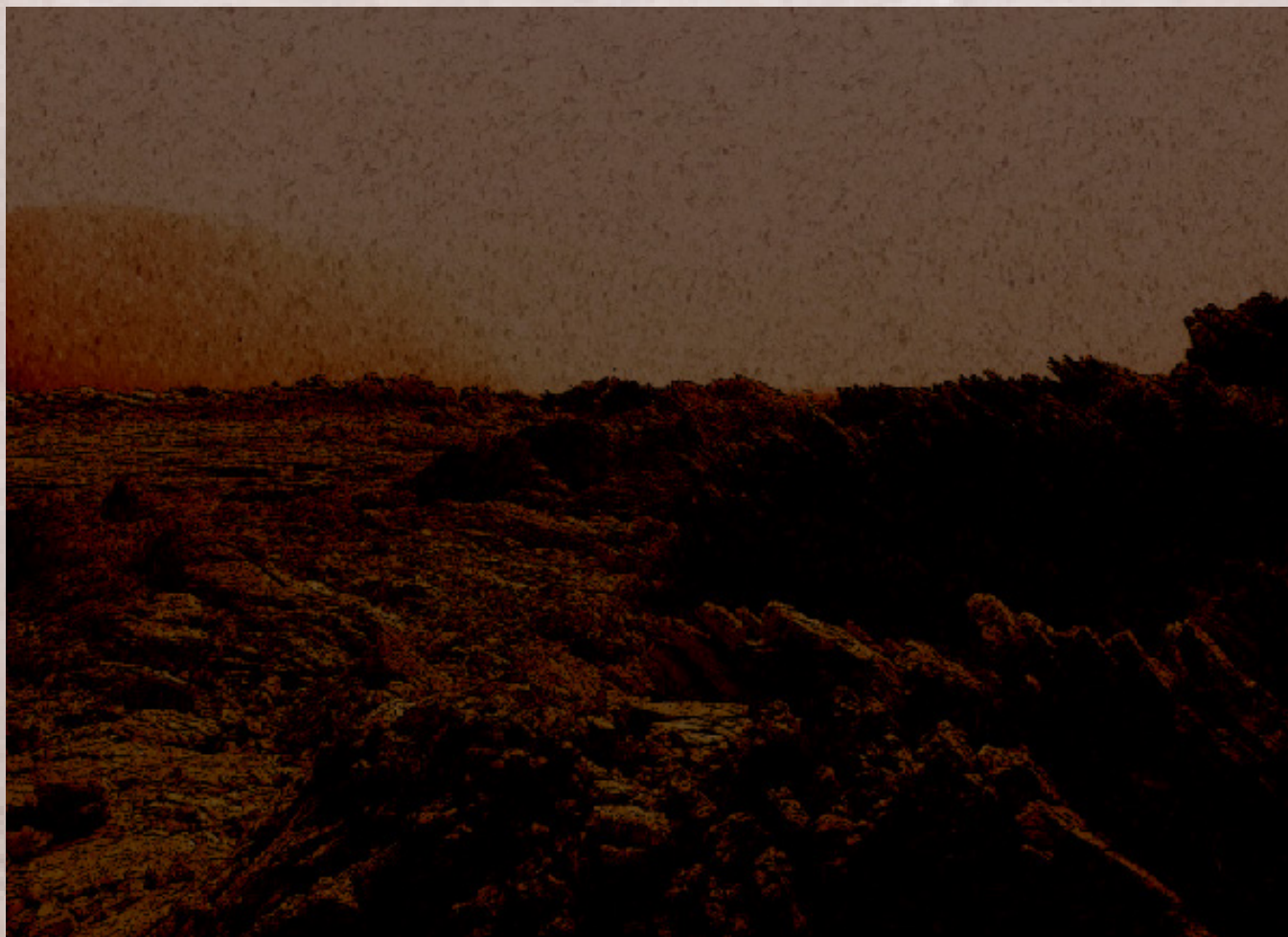
Recipe Collector (Social): You enjoy swapping notes with other artisans. For every two ranks you have in a Craft skill, you may select one additional modification to learn.

Medically Trained (Social): You have learned how to apply splints and stitches to keep your fellow survivors alive. You gain a +2 trait bonus on Heal checks and it becomes a class skill for you.

Scrap Munitions Expert (Combat): Even as a child, you took pride in helping the defense of your people. You were too small to be of much direct help, so you threw yourself into making sure they always had a bullet. You can craft scrap ammunition twice as quickly.

Starborn (Religion): You were born beneath a cloudbreak, but it was night at the time. Kissed by the soft silvery lights of the moon and stars, they say your birth was a lucky one. Once per day, when you fail a saving throw, you may reroll it. You must take the second result, even if it is worse.

Sunborn (Religion): You were born beneath a cloudbreak, your infant body bathed in the rare caress of the sun for a few precious moments. You are immune to being dazzled by bright light and you shine with colors normally muted in the ashen age. This may inspire others to cooperation, or fear.



Magic in the Ashen Age

With the coming of the Blaze, magic of all varieties came as unhinged as the very threads that were torn asunder and set the world ablaze with destruction. It has recovered over the years, allowing for a glimmer of what once was. Most spellcasters in the torn world are those born, or chosen, for their gifts. Schools and academies dedicated to the art are basically unheard of.

With so much knowledge lost, people struggle with what they have and are happy for what scraps they can manage. A lone devout soul, praying for food during the lean times, may be an extraordinarily valued and respected member of their community, if they can get it right. Spells that made food or water, unfortunately, have proven unreliable. The result is tainted, causing those who consume it to gain Blaze Fever.

Forgotten Spells

Spells with the forgotten descriptor are lost to time. They are not available to be taken on level up, found in stores, or accessible even to divine casters. Only after finding the spell and studying it can the spell be accessed. A wizard could then scribe it into their book, and a cleric could pray for the spell the next time they regain spells.

This is specific to Everglow. If you're running a different campaign, you could mark entirely different spells as forgotten. You could even do so for your own Everglow campaign, as the GM. Forgotten is not written in stone as a mechanical requirement for the spell. Instead, it is another tool to increase mystery and provide treasure for your players to go for that isn't a shiny artifact, but instead something in a book that may be just as valuable.

Magic and technological devices are beyond the means of most to ever obtain. Even seeing a working magic wand is cause for excitement, or fear. The techniques that went into the making of such things were brutally erased from the world in the Blaze, making the remnants plucked from old places priceless in value. Such things are only bartered for, never with a market value. Priceless things can also not be crafted normally.



Magic spells of 7th level or higher simply cannot be cast, though if one has a slot of such a level, it could be used to cast lower level spells, with or without metamagic.

Those who wish to do the unthinkable and cast a spell natively 7th level or higher anyway tempt the smoldering remains of the elemental forces, possibly triggering a local cascade of the Blaze. We leave this in the capable hands of the

GM to be creative with. All such spells are considered forgotten, meaning they cannot be gained or cast without finding them in play first.

Divine and divination magic that has a chance of failure has that chance increased by 20% (10% becomes 30%, for instance).

The art of creating magic items is lost.



Classes that begin play with an item creation feat may use it, but such feats cannot otherwise be obtained without discovering those secrets in play and with GM approval.

The spellcasting level of any given settlement is 3 lower than would otherwise be suggested based on its size and modifiers. All settlements given in this book will have this included. At a level of 0 or below, there simply aren't any spellcasters available.

Attempts to magically purify food or water tainted with Blaze Fever requires a caster level check vs DC 25 or the attempt fails.

Ashen Spellbook

While the greatest of magics, divine, arcane, or otherwise, have become lost and dangerous, people prove adaptable. In an age of increased need, there will always be innovation. Spellcasters grow with the increased pressure and show new ways of making ends meet despite the harshness of the Ashen Age. Life finds a way.

Spells



For Starfinder compatibility, ignore all components and use the technomancer or mystic levels. If a spell has no technomancer or mystic level listed, it is not available in Starfinder. For ease, these two classes will be listed last.

Emergency Ammunition

School conjuration; **Level** inquisitor 0, magus 0, paladin 1, sorcerer/wizard 0, summoner/unchained summoner 0, witch 0, technomancer 0

Casting Time 1 standard action

Components V, S, F (the firearm the ammunition will fit)

Range personal

Target you

Duration 1 minute [see text]

Saving Throw none; **Spell Resistance** no

You can cast this spell while holding a firearm. 5 pieces of usable scrap ammunition appear in your hand. If you have no hand available, it drops to the ground at your feet. This ammunition fades away after the duration of the spell. The ammunition is magical at a glance and

has no market value. If you cast this spell using a slot of 1st-level or higher, its effects are enhanced. It creates 5 more pieces of ammunition for every spell level above 0 and its duration becomes 10 minutes per level. If cast as a 3rd-level spell or higher, you may decide to create cold iron or silver ammunition. As a 5th-level spell or higher, you may create adamantite ammunition.

Magic Gun

School conjuration; **Level** inquisitor 2, magus 2, paladin 2, psychic 2, ranger 2, sorcerer/wizard 2, summoner/unchained summoner 2, technomancer 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 minutes/level

Saving Throw none; **Spell Resistance** yes (harmless)

While most travelers can be expected to have a firearm, things happen. This spell is a solution to that problem. It creates a pipe pistol or long pipe gun in your hand (you must have a hand or equivalent empty to cast the spell). For every spell level above 2nd, the gun has 3 build points worth of modifications. If the gun is dropped or otherwise leaves your control, it vanishes immediately. As a standard action, provided the duration has not elapsed, you can create a new gun in a ready hand. Attacks with the magic gun are considered magic for the purpose of penetrating damage reduction.

Radiation Buffer

School abjuration; **Level** alchemist 3, cleric 3, inquisitor 3, paladin 3, sorcerer/wizard 3, mystic 2, technomancer 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature or object touched

Duration 10 minutes/level

Saving Throw none; **Spell Resistance** yes (harmless)

This dimly glowing field of blue captures and turns away harmful ionizing radiation. While active, the creature or object touched is affected by radiation effects as if they were 2 levels lower. If you cast this spell using a spell slot higher than 3rd, this reduction is increased by 1 per extra spell slot level.

Radiation Buffer, Communal

School abjuration; **Level** alchemist 4, cleric 4, paladin 4, sorcerer/wizard 4, mystic 3, technomancer 3

Casting Time 1 standard action

Components V, S

Range touch

Target creatures or objects touched

Duration 10 minutes/level

Saving Throw none; **Spell Resistance** yes

(harmless)

This functions like *radiation ward*, except if this spell is cast using a spell slot higher than 4th, this reduction is increased by 1 per extra spell slot level. You may divide the duration in 10-minute intervals among the creatures touched.

Remote Presence

School evocation [light]; **Level** bard 0, cleric/oracle 0, druid 0, inquisitor 0, magus 0, psychic 0, shaman 0, sorcerer/wizard 0, summoner/unchained summoner 0, witch 0, mystic 0, technomancer 0

Casting Time 1 standard action

Components V, S

Range see text

Target one light construct

Duration concentration, up to 1 minute/level

Saving Throw none; **Spell Resistance** no

This spell creates a semi-transparent holographic double of the caster at the target location. The double speaks and acts as you do, though it does not move from its starting place (it may appear to be walking in place or otherwise going through the motions of movement without moving). If you cast this spell using a higher-level spell slot, it is enhanced. With a spell slot of 1st-level or higher, you can see and hear through the light construct as if you were physically present. Its range increases from close (25 ft. + 5 ft./2 levels) to medium (100 ft. + 10 ft./level). If you cast it using a spell slot of 2nd-level or higher, line of sight and effect is not required, provided you are familiar with the target location. If you cast it using a spell slot of 3rd-level or higher, the range becomes 1 mile per caster level.

Spontaneous casters may only take advantage of the spell up to the spell level that they learned the spell. They may learn the spell at any level they wish, then cast it at that level or lower. If they learn a higher-level version of this spell, the lower level version can be immediately traded for another spell.

Riten's Colonial Demiplane

School conjuration (creation) [forgotten]; **Level** cleric/oracle 9, sorcerer/wizard 9, witch 9, mystic 6, technomancer 6

Casting Time see text

Components V, S, M (ornate carved metal pillars worth 50,000 gp)

Range touch

Target 1 settlement

Duration permanent

Saving Throw none; **Spell Resistance** yes (harmless)

This spell functions as *greater create demiplane* with several key differences. The preparation of the spell must be completed as a city improvement, taking a slot in the process. It requires the gold pieces to be spent, 1 salvage per city size, and as many work weeks as it takes to complete. The people of the city must be aware of the

act and the majority (66%) must agree to it, or the spell will fail. If successfully cast, the settlement fades from existence, leaving the terrain as if the city had never been. You may decide the properties of the demiplane it is transported to. The demiplane is large enough to contain the city and half-again as much space. The recognized ruler of the settlement can, with a daylong ritual they instinctively know for as long as they are the ruler, return the city to the material plane and, with the same ritual, return it to the demiplane. This spell cannot be dispelled normally; the improvement must be destroyed before it can be dispelled.

If things exist in the material plane when the city attempts to return, they are moved to the nearest available space, even if they are normally rooted in place. This causes no harm to the forcefully shunted objects.

Speak with Ash

School divination; **Level** cleric 4, druid 4, psychic 4, shaman 4, sorcerer/wizard 4, mystic 4

Casting Time 1 standard action

Components V, S

Range touch

Target ash touched

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes (harmless)

With a touch and a soft raspy question towards ash or a creature comprised of Blaze-created ash, you forge a fleeting connection with their psyche. While the spell endures, you and the ash or creature can understand one another regardless of the languages you or it knows. This gives speech to sedentary ash, though such ash often has little to say, other than to share what its life was like before the Blaze. The ash is not beholden to speak the truth, but you enjoy a bonus to Sense Motive checks against the target equal to half your caster level.

Spells



Spell Lists

The following spell lists show which spells can be cast by characters of each class. A spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses.

Bard Spells

1st Level

Remote presence (evocation)

4th Level

Speak with ashes (divination)

Cleric Spells

1st Level

Remote presence (evocation)

2nd Level

Radiation buffer (abjuration)

4th Level

Speak with ashes (divination)

9th Level

Riten's colonial demiplane (conjunction) [forgotten]

Druid Spells

1st Level

Remote presence (evocation)

Paladin Spells

Cantrips (0 Level)

Create bullet (conjunction)

1st Level

Emergency ammunition (conjunction)

Remote presence (evocation)

2nd Level

Magic gun (conjunction)

Radiation buffer (abjuration)

Ranger Spells

Cantrips (0 Level)

Create Bullet (conjunction)

1st Level

Emergency ammunition (conjunction)

2nd Level

Magic gun (conjunction)

Sorcerer Spells

Cantrips (0 Level)

Create Bullet (conjunction)

1st Level

Emergency ammunition (conjunction)

Remote presence (evocation)

2nd Level

Magic gun (conjunction)

Warlock Spells

Cantrips (0 Level)

Create Bullet (conjunction)

1st Level

Emergency ammunition (conjunction)

Remote presence (evocation)

Wizard Spells

Cantrips (0 Level)

Create Bullet (conjunction)

1st Level

Emergency ammunition (conjunction)

Remote presence (evocation)

2nd Level

Magic gun (conjunction)

Radiation buffer (abjuration)

4th Level

Speak with ashes (divination)

9th Level

Riten's colonial demiplane (conjunction) [forgotten]

Spell Descriptions

The spells are presented in alphabetical order.

Create Bullet

Conjunction cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 minute

When you cast this spell, you create single piece of scrap ammunition. If you are holding a firearm, this spell automatically loads the ammunition into your weapon. You can also give this to an ally, who then must load it into their firearm. The ammunition fades away after the duration of the spell.

Emergency Ammunition

1st-level conjunction

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

This spell is cast while holding a firearm. 5 pieces of usable scrap ammunition appear in your hand. If you have no hand available, the ammunition drops to the ground at your feet. This ammunition fades away after the duration of the spell. The ammunition is magical at a glance and has no market value.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, its effects are enhanced. It creates 5 more pieces of ammunition for each slot level above 1st and its duration becomes 24 hours. When cast using a spell slot of 3rd level or higher, you can create cold iron or silver ammunition. When cast using a spell slot of 5th level or higher, you can create adamantite ammunition.

Magic Gun

2nd-level conjunction

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes (concentration)

While most travelers can be expected to have a firearm, things happen. This spell is a solution to that problem. It creates a pipe pistol or long pipe gun in your hand (you must have a hand or equivalent empty to cast the spell). This firearm has a loaded piece of ammunition that cannot be removed (only fired). If the gun is dropped or otherwise leaves your control, it vanishes immediately. As an action, provided the duration has not elapsed, you can create a new gun in a ready hand. Attacks with the magic gun are considered magic for the purpose of resistances and immunities.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, its effects are enhanced. For each slot level above 3rd, the gun is created with 3 build points worth of modifications.

Radiation Buffer

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour (concentration)

This dimly glowing field of blue captures and turns away harmful ionizing radiation. While active, the creature touched is affected by radiation effects as if they were 2 levels lower.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, its effects are enhanced. For each slot level above 3rd, it can affect one additional target or reduce radiation by another level.

Remote Presence

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 10 minutes (concentration)

This spell creates a semi-transparent holographic double of the caster to the target location. The double speaks and acts as you do, though it does not move from its starting place (it may appear to be walking in place or otherwise going through the motions of movement without moving). You can see and hear through the light construct as if you were physically present.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, its effects are enhanced. When you cast this spell using a spell slot of 2nd level or higher, you don't need line of sight and the range increases to 200 feet. When you cast this spell using a spell slot of 3rd level or higher, the spell can reach up to ten miles away.

Riten's Colonial Demiplane

9th-level conjunction [forgotten]

Casting Time: 1 action

Range: Touch

Components: V, S, M (Ornate carved metal pillars worth 50,000 gp)

Duration: Permanent

This spell creates an amazing demiplane and connects it with a large populated area. The preparation of the spell must be completed as a city improvement, taking a slot in the process. It requires the gold pieces be spent and 1 salvage per city size and as many work weeks to complete. The people of the city must be aware of the act and the majority (66%) must agree to it, or the spell will fail. If successfully cast, the settlement fades from existence, leaving the terrain as if the city had never been. You may decide the properties of the demiplane it is transported to. The demiplane is large enough to contain the city and half-again as much space. The recognized ruler of the settlement can, with a daylong ritual they instinctively know for as long as they are the ruler, return the city to the material plane and, with the same ritual, return it to the demiplane. This spell cannot be dispelled normally; the improvement must be

destroyed before it can be dispelled.

If things exist in the material plane when the city attempts to return, they are moved to the nearest available space, even if normally rooted in place. This causes no harm to the forcefully shunted objects.

Speak with Ashes

4th-level divination

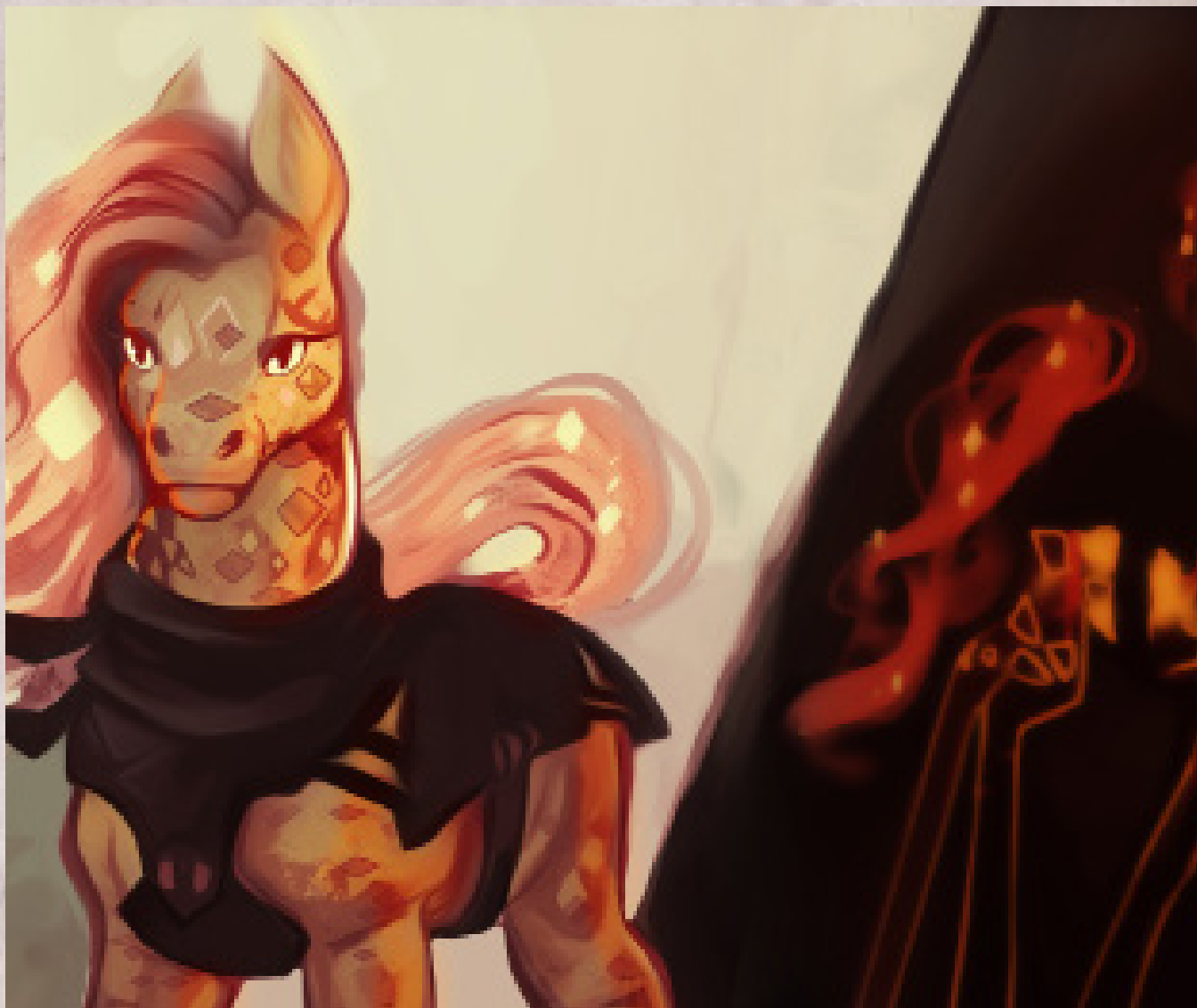
Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

With a touch and a soft raspy question towards ash or a creature comprised of Blaze-created ash, you forge a fleeting connection with its psyche. While the spell endures, you and the ash or creature can understand one another regardless of the languages you or it knows. This gives speech to sedentary ash, though such ash often has little to say, other than to share what its life was like, before the Blaze. The ash is not beholden to speak the truth.



Equipment

Some equipment required intense upkeep and, more importantly, advanced power sources that have long since run dry or been smashed to pieces. These pieces can be used despite this, often very poorly, or with great amounts of jury-rigging. For the unhinged, there is another possibility. They can attune these tools and lend their strength, powering them through personal will and their elemental flow. All items have a listed amount of time. This is how long a given power supply will last before losing one of its charges.

Special: Some of the following items have special qualities in addition to those noted in their description. New special qualities are described below.

Scrap: If a firearm lacks the scrap quality and the ammunition has it, the firearm's misfire chance increases by 1 for that shot. If ammunition lacks the scrap quality and the firearm has it, the firearm's misfire chance decreases by 1 for that shot. Equipment with the scrap quality can be modified.

Many items have special properties related to their use, as shown in the appropriate table.

Scrap. Equipment with the scrap modifier can be modified.

Firearm and Melee Proficiency

Unless otherwise noted, firearms require martial proficiency (instead of exotic). One-handed firearms are considered simple weapons. The idea of using a firearm is a common knowledge. Even those not proficient with guns know the concept and do not increase the misfire chance of a firearm when using one.

Martial melee weapons become exotic, with most people preferring to use guns, for better or worse, over things that require you get close to your target.

If your race or class gave specific proficiency with short bows, light crossbows, or hand crossbows, you gain proficiency with pipe pistols.

If your race or class gave specific proficiency with long bows or heavy crossbows, you gain proficiency with long pipe guns.

The Gunsmithing feat is gone; it has been replaced with the Craft (firearms) skill. Crafting firearms requires Craft rolls the same as any other weapon. Gunslingers gain gun training 1 at 1st level instead.

Gunslingers also begin with any one firearm with a cost of 500 gp or less instead of the usual options.

Unhinged Empowerment

Some equipment will list different levels of empowerment that can be given to an item and what effects are gained as a result. Items gain all benefits at the level given. When attuning potentially unhinged equipment, the character must choose how much of the normal bonus (the enhancement bonus they normally get to enhance the item) they will dedicate to get these effects. Points used for this do not give their normal enhancement bonuses. So long as the item is attuned, they remained empowered at the chosen level.

Firearm and Melee Proficiency

Unless otherwise noted, one-handed firearms are simple weapons and two-handed firearms are martial weapons.

Martial melee weapons become neither simple nor martial, requiring specific proficiency. This is due to most preferring to use guns, for better or worse, over things that require you get close to your target.

If your race, background, or class gave specific proficiency with short bows, light crossbows, or hand crossbows, you gain proficiency with pipe pistols.

If your race, background, or class gave specific proficiency with long bows or heavy crossbows, you gain proficiency with long pipe guns.

Starting Equipment

Some of the equipment presented here are far beyond the scope of a starting adventurer. If using Equipment from Class and Background and you are given a choice of any simple or melee weapon, weapons costing over a 100 gp are invalid choices. Additionally, if you would start with any armor, you instead start with a scavenged armor of the same weight.

If you are purchasing equipment instead, increase your starting gold by 75.

Weapons

Pipe Weapons (Firearms)

The basic concept of a firearm was not forgotten. How to assemble one of the pre-Blaze models properly is beyond the means of the ashen age, but cobbling together pieces and forging it into something that could serve as a stand-in is possible. Usually with smooth bores and made of different pieces welded together, they have a very distinctive appearance. While many are jury-rigged to use common scrap-bullets, if the user is blessed with the real thing, their misfire is reduced by 1. Though they come in many, more specific, varieties, we will present the basic models and allow your imagination to fill in the holes. Firearms without the scrap quality are all considered priceless and beyond the current methods of production.

Table: Weapons

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special	
One-Handed Melee									
Powered Stomping Technology (PST)	2,000 gp (priceless)	1d4/1d3	1d6/1d4	x2	—	3 lbs.	B	—	
Two-Handed Melee									
Chainsaw	1,500 gp	1d10	2d6	x2	—	8 lbs.	S	Loud	
Firearms	Cost	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
One-Handed Firearms									
6-shot pistol	204 gp	1d8	x4	20 ft.	1-2	6	4 lbs.	B and P	scrap
Pistol	1,300 gp (priceless)	1d8	x4	20 ft.	1	9	2 lbs.	B and P	—
Pipe pistol	70 gp	1d8	x4	20 ft.	1-2	1	4 lbs.	B and P	scrap
Machine pistol	1,685 gp	1d8	x4	20 ft.	1-2	6	4 lbs.	B and P	automatic fire*, scrap
Two-Handed Firearms									
Gatling gun	3,682 gp	2d6	x4	40 ft.	1-2	12	54 lbs.	B and P	automatic fire*, hand cranked*, oversized*, scrap
Gauss rifle	25,000 gp (priceless)	4d6	x4	100 ft	—	10	30 lbs.	B and P	—
Long pipe gun	100 gp	1d10	x4	40 ft.	1-3	1	9 lbs.	B and P	scrap
Reason	10,000 gp (priceless)	2d8	x4	80 ft.	1-5	100	125 lbs.	B and P	—
Shotgun	250 gp	1d10	x4	40 ft.	1-3	1	9 lbs.	B and P	scattershot*, scrap
Sniper rifle	726 gp	1d10	x4	50 ft.	1-3	1	9 lbs.	B and P	scoped*, scrap
Ammunition									
Magazine	10 gp + 1 gp/capacity	—	—	—	—	—	0.5 lbs.	—	scrap
Scrap bullet (20)	1 gp	—	—	—	—	—	3 lbs.	—	scrap

* This quality is a scrap modification. See the chapter Crafting in the Ashen Age for more information.

PF: Constructing a pipe firearm requires a Craft (firearms) check at DC 15. For the purposes of reloading and for rules, scrap guns operate as early firearms, even if they are not muzzle loading.

5e: Constructing a pipe firearm requires smith's tools and a successful DC 13 Intelligence check.

Chainsaw: This device is fantastic at cutting things with its razor-edged chain that spins at high speeds. As it turns out, it can also be an effective weapon in the hands of those willing to get messy. Activating the weapon is a standard action. Level 1 empowerment gives it 10 charges, and one charge is used on activation, allowing it to remain active for a minute. If dropped, it deactivates automatically.

PF: While active it produces quite a bit of noise, giving its wielder a -10 penalty to any Stealth checks. Creating a chainsaw requires a DC 25 Craft (electronics) check.

5e: While active it produces quite a bit of noise, giving away its wielder's location automatically. Creating a chainsaw requires tinker's tools and a successful DC 17 Intelligence check.

Gauss Rifle: Developed late in the war, gauss rifles never entered full use on the battlefield. Regardless of that fact, there are a precious few of them out there, somewhere. Such an impressive beast of a gun requires special ammunition and is unable to use scrap ammunition at all. It also requires level 2 empowerment to gain 10 charges and it uses 1 charge per shot.

Magazine: A magazine is designed to hold bullets for use in a compatible firearm. If a weapon is constructed or modified to alter its capacity to any amount greater than two, a compatible magazine is created at no additional cost or time.

PF: A magazine is loaded at the same speed per ammunition as a firearm of the size with which it is compatible, with a maximum time of a full-round action per piece of ammunition. Creating a spare magazine requires a DC 15 Craft (firearms) check.

5e: A weapon using a magazine gains the loading property when the magazine is empty. Creating a spare magazine requires tinker's tools and a successful DC 13 Intelligence check.

Table: Weapons

Martial Melee Weapons				
Name	Cost	Damage	Weight	Properties
Chainsaw	500 gp	3d6 slashing	8 lbs.	Heavy, two-handed
Powered Stomping Technology (PST)	400 gp	1d8/1d6 bludgeoning	3 lbs.	Light
Martial Ranged Weapons				
Name	Cost	Damage	Weight	Properties
6-shot pistol	250 gp	1d8 piercing	4 lbs.	Ammunition (range 30/120), extended magazine* (6), loading, scrap
Gatling gun	1,600 gp	2d6 piercing	40 lbs.	Ammunition (range 40/160), automatic fire*, extended magazine* (12), heavy, loading, scrap, two-handed
Gauss rifle	20,000 gp (priceless)	4d6 piercing	30 lbs.	Ammunition (range 100/400), heavy, two-handed
Long pipe gun	100 gp	1d10 piercing	10 lbs.	Ammunition (range 40/160), loading, scrap, two-handed
Machine pistol	1,200 gp	1d8 piercing	4 lbs.	Ammunition (range 30/120), automatic fire*, extended magazine* (6), loading, scrap
Pipe pistol	75 gp	1d8 piercing	4 lbs.	Ammunition (range 30/120), loading, scrap
Pistol	400 gp (priceless)	1d8 piercing	2 lbs.	Ammunition (range 80/320), extended magazine* (9), loading
Reason	5,000 gp (priceless)	3d6 piercing	125 lbs.	Ammunition (range 150/600), loading
Shotgun	500 gp	1d10 piercing	10 lbs.	Ammunition (range 40/160), loading, scattershot*, scrap, two-handed
Sniper rifle	200 gp	1d10 piercing	10 lbs.	Ammunition (rifled bullets, range 60/240), loading, scoped*, scrap, two-handed
Ammunition				
Scrap bullets (10)	2 gp	—	2 lbs.	Scrap

* This property is a scrap modification. See the chapter Crafting in the Ashen Age for more information.

Pipe Weapon, 6-Shot Pistol: It's just as simple as it looks. It's a one-handed gun that can fire six times between reloads. Sometimes simple is good.

Base: Pipe Pistol; **Modifications:** Extended Magazine; **Build Points:** 3

Pipe Weapon, Gatling Gun: When you need a lot of pain over a lot of area and you need it reliably, the gatling gun does the job quite well. Relying almost entirely on mechanics and hand cranking instead of the motion created with each firing, the operator can control its motion and judiciously apply ammunition where it needs to be. With its great size, another user proficient in its use can reload the gatling gun even while it is being used.

Base: Long Pipe Gun; **Modifications:** Automatic Fire, Extended Magazine, Extra Damage, Greater Extended Magazine, Hand Cranked (PF only), Oversized; **Build Points:** PF:12 / 5e:10

Pipe Weapon, Machine Pistol: Small enough to hold in one hand, but capable of belching out all its ammunition in short order, making shorter work of whatever you're aiming at. When accuracy is not assured, firing enough bullets can even the odds, allowing even untrained marksfolk to land a hit.

Base: Pipe Pistol; **Modifications:** Automatic Fire, Extended Magazine; **Build Points:** 8

Pipe Weapon, Shotgun: While it is always nice to put a bullet right where it needs to be, when defending what's yours, you don't care to hit just right, just to hit. Shotguns are very popular for shock attacks and defense, especially by those with little training.

Base: Long Pipe Gun; **Modifications:** Scattershot; **Build Points:** 4

Pipe Weapon, Sniper Rifle: Expensive and difficult to make, a true sniper rifle is a gun you pass down to your children. They are better than most at reaching out across a vast reach and expressing your displeasure at another before they can respond.

Base: Long Pipe Gun; **Modifications:** Rifling, Scoped; **Build Points:** 4

Pistol: In the days before the Blaze, it was not uncommon for an average citizen of any nation to have one of these weapons. Their ubiquity played a large part in the continued, if small, chance of finding a working one. Priceless and often cared for quite carefully, such pistols were machined with techniques far more precise than current methods allow for, creating a simple weapon that works reliably. Light, with a good capacity, there

are few survivors that would turn down the chance to have one at their side. It is possible to find a pistol made for fingered or for fingerless use.

Powered Stomping Technology (PST): These are designed to slip over the hooves or feet of the wearer. Powered by magic, these priceless stomping devices allow the user to make an unarmed or natural attack and add the damage of the PST to the hit. The PST always deals bludgeoning damage, and even if the user could deal other forms of damage, if they take advantage of the added damage of the PST, it becomes bludgeoning. The PST has two damage ratings. Use the first, higher, value if using the PST simply as a weapon. If you want to add its damage to your natural or unarmed attack, use the second value.

Though powered by magic minimally, additional power can enhance its function.



Empowerment [10 enhanced attacks/uses]

1. The pistons that make the stompers work become as smooth as the day they were made. The user can slam the ground, performing a trip attack on all enemies within 5 feet.

PF: The user makes a combat maneuver check to trip against each target, and can't be tripped by failing.

5e: Each target within range must make a Strength saving throw or fall prone. The DC for this ability is 8 + your Strength modifier + your proficiency bonus.

2. Each strike comes with an implacable amount of momentum.

PF: The user can attempt a free bull rush on any successful hit. This bull rush does not provoke attacks of opportunity. The user does not move with the target.

5e: On each hit, the user can make a Strength (Athletics) check to shove that target 5 feet, contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check normally. In addition, the PST strikes as a magical weapon. If the user is wearing at least two stompers, they can launch themselves by striking the closest surface (provided it is within 5 feet). This allows them to make a long jump without a running start without penalty.

PF: They enjoy a +1 bonus to their Acrobatics check to jump for every 5 they score on the roll.

5e: They enjoy a +1 bonus to their Strength (Athletics) check to jump for every 5 they score on the roll.

3. With bone crushing force, the stomper pulverizes anything in its path.

PF: This allows it to ignore the first 5 points of damage reduction or hardness the target may have.

5e: This allows it to deal an additional 2d6 bludgeoning damage.

Reason: Though both sides claim to have invented this beast, the truth of its origins have become shrouded in the mists of time. Regardless, it stands as a mighty example of the destructive might people once wielded. Incredibly huge and heavy, it is often placed on a cart and anchored in place before using these days. If someone attempts to fire it in automatic mode without it being braced or without wearing at least sixty pounds of armor, it knocks them prone on firing and the user takes a -4 penalty to the attack roll. Broken and abused, it can only fire single shots when a battered copy is found, but legends of the thunder it would rain down are still told in hushed tones.

The ammunition can be typically found in long belts.

Table: Armor



Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed		Weight¹
Light Armor								
Armored Jumpsuit	100 gp (priceless)	+2	+6	0	5%	30 ft.	20 ft.	5 lbs.
K-Grade Vest	270 gp	+3	+3	-2	15%	30 ft.	20 ft.	25 lbs.
Scavenged Armor, Light	25 gp	+3	+3	-2	15%	30 ft.	20 ft.	25 lbs.
Medium Armor								
Scavenged Armor, Medium	50 gp	+5	+3	-4	25%	20 ft.	15 ft.	30 lbs.
Heavy Armor								
Equus-8000 Type A	4,000 gp (priceless)	+9	+0	−8	50%	20 ft.²	15 ft.²	75 lbs.
Hazmat Suit	1,207 gp	+7	+0	-5	40%	20 ft.²	15 ft.²	50 lbs.
Hazmat Suit, Pristine	2,200 gp (priceless)	+7	+0	-4	35%	20 ft.²	15 ft.²	30 lbs.
Scavenged Armor, Heavy	400 gp	+7	+0	-6	40%	20 ft.²	15 ft.²	50 lbs.

¹ Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

² When running in heavy armor, you move only triple your speed, not quadruple.

Table: Armor



Armor	Cost	Armor Class (AC)	Strength	Stealth	Qualities	Weight
<i>Light Armor</i>						
Armored Jumpsuit	40 gp (priceless)	11 + Dex modifier	—	—		5 lbs.
K-Grade Vest	160 gp	11 + Dex modifier	—	—	Ballistic weave*	12 lbs.
Scavenged Armor, Light	10 gp	11 + Dex Modifier	—	—	Scrap	12 lbs.
<i>Medium Armor</i>						
Scavenged Armor, Medium	50 gp	13 + Dex Modifier (max 2)	—	—	Scrap	20 lb.
<i>Heavy Armor</i>						
Equus-8000 Type A	2,000 gp (priceless)	18	Str 17	Disadvantage		75 lbs.
Hazmat Suit	1,100 gp	16	Str 13	Disadvantage	Environmentally sealed*, scrap	50 lbs.
Hazmat Suit, Pristine	1,400 gp (priceless)	16	—	Disadvantage	Environmentally sealed*	30 lbs.
Scavenged Armor, Heavy	100 gp	16	Str 13	Disadvantage	Scrap	50 lbs.

* This property is a scrap modification. See the chapter Crafting in the Ashen Age for more information.



Empowerment [10 attacks]

1. The firing mechanism begins to work properly, reducing the misfire chance to 1-3 and activating the automatic quality. The firearm will only fire in bursts. A burst expends 25 rounds of ammunition.
2. The gun's gears roll as smooth as they day they came off the production line and the auto-self cooling activates. The misfire chance becomes 1-2, the automatic quality is activated, and the firearm will only fire in bursts. When coupled with armor also empowered to level 2 or greater, target finder equipment comes online, increasing the range of the firearm to 120 feet.
3. In addition to everything listed at empowerment 2, the self-cooling of Reason goes into overdrive, allowing the user to deal cold or bludgeoning and piercing damage, as they please.

Scrap Bullets: In the ashen age, making one's own way is often the only path. Someone talented in the arts of firearms can make their own bullets, given some scrap metal and propellant. When making the bullets, they must be made for a specific gun, and will not fit in other models properly. It is possible, when creating a firearm, to make it match another, allowing ammunition to be shared between the two, provided the crafter has the other firearm to use as a template. Scrap bullets load quickly, like alchemical cartridges.

Armor

Scavenged Armor

Not always scavenged directly, such armors reflect whatever resources are easily available in the area they are made. Like most scrap equipment, their appearance can vary wildly, from wearing a rubber tire to old sport equipment repurposed to survival gear. Often clunkier than traditional armor, they can be easily modified to suit the needs of the wearer in the hands of a skilled artisan. All scavenged armors have the scrap quality.

Scrap armor and shields can be constructed of leather, plastics, or much anything else and, unless specifically noted as being made of metal, do not cause trouble for the druid wearing it.

Armored jumpsuit: Crafted in the days just before the end, these stylish jumpsuits were often brightly colored in eye-catching designs with a focus on ease-of-use and mobility. They are surprisingly light, a marvel of their time. Though the armor can't compare to heavier suits, for their weight they cannot be challenged, and provide easy-to-wear armor that even the most physically-challenged of survivor could enjoy.

Equus-8000, Type A: Designed by ponies, it serves equally well for other four-legged species. This armor,

at rest, appears to be four legs attached by thick metal poles. When stepped into, the weight of the user causes it to unfold around them. Even unpowered, this suit of armor can be worn very quickly for such a heavy piece of machinery.

A breathing mask in the front, built in weapon racks on the sides, and half an inch of metal protects the user from attacks from all angles. Unwieldy for arcane magic-use, it more than makes up for that small flaw by being one of the best bits of protection on the market, back when there was a market. Unpowered, it is debilitatingly heavy, allowing only the strongest of warriors to enjoy its benefits. Unlike other heavy armor, putting this armor on or taking it off only takes a full-round action.

While wearing this armor, the user is considered fingerless; their hands, if they had any, are covered entirely in armor. They also cannot use their mouth as a hand, as it is covered by the armor.

Empowerment [24 hours]



1. The suit comes alive with a soft humming. The interior cools as a fan and filter activate. You may roll twice and take the better result when making a save against inhaled poisons. The suit's effective weight reduces to 60 pounds and its armor check penalty becomes -7.
2. The servos come fully to life. In addition to the empowerment 1 benefits, while wearing the suit your Strength increases by 4 for the sake of carrying capacity and the suit's effective weight is reduced to 0 pounds while worn. Its armor check penalty becomes -5, its armor bonus becomes +10, and its maximum Dexterity bonus becomes +2.
3. The suit moves with a dexterity that matches its top performance even before the Blaze. In addition to the empowerment 2 benefits, its armor check penalty becomes -4 and its maximum Dexterity bonus becomes +4. The suit no longer slows your movement if you are proficient in heavy armor. Once per round, as a swift action, you can wield a weapon (in a weapon rack) and/or sheath one that you were wielding in a single lighting-fast display.

Empowerment [24 hours]



1. The armor's Strength requirement is 13. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
2. The armor counts as medium, allowing you to add your Dexterity modifier, to a maximum of +2, to the base Armor Class.
3. Your Strength score is 19 while you wear this armor. It has no effect on you if your Strength is 19 or higher without it.

Table: Gear

Equipment				
Name	Cost (PF)	Cost (5e)	Weight	Effect
Battery, universal (mk 1)	100 gp	100 gp	1 lbs.	Provides level 1 empowerment.
Battery, universal (mk 2)	1,000 gp	500 gp	5 lbs.	Provides level 2 empowerment.
Battery, universal (mk 3)	10,000 gp (priceless)	4,000 gp (priceless)	5 lbs.	Provides level 3 empowerment.
Battery charger, universal	10,000 gp	8,000 gp	10 lbs.	Recharges universal batteries.
Canned food	1 gp (priceless)	1 gp (priceless)	1 lb.	One day worth of food.
Canned food, self-cooking	5 gp (priceless)	4 gp (priceless)	1 lb.	One day worth of food that prepares itself when opened.
Electrocycle	300 gp	200 gp	50 lb.	Transports the user and up to one passenger while empowered.
Gas mask	150 gp	100 gp	2 lbs.	Protects from gas attacks.
Geiger counter	50 gp	50 gp	1 lb.	Detects radiation.
Luminated Assistance Piece (LAP)	50,000 gp (priceless)	10,000 gp (priceless)	2 lbs.	Provides assorted information.
Medical kit	100 gp	200 gp	1 lbs.	Enables healing options.
Medical kit, office	10,000 gp	7,500 gp	— (Immobile)	Enables greater healing options.
Radio, crank	250 gp (priceless)	200 gp (priceless)	0.5 lbs	Listen to radio broadcasts, does not require batteries.
Radio, crank (scrap)	150 gp	50 gp	0.5 lbs	Listen to radio broadcasts, does not require batteries. Only functions while cranking.
Radio, portable	50 gp	50 gp	0.2 lbs.	Listen to radio broadcasts.
Radio, stationary	75 gp	75 gp	1 lbs.	Listen to radio broadcasts, can get louder than portables.
Repair kit	50 gp	75 gp	3 lbs.	Repair technological items.
Water-clear pipe	50 gp	50 gp	0.5 lbs.	Cleans water.
Thrown Weapons				
Name	Cost (PF)	Cost (5e)	Weight	Effect
Grenade	Varies	Varies	0.5 lbs.	See the grenade description.
Grenade, smoke	100 gp	250 gp	0.5 lbs	Creates a cloud of thick smoke.

Hazmat Suit: Available in both priceless pre-ash form and in cobbled together scrap form, hazmat suits are quite helpful when the atmosphere itself is expected to be a constant enemy and keeping a filter on a gas-mask is unfeasible, or the user needs more peripheral vision. The fact that it is also protective is a nice bonus. Heavy, but complete, such armor could be considered the full plate of the Ashen Age. These statistics assume a scrap model.

Base: Heavy Scavenged Armor; **Modifications:** Masterwork (PF only), Environmentally Sealed; **Build Points:** 5

K-Grade Vest: This relatively light suit of armor is toughened against firearms, allowing it to apply its full protective power even against point-blank firearm use. Easy to wear and move around in, the K-Grade vest is a popular choice for those who can afford to enjoy its presence.

Base: Light Scavenged Armor; **Modifications:** Ballistic Weave; **Build Points:** 2

had to plug such a wondrous device into any equally magical socket and electricity would pour right in, ready to be used however the owner of the battery wished. In the Ashen Age, the choices are far more limited. Using a battery is fairly simple, just insert it into the proper port, usually marked for easy location with a little lightning bolt, and the item starts to work. All items that can be empowered have an empowerment section and list how long a universal battery will last.

Batteries come with a mark rating, which determines what level of empowerment they provide when used. A depleted battery is difficult to recharge, requiring an entirely different means. There is a severe lack of recharging stations available in the ashen wastes. Batteries do not get significantly lighter or heavier when used or charged.

Battery Charger, Universal: Chargers are difficult to make, many of them precious holdovers from before the Blaze. Once a battery is inserted into one, it faithfully uses whatever electricity is provided to it to recharge the battery. It can recharge mk. 1 and mk. 2 batteries, provided it has an equal or greater empowerment itself, and takes an hour to do so. Heavy, such devices are often left in safe places, rather than carried around the wastes. A charger can be attuned as a weap-

Gear

Adventuring Gear

on, provided the user is unhinged, allowing it to work without being plugged into a functioning source of electricity and operating at an empowerment equal to the enhancement bonus surrendered to it.

PF: Crafting a charger requires a DC 35 Craft (electronics) check.

5e: Crafting a charger requires proficiency with tinker's tools and a DC 25 Intelligence check.

Canned Food: These sealed canisters became increasingly popular as factories began to churn them out, especially as a survivalist edge for people desperate to 'be ready' for whatever was coming. Canned food can contain all manner of edibles, including vegetables, fruit, or meats. Sometimes it's cooked already, other times it needs cooking. Most had written instructions, but the years have not been kind more often than not. Fortunately, the touch of magic that keeps the food within fresh is likely intact, so long as the can itself is still whole. Cans came with easy-grasp tabs, requiring the user simply pull on them to pop open the can. Once a can is opened, the tiny amount of magic is released, and it no longer keeps food fresh.

Gas Mask: This heavy mask shields the user's mouth, eyes, and lungs from offensive chemicals that could cause severe damage. It does muffle speech while worn, imposing a 10% spell failure chance that affects any spell with a verbal component. The thick goggles impair vision, smell, and hearing, imposing a -2 penalty to Perception checks. While worn, the user is safe from 1d8+2 inhaled gas-based poison attacks. Any effect that would inflict damage or require a saving throw is considered an 'attack' and drains one of the gas mask's remaining uses.

PF: The filter in the gas mask can be replaced with 15 gp worth of materials and a successful DC 15 Craft (alchemy) check, replenishing its uses.

5e: The filter in the gas mask can be replaced with 15 gp worth of materials, alchemist's supplies, and a successful DC 12 Intelligence check, replenishing its uses.

Geiger Counter: Such a device is valuable to detect radiation. When active, it will make increasing noise depending on the level of radiation present. Radiation fields project a 'minimal' level beyond low with an equal distance to the low field's radius, and the counter will detect that, allowing wary travelers to avoid entering even that amount of radiation, if they're careful.

Luminated Assistance Piece (LAP): The LAP was designed by priests of Luminace eager to share knowledge with the world. It is designed to become a permanent companion of the lucky person who purchases or is given one. They come in anklet and bracer varieties, and even recharge with the movements of the user. Provided the user isn't immobile, the unit will charge itself at a rate of about two hours of operation for each hour of motion, capping out at around 24 hours of use without movement, though this charge can degrade over time and with abuse.

The LAP serves as a convenient place to keep notes, get a pre-Ashen Age map of the world with the user's current position, and even useful basic information about the user (such as their hit points). After it is worn for 24 hours, it becomes locked to the user, becoming impossible to remove (however the death of the user unlocks the device). Have no fear! It is entirely waterproof, so bathing with one is entirely alright. It can report if the user is well, hurt, dying, poisoned, or diseased. Checking the LAP is a move action (bonus action in 5e) if the user has a specific bit of information to check, but it could take much longer if they are taking notes or otherwise researching.

It can also be used to play old media, provided the media is small enough to fit inside the provided port.

Table: Medical Kit Actions

Treat Injuries
To treat injuries means to lessen the damage an individual living being has suffered. You may make a DC 5 Heal or Wisdom (Medicine) check, and the target recovers one hit point for every point the check exceeds the DC. You suffer a -5 cumulative penalty for each time this is used on a patient before they finish a long rest. If the target receives any magical healing, this penalty resets to 0.
Action/Time: 10 minutes; Try Again: Yes, but the penalty applies whether each use was successful or not.
Treat Lasting Impairment
This process tends to the damaged capacity of a living target.
PF: Make a DC 25 Heal check. A success allows you to remove 1 point of damage from any ability score you choose from the patient. For every 5 points you exceed the DC, you may remove another point of damage.
5e: Make a DC 18 Wisdom (Medicine) check. On a success, end the reduction of one of the patient's ability scores that could be ended by a successful saving throw or by rest.
Action/Time: 10 minutes; Try Again: Yes, but successive attempts suffer a -5 cumulative penalty until the patient finishes a long rest.
Treat Disease or Poison
PF: Scale the effect. For every 5 points you pass the DC to treat disease, increase the bonus it grants to the patient by another 2 points.
5e: Make a DC 14 Wisdom (Medicine) check. On a success, remove the poisoned condition or give the target advantage on their next saving throw against a disease.

Table: Medical Office Actions

Intensive Care

Some wounds are so terrible that they leave the system in such a state that they cannot recover on their own. It is a doctor's duty to allow the healing process to resume.

PF: With a DC 30 Heal check, you can turn one point of ability drain into a point of ability damage. For every 10 points that the roll exceeds the DC, you may convert another point of drain into damage.

5e: Make a DC 20 Wisdom (Medicine) check. On a success, treat the patient as if with a *lesser restoration* spell. If you roll 25 or higher, treat the patient as if with a *greater restoration* spell instead.

Action/Time: 4 hours; **Try Again:** Yes, but successive attempts suffer a -5 cumulative penalty until the patient finishes a long rest.

Replace Limbs/Organs

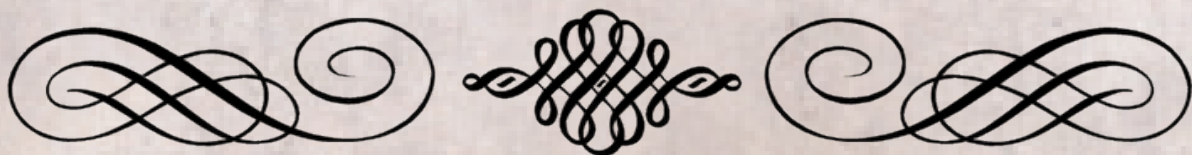
The wastes are a troubling place, and sometimes one may find themselves missing a limb at the end of the day. The replacement can be anything from a hook to something far grander, depending on the time, wealth, and skill available.

Replacement	Cost	Heal DC	Wisdom (Medicine) DC	Effect
Hook Hand	100 gp	15	12	Gives rudimentary control. PF: Grants a single primary natural claw attack that deals 1d4 points of damage (1d3 if Small). 5e: When making an unarmed strike with the hook, you deal 1d4 piercing damage and your unarmed strike has the light and finesse properties.
Peg Leg	50 gp	15	12	Restores basic locomotion.
Artificial Leg	200 gp	20	15	Superior look over a peg leg.
Slotted Arm	1,000 gp	20	15	This replacement hand or arm has a slot to attach a weapon. The weapon must be one-handed, and if it is small enough to fit inside the replacement limb, can be withdrawn or drawn into the limb with an internal muscle motion. PF: This is a move action. Attaching the weapon is a standard action. 5e: This uses the Use an Object action or the free interaction with an object. Attaching the weapon is an action.
Artificial Arm	1,000 gp	25	17	Electric powered arm fully replaces the arm and hand (or hoof). Also works to replace wings. Requires level 1 empowerment to function for 24 hours.
Replacement Eye	500 gp (Priceless)	30	20	Restores vision in the affected eye, if one can find an artificial one in the first place.
Magic Arm	2,000 gp (Priceless)	30	20	Fully replaces the arm and hand or wings and requires no external power.
Magic Leg	2,000 gp (Priceless)	30	20	Fully replaces the leg and foot and requires no external power.

Action/Time: 2 hours;

(PF) Try Again: Yes, but the subject takes 2 Constitution damage with each attempt. A failure by 5 or more wastes half the gold cost of the replacement.

(5e) Try Again: Yes, but the subject gains one level of exhaustion with each attempt. A failure by 5 or more wastes half the gold cost of the replacement.



It also has a retractable data cable that allows for interacting with compatible devices, though one should only attach it to trusted devices. If that wasn't enough, it also serves as a compass and self-correcting timepiece!

But wait, there's more! Act now and buy new accessories to enhance your LAP! It can be enhanced to store spells, provide performance-enhancing drugs, or even help keep you healthy despite a hectic lifestyle! There are so many options, we can't even list them all here!

Medical Kit: Medicine has advanced with the passing of the years, even with the Blaze's presence. These kits include many more supplies, even cobbled together as they often are, compared to their old selves. They operate as healer's kits, with some additional uses of the Heal or Wisdom (Medicine) skill so long as its uses remain. Employing any of these additional options expends a use of the kit.

Medical Kit, Office: This immobile station is designed to support an operating doctor's office. Besides holding many more charges than a normal kit (refilled as half-price medical kits for each 10 charges and with a capacity up to 100), it allows for some practices that can only be safely attempted in a reasonably sterile and stable environment where the patient can safely recover from the procedures.

Radio: Many models of radios exist, from stationary examples that rest on desks or counters, to portable ones that one can carry around. They can listen to a range of frequencies that the user can adjust with a knob from a whisper of volume to a booming shout. If it is not connected directly to a power source, the radio requires mark 1 universal batteries or level 1 empowerment to function. Rare radios are made with recharging batteries and a crank, allowing a user to turn a crank to power them, often filling faster than the time spent, though that quality has degraded with time.

PF: Assembling a non-priceless radio can be accomplished with a successful DC 20 Craft (electronics) check.

5e: Assembling a non-priceless radio can be accomplished with tinker's tools and a successful DC 15 Intelligence check.

Radio, Transmitter: It is possible for an enterprising Ashen Age tinker to make a device capable of broadcasting on a frequency a radio can then be tuned into. Most such devices are quite large, or operate on a very limited range. Below is a chart of some sample strengths, weights and market values. These are assumed to be scrap models. If one happens on a priceless version, divide the weight by 4 and multiply the price by 4.

A radio requires a direct line of electricity, or empowerment equal to half its rating (round up) to function. If a lesser empowerment is used, the effective rating of

the transmitter is reduced to double its given empowerment.

PF: Assembling a radio transmitter requires a successful DC 20 Craft (electronics) check.

5e: Assembling a radio transmitter requires tinker's tools and a successful DC 15 Intelligence check.

Rating	Weight	Range	Price
1	1 lb.	100 feet	50 gp
2	4 lbs.	800 feet	200 gp
3	8 lbs.	1 mile	1,600 gp
4	16 lbs.	3 miles	4,500 gp
5	32 lbs.	10 miles	12,000 gp
6	64 lbs.	20 miles	24,000 gp
7	32 lbs.	60 miles	200,000 gp (priceless)
8	64 lbs.	150 miles	500,000 gp (priceless)

Repair Kit: Screwdrivers, a small hammer, pliers, and an array of screws can go a long way to allowing a would-be survivor to piece together their gear when it begins to show wear and tear.

PF: With this kit, a user can make a Knowledge (engineering) or Craft (electronics) check (depending on the nature of the item being repaired) to repair an item that has been a damaged, but not destroyed. (If the item was already broken, this item cannot restore more hit points than 1 below half the item's maximum, thus the broken condition is permanent.)

5e: With this kit and proficiency with tinker's tools, a user can make an Intelligence check to repair an item that has been damaged, but not destroyed.

The difficulty to repair an item is equal to that of crafting the item. With a success, one tenth of the market price of the item in spare parts, and eight hours of work, the item regains a quarter of its hit points.

Repair kits are usually useless in handling magical items or items that make heavy use of magic, with the GM deciding how well they will function on a particular item.

Water-Clear Pipe: This clever filter is made in the shape of a pipe. By the time water has gone through it, it is cleaned of most of the things that could equate to an upset stomach or worse. With it, the user can effectively cast *purify food and drink* on water. It can be used up to twenty times before the pipe must be replaced.

PF: Constructing a new pipe requires a DC 20 Knowledge (engineering) check.

5e: Constructing a new pipe requires tinker's tools and a DC 15 Intelligence DC 15) check.

Transportation

Electrocycle: Vehicles were once very commonplace. In the Ashen Age, most of them are little more than husks littering old roadways. Some are restored, and some new ones are even built. With gasoline being beyond rare, such devices that work on it are equally scarce and impractical. As a result, electric vehicles are often the order of the day. Priceless models generate their electricity via magic, allowing them to run basically without a power limit in the long run, though many have daily limits. All working electrocycles are likely to have the scrap quality, and the statistics provided assume it is a scrap vehicle.

An electric version requires empowerment and accepts universal batteries.



Table: Grenades

Mk.	Damage	Market Value (in gp) (PF)	Market Value (in gp) (5e)	Craft (alchemy) DC	Intelligence (alchemist's supplies) DC
1	1d6	30	20	15	12
2	2d6	120	50	17	13
3	3d6	270	80	19	14
4	4d6	480	150	21	15
5	5d6	750	250	23	16
6	6d6	1,080	350	25	17
7	7d6	1,470	450	27	18
8	8d6	1,920	600	29	18
9	9d6	2,430	1,000	31	19
10	10d6	3,000	1,600	33	20
11	11d6	3,630	2,200	35	21
12	12d6	4,320	3,000	37	22
13	13d6	5,070	4,000	39	23
14	14d6	5,880	5,000	41	24
15	15d6	6,750	7,000	43	25
16	16d6	7,680	9,000	45	26
17	17d6	8,670	12,000	47	27
18	18d6	9,720	15,000	49	28
19	19d6	10,830	18,000	51	29
20	20d6	12,000	22,000	53	30



Statistics: Operating such personal vehicles should be considered the same as riding a horse, using the same skill (Ride) to do so. Electrocycles have hardness of 10 and 30 hit points. They have a base speed of 60 feet. Making a 90-degree turn is more difficult on a bike than it is on a horse. To make a 90 degree turn in a single 5-foot square while moving more than fifteen feet in a round requires a DC 15 Ride check or the bike falls and the rider becomes prone and takes 1d6 bludgeoning damage.

Electrocycles are typically Medium sized and are able to handle a rider and a passenger of Medium size or smaller. A Small rider suffers a -4 penalty to Ride checks, while riders smaller than that simply cannot drive it.

Empowerment [8 hours]

1. The electrocycle hums to life with a soft vibration. It has a speed of 60 feet. You may not run, charge, double move, withdraw, or hustle while riding one.
2. The engine purrs like a happy cat and can turn into a low roar when prompted. It has a speed of 60 feet and is fully capable of all land movement options (charging, running, hustling, etc.).
3. An abundance of power allows the cycle to move with greater speed, raising its speed to 90 feet.



Statistics: An electrocycle has a damage threshold of 8, AC of 16, and 40 hit points. Making a 90 degree turn while at high speeds requires a Dexterity (Land Vehicle) check with a DC of 14. Small riders have disadvantage to ride one, while creatures smaller than that cannot ride one at all.

Empowerment [24 hours]

1. The electrocycle has a land speed of 60 feet. You cannot affect its movement with your abilities (such as a Dash action).
2. You can push the engine, and maintain a safe land speed of 80 feet, or an unsafe speed of 120 feet. When at unsafe speeds, ability checks are made with disadvantage.
3. The electrocycle is stabilized and can maintain a 120-foot land speed safely, and boost up to unsafe speeds of 150 feet.

Thrown Weapons

Grenade: Grenades come with a wide variety of effects and technical development. Even with a crude bowl and the right chemicals, one can jury-rig a basic explosive, ready to be hurled. Of course, such tricks rarely equal the deadly tricks of those from before the Blaze, and such can be found, at times, still locked away in secure boxes in unseen places. Grenades have a rating from mark 1 to 20, which determines their market value, damage, and the Craft (alchemy) DC required to construct one. Grenades that deal concussive (bludgeoning), fire, or shrapnel (slashing or piercing) damage are available with the same stats. More exotic damage types are priceless artifacts.

Grenades are small, cylindrical devices that are designed to be thrown as a splash weapon or fired from a grenade launcher. Before being thrown by hand, the grenade must be primed with a quick twist of a dial at one end and then armed with a click of a button at the center of that dial. Priming and arming a grenade is a free action; a grenade launcher primes and arms all grenades it fires. The grenade detonates at the beginning of the wielder's next turn, hopefully in the area targeted. When a grenade detonates, it damages all targets within a 20-foot-radius spread.

PF: A successful DC 15 Reflex save halves any damage dealt by a grenade.

5e: A successful DC 13 Dexterity save halves any damage dealt by a grenade.

The type of damage dealt by grenades varies widely and depends upon the nature of the specific grenade.

Grenade, Smoke: This device is simple and straightforward. When the lever is squeezed, in the fingers of a humanoid or the teeth of a fingerless user, it will release a cloud of thick smoke on the following round as per *fog cloud* with a caster level of 3.

PF: Those in the cloud must make a DC 16 Fortitude save any time they end their movement or turn there, at most once per turn. A failure incites heavy coughing, giving away their approximate position and giving them the sickened condition for as long as they remain in the cloud and 1d4 rounds afterwards. A successful save renders a person immune to a given grenade for 24 hours. This is an inhaled poison effect. When thrown, it has a range increment of 20 feet. Constructing such a device requires a DC 25 Craft (alchemy) check.

5e: Those in the cloud must make a DC 13 Constitution save any time they end their movement or turn there, at most once per turn. A failure incites heavy coughing, giving away their approximate position and giving them the poisoned condition for as long as they remain in the cloud and 1d4 rounds afterwards. A successful save renders a person immune to a given grenade for 24 hours. This is an inhaled poison effect. When thrown, it has a range of 20/60 feet. Constructing such a device requires alchemist's supplies and a DC 17 Intelligence check.

Magic Items and Priceless Artifacts

Demesne of the Traveler

Aura strong conjuration; **CL** varies

Slot —; **Price** varies; **Weight** 1000 lbs.

(5e) *Wondrous item, rarity varies*

DESCRIPTION

This wagon looks natural enough on first glance, but even a peek inside its flap reveals another world far larger than the exterior would imply.

This medium wagon that appears as a vargo wagon (like a tiny cabin on wheels) contains an extradimensional space, accessed through the wooden door in the front. Attempting to access the wagon from any other direction proves entirely impossible. The wagon can be broken apart, but entry can only be obtained through the front door. If the door is closed from the inside and locked, it becomes as strong as a strong metal door. If the door is forced open or destroyed it will repair itself automatically, taking an hour to do so. The interior size and capacity of the wagon depends on the rating of the item, which also determines its market value. A wagon with a rating of 2 or greater has one *unseen servant* active at all times that will gladly obey any instructions given to it regardless of who asks.

Unlike bags of holding, other extradimensional spaces can inhabit the interior of the wagon and will work normally. However, such an item must be in direct contact with a sapient creature (Intelligence 3 or higher) or the external effect immediately closes and cannot be opened until a sapient takes hold of it and opens it.

The interior of the wagon may be remodeled and crafted with the same difficulty as building an equiva-

lent structure, but the price of doing so is zero provided no exotic or valuable materials are used. The space within the wagon may be constructed to be long, wide, or square however the builder wishes, provided they have the skill to construct the desired building within the wagon. It is even possible to build more than one structure within the wagon, provided they fit. The weight of the walls, floors, ceilings, windows, doors, and other related pieces of architecture do not count against the weight capacity of the wagon.

It is not uncommon for owners to affix weapons and defensive measures to the outside of the wagon, and such do not hamper the operation of the wagon, but the weight of any added item counts against the capacity of the wagon. If the wagon ever holds more than its capacity, it will begin explosively ejecting things starting with the heaviest items into the closest available square until it is back under capacity.

A wagon can be upgraded from one rating to the next, much like a weapon or set of armor, provided the crafter is capable of making the higher rating wagon they desire. If the wagon is destroyed, its contents are hurled in all directions. All things within the wagon and everything within 30 feet of it take 1d6 points of damage per rating of the wagon.

Rumors persist that abandoned demesnes can turn against those that made it, becoming home to those that would be hostile to their original owners and even growing larger over time. Such wagons can, in theory, become sprawling internal mazes filled with all manner of worrisome creatures. They would also gain an additional *unseen servant* effect at an equivalent of rating 4, and another additional *unseen servant* for every 2 rating thereafter.

CONSTRUCTION

Requirements Craft Wondrous Item, *mage's magnificent mansion*; **Cost** half the market price

Rating	Size	Weight Capacity	Caster Level	Market Value/Rarity
1	50 sq/ft.	2000 lbs.	10th	10,000 gp/ Rare
2	100 sq/ft.	4000 lbs.	14th	25,000 gp/ Very Rare
3	300 sq/ft.	9000 lbs.	16th	100,000 gp/ Legendary

Pendant of the Brand

Aura strong illusion; **CL** 15th

Slot neck; **Weight** 1 lb.

(5e) Wondrous item, very rare (requires attunement)

DESCRIPTION

This golden amulet is worn about the neck and has a clear space inside its interior when its clasp is opened.

When a picture or painting is placed inside the locket, it magically gives its wearer the illusion of a brand of destiny based on that image. It also gives its wearer abilities associated with that brand, as if the illusionary brand were what they had naturally been born with. This takes effect even if the wearer is of a race that has no natural brand. It is nearly impossible for others to tell that the locket's brand is a fake, unless they know what to look for. This effect can only be removed if the locket is removed. If a new picture is placed inside the locket, it replaces the old illusion with the new one. If the locket is empty, nothing happens, and the wearer sports their natural brand. Legend has it that this magical item was first created by Kara as a gift to a favorite among her children.

While worn, the user gains a feat. This feat is determined by the user when the painting is first placed in the amulet and does not change on further uses. If the user does not qualify for the feat, they can't use that feat until they meet the qualifications. Changing the picture in the amulet is a standard action, presuming they have the new painting or picture ready. This causes them to lose the old feat and obtain a new one as depicted on the changed picture.

PF: Attempting to see through the illusion with spells or effects that banish illusions or discern the proper brand and destiny of the target requires a Perception check against DC 25 to penetrate the effect.

5e: Attempting to see through the illusion with spells or effects that banish illusions or discern the proper brand and destiny of the target requires an Intelligence (Investigation) check against DC 18 to penetrate the effect.

DESTRUCTION

If the pendant is placed on a creature with a brand of destiny while a depiction of their existing brand is placed in the pendant, the artifact will shatter.

Silent Direction's Super-Duper Surcingle



Aura strong universal; **CL** 15th

Slot —; **Weight** 15 lbs.

STATISTICS

Alignment N; **Ego** 16

Senses 60 ft.

Int 13, **Wis** 15, **Cha** 10

Communication telepathy (current owner only, any language)

Special Purpose explore the unknown

DESCRIPTION

This piece of well-crafted leather tack is self-aware and intelligent and can perform anything a unicorn can with their horn magic. It can speak and listen and will assist its bonded as an *unseen servant* (CL 15th) might. In addition to this, it is bonded to a number of other-

wise separate magical items and has imbued them with its essence making them extensions of its magical intelligence. Conjuring any given item or returning it to the artifact is a standard action.

- A yurt. This functions as *mage's magnificent mansion* with at caster level 15th when the front door is first opened. The surcingle is free to interfere with the desired plan, possibly prompting an ego battle.
- A flask that refills with pure water every hour on the hour. This is also a time keeping device, as the 12 seed pearls inlaid in the leather flask wrap change colors.
- A pouch that acts like a bag of holding (type III) that protects herbs, vials, scrolls, and potions from being damaged from the elements (including immersion in water).
- A weapon harness that will keep anything lashed to it handy for use and take it back if dropped. Drawing a weapon is always at most a move action. Disarmed or otherwise dropped weapons return to the harness immediately unless the creature making the disarm attempt takes hold of the weapon as part of the action. The owner may willingly relinquish a weapon without issue.
- While this strap is worn, the user enjoys a +2 deflection bonus to their Armor Class and can fly at a speed of 30 feet. If they could fly by some other means, this increases that speed by +10 feet if their fly speed was 30 feet or better.

The surcingle is helpful to a fault, often suggesting help or offering magical assistance at any given time. At times this can manifest as incessant suggestions or grabbing floating items that it thinks you need (it will not steal). Though it will not get jealous, it can get lonely, and will be more persistent if you are away from it for more than a few hours.

DESTRUCTION

This artifact's undoing is watery abandonment. Left without a user and submersed in the ocean, it will slowly come apart over a month's time, its magic escaping forever.

Silent Direction's Super-Duper Surcingle

Wondrous item, artifact (requires attunement)

This piece of well crafted leather tack is self-aware and intelligent and can perform anything a unicorn can with their horn magic. It can speak and listen and will assist its bearer as an *unseen servant*. In addition to this, it is bonded to a number of otherwise separate magical items and has imbued them with its essence making them extensions of its magical intelligence. Conjuring any given item or returning it to the artifact is an action.

- A yurt. This functions as *magnificent mansion* when the front door is first opened. The surcingle is free to interfere with the desired plan, possibly prompting a contested Charisma check.
- A flask that refills with pure water every hour on the hour. This is also a time keeping device, as the 12 seed pearls inlaid in the leather flask wrap change colors.
- A pouch that acts like a bag of holding that protects herbs, vials, scrolls, and potions from being damaged from the elements (including immersion in water).
- A weapon harness that will keep anything lashed to it handy for use and take it back if dropped. Drawing a weapon is always at most a Use an Object action. Disarmed or otherwise dropped weapons return to the harness immediately unless the creature making the disarm attempt takes hold of the weapon as part of the action. You may willingly relinquish a weapon without issue.
- While this strap is worn, you gain a +2 bonus to your Armor Class and gain a 30 ft. fly speed. If you could fly by some other means, your speed increases to 30 feet, or by 10 feet, whichever results in a greater speed.

Sentience. The surcingle is a sentient, neutral item with an Intelligence of 13, a Wisdom of 15, and a Charisma of 10. It has hearing and darkvision out to a range of 120 feet.

The item communicates telepathically with the owner as long as they are within 30 feet of each other.

Personality. The surcingle is helpful to a fault, often suggesting help or offering magical assistance at any given time. At times this can manifest as incessant suggestions or grabbing floating items that it thinks you need (it will not steal). Though it will not get jealous, it can get lonely, and will be more persistent if you are away from it for more than a few hours.

Destroying the Surcingle. This artifact's undoing is watery abandonment. Left without a user and submersed in the ocean, it will slowly come apart over a month's time, its magic escaping forever.







Crafting in the Ashen Age

While more information has been lost than gained, people want to survive. To survive, they build. They smith swords and armor to protect their warriors from the hostile world they live in. They hammer out utensils and nails and other things to make their small section of the world worth living in. The world may have been rocked, but the remnants of the old means there remains plenty of metal just waiting to be reclaimed and forged anew.

The rules for crafting remain unchanged, save that items not typically found in the fantasy world of the old age that do not have the scrap modifier cannot be constructed. It's important to note that a crafter is unlikely to 'buy' scrap directly for their gold. Barter is the call of the day, and they will trade for things until they have what the person with the scrap, chemicals, or whatever else they need wants. This could be a plot seed, or just something to keep in mind to keep in-theme with the setting.

New Crafting Subskills



Craft (firearms), Craft (electronics), and Craft (mechanical) are crafting specialties that have a distinct purpose with the risen technology presented in this setting. While the Craft skill is open ended in what specialties are selected, these three are especially relevant for creating, jury-rigging, and interacting with technological devices.

Scrap Modifications



Scrap equipment is often inferior to other equipment, but their slapdash construction means one has less assumptions to break when they forge their own path. Of course, other equipment also can be modified after adding the jury rigged modifier. Whenever a character gains a rank in a Craft skill, they may select a new modification to learn. Modifiers that the character doesn't know can still be applied but require 50% more build points to do so. You must add the modified special ability to an item in order to add modifications.

Modified: A modified weapon has a number of build points with which to make special modifications. See the table below for the cost, Craft DC, and number of build points.

This is a non-magical special ability that may be applied to any item. It is generally added with effort and skill, as opposed to magic. It does not require the item to have a +1 enhancement bonus, but does take up the same 'space', making an item less able to be enchanted, should someone have that skill. Each level of modification is equivalent to its level of enhancement bonus for cost or future enchantment (for example, a weapon with a level 1 modification and a +1 enhancement bonus would have an additional cost of 8,000 gp). This special ability does not need to be paid for with attunement when using automatic bonus progression, unlike magic enchantments (a character with a +1 armor attunement would get their full enhancement bonus and full benefit from the modification from a modified piece of armor). Some items come with modifications built in. These modifications count towards the build points of the item, but don't have a modification level until given one.

If the item does not have the scrap quality, the first modification you add must be the jury rigged modification.

Adding this special ability is handled as crafting, using the difference in market price of the item before and after the desired modification level is added. If an item has build points available, adding modifiers to fill the space takes 8 hours of work per build point and requires a Craft check against the DC of the item's current modification level.

Scrap equipment can be crafted with the masterwork quality for the same price and time as any other piece of equipment (+300 gp for weapons or +600 for double weapons, +150 gp for armor, see the individual equipment for other masterwork tools).

When crafting or upgrading scrap items, compare the result to the price in gold pieces instead of silver pieces to determine the time required to complete the work.

Table: Modified



Modification Level	Craft DC	Build Points	Cost (other items)	Cost (weapons, without special abilities)	Cost (armor, without special abilities)
1	15	5	200 gp	2,000 gp	1,000 gp
2	20	10	800 gp	8,000 gp	4,000 gp
3	30	15	1,800 gp	18,000 gp	9,000 gp
4	40	20	3,200 gp	32,000 gp	16,000 gp
5	50	25	5,000 gp	50,000 gp	25,000 gp

Scrap Modifications



Crafting works significantly differently in the Starfinder system. In the blasted age of the ash, one cannot approach a vending machine and expect the wanted gun to come spilling out. A PC may purchase or craft any equipment they desire if they are in a metropolis, up to an item level equal to or less than half of their character level. If the settlement is smaller, reduce the maximum level by 1 per size difference, to a minimum of 1.

By passing a crafting check appropriate to the class of item and paying the listed fee, they can add the modified special ability to it, allowing them to add modifications. This takes as long as the difference in time between the item's original level and its new one using the standard crafting rules. The modified special ability works as a weapon fusion, using the listed fusion level to determine what items they work on and how many can fit. Only one modification fusion can exist at a time on an item, though it can be upgraded to higher levels. Unlike weapon fusions, the modified special ability can be applied to non-weapons using the same rules. Such fusions do not have a cost beyond the one listed in the following chart.

A modified fusion can be transferred from item to item with a skill check equal to the one that made it and by spending the normal amount as per weapon fusion based on the target item's level.

A character learns one modification per rank they possess in Computers, Engineering, Life Sciences, Mysticism, or Physical Sciences. Applying a modification they do not have means the modification will take +50% build points (rounded down).

Scrap Modifications



To work with modifications in 5th edition requires proficiency in a tool appropriate to the item being worked on. Magic items are too arcane by their nature to accept the haphazard tinkering of a survivor and attempting to modify them is a hasty way to destroy such an item, more likely than not. For other items, a week of effort per enchantment level and the listed cost is sufficient, if you can pass a skill check against the listed DC. Items with level 3 modification or higher require attunement to function. An item with modification can be upgraded for the difference in price between the target and existing modification level, and a check against the higher DC. A failure on the skill check results in wasted time and money but does not harm the original item.

A crafter is considered to 'know' all modifications, provided they are proficient in the tool required to work on the target item. This may be less true for 'rare' modifications, at the GM's discretion.

Modifications

Unless stated otherwise, each modification may only be applied to a piece of equipment once. Modifications that don't have specific rules for the Starfinder system use the rules for the Pathfinder system, as appropriate.

Aerodynamic

Category: thrown item; **Build Points:** 3

The item is balanced for throwing, increasing its range by 50%.

Aerodynamic, Greater

Category: thrown item; **Build Points:** 4

This modification can only be added to items that

Table: Modified



Modification Level	Craft DC	Build Points	Fusion Level	Cost (other items)	Cost (weapons)	Cost (armor)
1	15	5	1	200 gp	1,000 gp	1,000 gp
2	20	10	3	800 gp	4,000 gp	2,000 gp
3	30	15	6	1,800 gp	8,000 gp	4,000 gp
4	40	20	8	3,200 gp	16,000 gp	8,000 gp
5	50	25	10	5,000 gp	32,000 gp	12,500 gp

Table: Modified



Modification Level	Craft DC	Build Points	Attuned?	Cost (other items)	Cost (weapons)	Cost (armor)
1	12	5	N	200 gp	500 gp	1,000 gp
2	17	10	N	800 gp	1,500 gp	3,000 gp
3	21	15	Y	1,800 gp	5,000 gp	9,000 gp
4	22	20	Y	3,200 gp	15,000 gp	20,000 gp
5	25	25	Y	5,000 gp	40,000 gp	50,000 gp

already have the aerodynamic modification. The item is balanced for throwing, increasing its range to 60 feet. This replaces the range increase from the aerodynamic modification.

Airtight

Category: any; **Build Points:** 3

An item with this modification is sealed so completely, not even air can hope to penetrate it. This functions as the waterproof modification but also protects the item and everything within it even from gaseous attacks and effects.

Amplified

Category: any; **Build Points:** 2

Such a device is strangely quiet, until powered. It requires level 1 empowerment to gain 10 charges. One charge allows it to function for an hour. While powered, the device's volume can be controlled easily, up to three times louder than normal or down to 1/3 its normal volume. This does not silence weapons.

Articulated

Category: armor or shield; **Build Points:** 2

With expertly crafted joints and moving points, this armor moves more easily in demanding situations.

PF: The armor's maximum Dexterity increases by 1.

Automatic Fire

Category: crossbow or firearm with a capacity greater than 1; **Build Points:** 5

Such a weapon is capable of automated fire.

PF: As a full attack action, provided you have half or more of your ammunition remaining in the capacity of the weapon, you may make a cone attack covering the first range increment of the weapon. All targets in range must make a Reflex saving throw against DC 10 + 1/2 your level. On a success, targets take half damage. You can't affect more targets than you have ammunition remaining in the weapon. Roll your damage as normal for the weapon. You may also focus on one target; in which case you make a single attack. On a hit, calculate the damage as if you hit twice (plus an additional hit with a base attack bonus of +11 and every +5 thereafter), but apply the damage simultaneously (only apply DR or resistance once). You can't hit more times than you have ammunition remaining in the weapon. A critical only applies to the first hit. In either event, all remaining ammunition in the weapon is expended. A crossbow with this modification is electric in nature and requires level 1 empowerment to gain 10 charges. Each charge is good for ten automatic attacks.

SF: The weapon gains the automatic special property.

5e: As an action, provided you have at least half the capacity of your firearm remaining, you can attack a

cone with a range equal to your firearm. Those caught in the cone must make a Dexterity saving throw against DC 8 + your proficiency bonus + your Dexterity modifier or take the gun's damage. Success halves this damage. This action uses up all remaining ammunition in the gun at once.

Ballistic Weave

Category: armor, clothing, or shield;

Build Points: 2

PF: Applied to armor or a shield, this allows it to use its full AC bonus even against close-ranged firearms. Applied to clothing, the clothing becomes light armor that provides +1 AC that also works against firearms, with no armor check penalty or arcane spell failure chance.

SF: Applied to clothing, the clothing becomes armor with KAC +1, EAC +1, and no armor check penalty. It does not have a proficiency requirement.

5e: You gain resistance to sling bullets and firearms that deal piercing damage while wearing this item.

Bayonet

Category: firearm; **Build Points:** 1

A dagger at the end of your firearm can be surprisingly useful.

PF: Your firearm can double as a martial weapon that deals 1d6 points of slashing and piercing damage with a x2 critical (1d4 points of damage if you are Small). So long as you are wielding the firearm, you threaten squares adjacent to you with its melee component. The melee component is one- or two-handed, matching the firearm it is installed onto. The bayonet must be enhanced separately (and has 1 build point pre-spent). If you attune the base firearm, the bayonet is considered attuned as well, gaining the same attunement bonus.

SF: As above. The dagger is considered item level 1, but can be replaced with other one-handed melee weapons, provided they are not of a higher item level than the firearm hosting them.

5e: The firearm gains the ability to double as a longsword. This longsword can be modified separately.

Boft Action

Category: firearm; **Build Points:** 2

This firearm is not semi-automatic, unlike most, even if it has a capacity greater than 1. You must reload it before firing it, though you can perform the reload action long before you actually fire.

PF: The firearm must be reloaded after each shot, taking at least a move action before firing each time, no matter how many bullets remain in the gun. The misfire chance of the gun is reduced by 2.

5e: The firearm always has the loaded quality, even with a magazine with more ammunition in it. This costs -2 build points instead of +2.

Bolt Action, Straight Pull

Category: firearm; **Build Points:** 2

This modification can only be added to firearms that already have the bolt action modification. This allows you to reload the firearm faster with one smooth action, though it increases the complexity of the parts involved.

PF: The firearm no longer requires a move action to reload between shots, but the misfire chance of the gun increases by 1.

SF: The firearm no longer requires a move action to reload between shots, but the misfire chance of the gun increases by 1.

5e: This modification is not valid.

Bulky

Category: armor; **Build Points:** 4

What makes armor better? More armor, of course.

PF: This modification increases the weight of the armor by 50%, increases its AC by +1, increases its armor check penalty by 1, and increase its arcane spell failure by 10%.

SF: This modification increases the weight of the armor by 50%, increases its KAC and EAC by +1, increases its armor check penalty by 1.

5e: This modification increases the weight of the armor by 50% and increases its armor class by 1. The armor gives disadvantage to stealth if it didn't already do so.

Clipped

Category: any; **Build Points:** 1

A little hoop allows an item to dangle from the user, ready to be used at a moment's notice.

PF: You can draw a clipped item into your hand as a move action that does not provoke an attack of opportunity. At the GM's discretion, having too many/too large clipped items could become too burdensome, encumbering you as if under medium or even heavy load.

SF: You can draw a clipped item into you hand as a swift action. At the GM's discretion, having too many/too large clipped items could become too burdensome, making you encumbered or even overburdened.

5e: You can draw or stow a clipped item as a bonus action. If you are using the variant encumbrance rules, your GM may determine that you have too many/too large clipped items, causing you to be encumbered or even heavily encumbered.

Custom Fit

Category: armor or shield; **Build Points:** 3

Tailoring the armor for the specific dimensions of a particular wearer, you make it easier to wear.

PF: The armor check penalty of that armor is reduced by 1 so long as it is used by the person named while

creating this modification.

5e: Your maximum Dexterity bonus increases by 1, even for heavy armor.

Dazzled

Category: armor or clothing; **Build Points:** 1

Sometimes fashion is everything.

PF: While worn, dazzled items offer a +1 circumstance bonus to Charisma-based skill checks towards being noticed or taking center-stage.

5e: While worn, you gain advantage when trying to command attention, though what you do with that attention is up to you.

Double

Category: melee weapon; **Build Points:** 2

PF: Any one-handed or light weapon with this modification becomes a two-handed double weapon. The second head deals damage of one size smaller than its original damage. The weight of the weapon doubles. Any modifications to the weapon's die size or number of dice applies to both heads but is only paid for once. The other head may be enchanted or modified separately, but not with any effect that increases its damage die size or number of dice.

SF: While you may modify your weapon to be a double weapon, this has no mechanical effect.

5e: While you may modify your weapon to be a double weapon, this has no mechanical effect.

Easy Reloading

Category: firearm; **Build Points:** 3

A firearm with this modification is designed for the rapid insertion of ammunition or magazines, reducing the time to reload by one step.

PF: If reloading takes more than one round, it takes one fewer rounds. A full-round action becomes a standard action, a standard action becomes a move action, and a move action becomes a free action.

SF: If reloading takes more than one round, it takes one fewer rounds. A full action becomes a standard action, a standard action becomes a move action, and a move action becomes a swift action.

5e: Provided you have another loaded magazine ready, the firearm ignores the loaded quality.

Electric Powered

Category: melee weapon; **Build Points:** 5

Such a weapon is designed to crackle with electricity when you press a button just before impact. The weapon requires level 1 empowerment to gain 20 charges, which discharges at a rate of 1 charge per hit. You may declare you are attempting to stun the target before rolling to attack. If you land the hit, you deal no damage, but the victim must make a saving throw.

PF: The weapon deals electricity damage instead of its normal damage type. While activated, it bypasses damage reduction, but may be affected by electricity resistance. The Fortitude saving throw DC is 10 + 1/2 your level + your Strength or Dexterity modifier, whichever is higher. On a failure, the target is staggered for 1 round; on a success they are sickened for 1 round.

5e: The weapon deals lightning damage instead of its normal damage type. While activated, it bypasses resistance against its normal damage type, but may be affected by lightning resistance. The Constitution saving throw DC is 8 + your proficiency bonus + your Strength or Dexterity modifier, whichever is higher. On a failure, the target is restrained for 1 round; on a success they are sickened and have disadvantage on attack rolls and ability checks for 1 round.

Enhanced Draw

Category: bow or crossbow; **Build Points:** 2

Refining the strength of the cord and how it's attached, you can make a bow or crossbow harder to pull back but release that much more power when fired.

PF: When applied to a bow, this allows you to make it a mighty bow. A crossbow is similarly enhanced. When adding this modification or while adding another modification while this exists on the item, the crafter may decide the strength rating the weapon. Just like a composite longbow, if your Strength bonus is less than the strength rating of the weapon, you can't effectively use it, so you take a -2 penalty on attacks with it. This feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the weapon. This modification can be reapplied to change the rating of a weapon, overriding the original.

5e: When wielded by a user with 13 or higher Strength, this weapon deals 2 extra damage.

Environmentally Sealed

Category: medium or heavy armor; **Build Points:** 5

This armor has the ability to be completely sealed from the environment. The suit can use level 1 empowerment, which allows it to finish the sealing and produce its own air. On a battery, this lasts for an hour, and a level 1 battery will last for up to 10 uses.

PF: You gain cold and fire resistance 5, and harmful effects from radiation levels are reduced by one step. While active, harmful effects from radiation levels are reduced by two steps and inhaled poisons cannot affect you.

5e: You gain fire resistance. While active, you also gain poison resistance and advantage against radiation saves and poison saves, provided the poison is gas based.

Excellent Joints

Category: armor; **Build Points:** 3

Working on the articulation of where the various plates of the armor meet and the joints of the wearer should be, you make it easier to make sudden moves while wearing the armor.

PF: The armor's maximum Dexterity bonus increases by 1.

5e: Your maximum Dexterity bonus increases by 1, even for heavy armor, to a maximum of +2. If the armor already allowed +2 Dexterity and gave disadvantage to stealth, it stops doing so.

Extended Magazine

Category: crossbow or firearm; **Build Points:** 3

Many pipe weapons don't even have a magazine at all. You can help with this. This modification increases the capacity of a crossbow or firearm by five.

PF: Reloading an entire magazine is the same action as reloading a single bullet or bolt, if the weapon normally did not normally have a magazine.

5e: A firearm with a capacity greater than 1 ignores the loading property while it has shots remaining. Reloading a magazine requires an action per four pieces of ammunition.

Extended Magazine, Greater

Category: crossbow or firearm; **Build Points:** 2

This modification can only be added to a weapon that already has the extended magazine modification. This further increases its capacity, doubling it. The weight of the weapon increases by 50%.

Extra Damage

Category: weapon; **Build Points:** 5

You refine the design of the weapon for maximize lethality. That is the point, is it not? The damage for this weapon increases by one step on the following list, as if the weapon's size had increased by one size category.

PF: The damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

5e: Double the weapon dice.

Fingerless Adjusted

Category: any; **Build Points:** 1

With this modification, any item can be adjusted to suit a user with no fingers. Oversized triggers fit for hooves or paws, or a mouth grip and handling schematic, allow for easy use by fingerless races. This modifier can be applied to traditionally fingerless items to make them suited for fingered use, with GM approval. If applied while creating the item, this modifier is 0 build points and does not require the item have the modified special ability.

Flamethrowing

Category: firearm; **Build Points:** 5

This modification allows a firearm to use alchemist's fire as ammunition.

PF: Switching between ammunition types is a move action. The firearm can hold one vial at a time, unless extended magazine modifications are dedicated to the task. When fired, you have three options:

- You can fire a solid glob of flammables, in which case it works just as a standard alchemist's fire, but uses the range, critical chance, critical multiplier, and misfire of the firearm.
- You can fire a stream of alchemist's fire, causing it to deal its damage to everything in a 30-foot line, but they don't catch fire unless they fail the saving throw (Reflex DC 13 + 1/2 your base attack bonus) by 5 or more.
- You can wave the firearm back and forth, creating a 15-foot cone. Those caught in it don't catch fire unless they fail the saving throw (Reflex DC 13 + 1/2 your base attack bonus) by 5 or more.

No matter the mode used, any increases of damage the firearm provides through its modifications apply to the alchemist's fire.

SF: This modification simply allows the firearm to deal fire damage as an option made before rolling an attack.

5e: Switching between ammunition types is a bonus action. The firearm can hold one vial at a time, unless extended magazine modifications are dedicated to the task. When fired, you have three options for the area of the attack:

- You can fire a solid glob of flammables, which strikes any area within the firearm's short range, affecting any creature within 5 feet of the impact.
- You can fire a stream of alchemist's fire, affecting all creatures in a 30-foot line.
- You can wave the firearm back and forth, affecting all creatures within a 15-foot cone.

Affected creatures must attempt a Dexterity saving throw against a DC of 8 + your proficiency bonus (if you are proficient with the base firearm) + your Dexterity modifier. On a failed save, they catch fire as per normal for an alchemist's fire, while on a successful save they do not catch fire.

No matter the mode used, any increases of damage the firearm provides through its modifications apply to the alchemist's fire and the damage it deals to those caught on fire.

Flechette

Category: thrown non-area weapon;

Build Points: 2

Such a thrown weapon is modified to be dropped rather than thrown. The weapon has half its range when hurled horizontally. When dropped onto a target, it

deals 1 extra die of damage or every 20 feet it fell before striking the target. Range and range increments are still applied, as aiming a dropped weapon can be just as tricky as throwing it. Dropping a weapon offensively is the equivalent of attacking, action-wise.

Flying Adjusted

Category: armor; **Build Points:** 2

PF: Such armor is one category lighter for purposes of flying. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. The armor check penalty of the armor no longer applies to Fly checks.

5e: This has no mechanical effect.

Hand Cranked

Category: firearm with a capacity greater than 1;

Build Points: 2

Instead of relying on automatic or semi-automatic mechanisms that can fail, sometimes spectacularly, this firearm is made for manual loading of the next shot. Despite its capacity, the gun must be effectively 'loaded' as if it were a one-handed firearm to make the next shot available. In return for this inconvenience, the misfire chance of the gun decreases by 1. In the case of a burst-firing weapon, the user cranks through the entire action of firing, but it does not require additional actions. A firearm requires two hands to fire and crank at the same time.

Heated

Category: melee weapon; **Build Points:** 4

Such a weapon is designed to ignite. While lit, the weapon deals fire damage instead of its normal damage type. The weapon requires level 1 empowerment to gain 10 charges. Each time the weapon is ignited, it lasts for five minutes and uses 1 charge. While ignited, the weapon sheds normal light in a 20-foot radius, and increases the light level, up to normal, for an additional 20 feet. You may declare you are attempting to cauterize the target before rolling to attack. If you land the hit, you deal no damage, but the victim must make a saving throw.

PF: You may activate the weapon as a swift action. While activated, it bypasses DR, but may be affected by fire resistance. The Fortitude saving throw DC is 10 + 1/2 your level + your Strength or Dexterity modifier, whichever is higher. On a failure, for 1d4 rounds, any healing the target would receive must succeed a caster level check against the same DC or fail and any fast healing ceases to function for the same duration. On a success this only lasts 1 round.

5e: You may activate the weapon as a swift action. While activated, it bypasses resistance against its normal damage type, but may be affected by fire resistance. The

Constitution saving throw DC is 8 + your proficiency bonus + your Strength or Dexterity modifier, whichever is higher. On a failure, any healing the victim would receive prompts another Constitution save by the victim against the same DC or the healing fails. This lasts for 1d4 rounds and any regeneration ceases to function for the same duration. On a success this only lasts 1 round.

Heavy Momentum

Category: bludgeoning weapon; **Build Points:** 3

With the weight of this weapon focused on the greatest impact at the end of an attack, the wielder can knock their foes off-balance with greater ease.

PF: On a critical hit, or if 6 dice of sneak attack are sacrificed, the creature struck becomes staggered for 1 round. This does not function against creatures immune to critical hits or sneak attacks.

SF: On a critical hit, the creature struck becomes staggered for 1 round. This does not function against creatures immune to critical hits or sneak attacks. An operative that succeeds at a trick attack with such a weapon may trigger the effect in return for dealing no trick attack damage.

5e: The target is restrained for one round on a critical hit.

Heroic Strength

Category: weapon; **Build Points:** 3

Despite its name, it's usable by anyone. Such a weapon deals another die of damage. This damage is not multiplied in the case of a critical hit. This modification can be added multiple times. The Big Mao say such techniques work on the 'ki' of the user. Others just note that if you don't have a powerful enough personality, it doesn't work. You can only take advantage of one extra die of damage for every five levels (or hit dice) you possess.

Insulated

Category: armor; **Build Points:** 2

Layering rubbers and plastics where you can, along with conductive paths that lead away from the wearer, this dramatically improves the armor's ability to harmlessly deflect electrical attacks.

PF: You gain electricity resistance 5 for light armor, 10 for medium armor, or 15 for heavy armor. This increases the armor check penalty of the armor by 1.

5e: You gain lightning resistance, but the armor becomes one step heavier (light becomes medium, medium becomes heavy), to a maximum of heavy. This affects both its maximum Dexterity bonus (if any), and armor type for the purposes of armor proficiency. Heavy armor always gives disadvantage on stealth, but medium armor does not unless the armor already has that quality. Armor modified in this way does not gain a Strength requirement.

Integration

Category: any; **Build Points:** 2

Though this makes items much more complex, its usefulness is hard to argue. Adding a set of binoculars to a helmet allows a user to enjoy the benefits of zoom without reaching for their pack. It is a move action in most cases to activate, deactivate, or otherwise use the integrated item. If the integrated item normally requires longer than a move action to use, use that activation time. The integrated item may be modified, but is considered to have this modification already, and does not share any properties with its host item. The weight of the resulting item is the combination of the added item and its host.

Jet Propelled

Category: armor; **Build Points:** 5

What happens when you apply electric motors just right with the slightest dash of cobbled-together air magic? You get this modification! Press the button, listen to it hum like an angry hive of bees, and kiss gravity goodbye!

This modification requires level 2 empowerment to gain 10 charges. Starting to fly takes a charge and grants a fly speed of 30 feet for one minute. If you could already fly, your speed is instead increased by 15 feet, with a minimum of 30 feet. If you are still airborne when the duration expires, the modification will automatically expend another charge for an additional minute of uninterrupted flight time.

If empowerment 3 is provided, the speed increases to 45 feet and the duration is measured in ten-minute increments. If the user could already fly, their speed is instead increased by 25 feet, to a minimum of 45 feet.

If empowerment 4 is provided, the speed increases again to 60 feet. If the user could already fly, their speed is instead increased by 35 feet, to a minimum of 60 feet.

PF: The fly speed granted by this modification has clumsy maneuverability.

Jury Rigged

Category: any; **Build Points:** 3

This modification is applied to non-scrap items, giving them the scrap quality. Besides making further modifications possible, it also allows them to be powered through unusual means. Such an item can be empowered with a universal battery even if it would normally not be compatible. The DC or caster level needed to repair this item increases by 5. Firearms have their misfire range increased by 1.

Laser Powered

Category: firearm; **Build Points:** 3

The affected firearm no longer uses bullets, instead requiring level 1 empowerment to gain 20 charge. It

takes one charge per shot. While powered, it deals fire damage instead of its usual damage type.

PF: The weapon ignores damage resistance, though can be affected by fire resistance. Its attacks are considered rays, not bullets. It resolves against touch or standard AC as normal for the firearm this modifier is applied to.

Long Barrel

Category: firearm; **Build Points:** 3

This firearm's barrel has been dramatically extended. This requires extra gunpowder, creating an element of risk, but increasing the range of the weapon considerably.

PF: Increase the range of the weapon by 50% and increase its misfire chance by 1.

SF: Increase the range of the weapon by 50% and on a roll of natural 1 while attacking, the weapon becomes broken. If the weapon was already broken, it is destroyed instead.

5e: Increase the range of the weapon by 50% and on a roll of natural 1 while attacking, the weapon becomes broken. If the weapon was already broken, it is destroyed instead.

Magic Disruption

Category: weapon; **Build Points:** 2

The weapon requires level 1 empowerment to gain 20 uses. While powered, the user can choose on each hit if they wish to disrupt the target's connection to the local elements.

PF: The DC of any spells the victim casts until the end of their next turn is reduced by 1. If the spell has no DC, instead reduce its effective caster level by 2 (but this reduction cannot make a spell unable to be cast, only weaker).

5e: If the target is concentrating on a spell when hit with this weapon, they must make their Constitution saving throw with disadvantage to keep concentration. Otherwise, if they attempt to cast a spell before the end of their next turn, they must succeed a DC 13 Constitution save or the spell fails.

Magic Powered

Category: any; **Build Points:** 3 (priceless)

Though the process of creating these engines is long lost, partially requiring tools and infrastructure that simply don't exist anymore, it is possible to find an item that already has this modification. Such an item provides its own empowerment daily. It can be activated at level 1 as if fed a mark 1 universal battery. At level 2, it lasts half as long or has half as many charges. At level 3 it has half again as many charges or duration (1/4 the amount as level 1). Once level 2 or 3 is used, the item remains at that level until the end of the day, or it runs out of power.

Miniaturized

Category: any (except weapons or armor);

Build Points: 2

An item with this modification has been refined to the point that it is much smaller than one would expect. Such an item weighs 33% less.

Mirror Finish

Category: armor; **Build Points:** 10

This incredibly complex process causes armor to turn aside hostile forces, physical and otherwise.

PF: The armor bonus of the armor becomes a deflection bonus. This modification cannot be added to enchanted armor and will cease functioning if the armor it is already installed on becomes a permanent magic item.

SF: The lower of the armor's kinetic and energy armor bonus raises to match the other and any bonuses to one is shared between the two.

5e: As a reaction, you may use the armor's AC as the result of a Dexterity save against a spell or effect. This choice must be made before you roll.

Modular Design

Category: any; **Build Points:** 1

By adjusting an item to use things with sizes that match what was left behind in the ashes, it becomes easier to repair such an item in the future. Repairs to the device take half as long and require half as much gold to complete. If the item becomes destroyed, it can be scavenged for 1/4 its market value in parts.

Oversized

Category: firearm; **Build Points:** 0

Why not bigger? With firearms, it's not an unreasonable thought. This changes a one-handed firearm to a two-handed one. If it was two-handed, it remains two-handed, but requires stabilization or it must be mounted securely on a stable surface. The damage die of the weapon is increased by one size. The weight of the weapon quadruples. Unlike other modifications, this can only be applied to weapons while they are being constructed, not afterwards.

If you are wearing armor that equals or exceeds the weight of the firearm, no stabilization is required.

PF: Two-handed firearms with this modification require a move action to deploy stabilization. If fired without being secured, you are knocked prone and suffer a -4 penalty to any attacks made with it (the DC of such weapons is also reduced by 4).

5e: Two-handed firearms with this modification require an action to deploy stabilization. If fired without being secured, you are knocked prone and suffer disadvantage to any attacks made with it (the DC of such weapons is also reduced by 4).

Pocketed

Category: armor; **Build Points:** 2

You've placed pockets in well-balanced points all through the armor, making it easier to carry more through the wastes. While worn, the armor increases the user's Strength by 1 for purposes of carrying capacity.

Pocketed, Concealed

Category: armor; **Build Points:** 1

This modification can only be added to armor that already has the pocketed modification. Any one-handed weapon or other small item can be concealed.

PF: You gain a +2 circumstance bonus to any Sleight of Hand check to hide the item.

5e: You gain a +2 bonus to any Dexterity (Sleight of Hand) check to hide the item.

Pocketed, Deluxe

Category: armor **Build Points:** 3

This modification can only be added to armor that already has the pocketed modification. This modification increases the user's Strength by an additional 1 (to a total of +2) for purposes of carrying capacity.

Power Tool

Category: any (except weapons or armor); **Build Points:** 5

Applying a motor to some tools makes them better. Why use a drill you have to crank yourself when a power drill gets it done faster and easier? This goes for basically any crafting tool and many others. Such an item requires level 1 empowerment to gain 10 charges. It uses 1 charge to activate and remains active for one minute, or until dropped. While active and held, a powered object will reactivate itself without pause so long as it has power. If you are engaged in a long-duration project, such as crafting, each day of work requires 20 charges. While active, the bonus the item provides is increased by 50% or the item works 50% faster, at the GM's discretion.

PF: It is a standard action to activate.

5e: It is an action to activate.

Powered

Category: melee weapon; **Build Points:** 4

A little ingenuity can enhance a weapon with some technology. Perhaps you attach a chainsaw to your sword, or your spear can thrust itself into an enemy you've already skewered. Whatever the cause, the weapon deals one additional die of damage while active. Such an item requires level 1 empowerment to gain 10 charges. It uses 1 charge to activate and remains active for one minute, ten hits, or until it is dropped. While active and held, a powered object will reactivate itself without pause so long as it has power.

PF: It is a standard action to activate.

5e: It is an action to activate.

Precise Incision

Category: piercing weapon; **Build Points:** 3

Properly weighted and given a tip specialized for the task, such a weapon can deliver crippling blows when aimed true.

PF: As a standard action, you may make a single melee attack. On a hit, the enemy suffers a -2 penalty to attacks and saving throws for 1d4 rounds. If the attack was also a sneak attack, you may forfeit the sneak attack damage to increase the penalty by 1 per three sneak attack dice (round up). Creatures immune to precision damage or critical attacks are immune to this effect. This attack still deals its normal damage.

SF: As a standard action, you may make a single melee attack. On a hit, the enemy suffers a -2 penalty to attacks and saving throws for 1d4 rounds. An operative that succeeds at a trick attack with such a weapon may increase the penalty by 1 per 5 operative levels in return for dealing no trick attack damage. This attack still deals its normal damage.

5e: As an action, you may make single attack with this weapon. On a hit, the target gains disadvantage on saving throws for 1d2 rounds.

Radio-Enabled

Category: any; **Build Points:** half the rating of the implanted radio, minimum 1

Want your helmet to double as a radio device? Maybe you want a pin on your armor you can press to chat with your team? Either way, this is your modification. Decide on the rating of the radio transmitter you wish to install. A radio receiver is included at no extra cost or weight, but the weight of the item increases from the transmitter. This requires level 1 empowerment to gain 4 charges. 1 charge allows it to function for up to 24 hours. This duration does not need to be consecutive, but it must be used in 1-hour increments.

Reinforced

Category: armor; **Build Points:** 3

What is armor designed to do, ultimately? Protect its user. This does just that.

PF: Increase the armor bonus of the armor by 1, stacking with any enhancement bonus the armor may have. The construction does come at the expense of mobility, increasing the armor check penalty of the armor by 1.

SF: Increase the KAC and armor check penalty of the armor by 1.

5e: Increase the armor class of the armor by 1. Decrease the maximum Dexterity bonus by the armor by 1, to a minimum of 0. If it had no maximum, it becomes +3.

Remote Controlled

Category: any; **Build Points:** 3

An item with this modification can be triggered with any radio, provided you know the right channel on which to send the command. Such an activation will be blind, so while a gun could be triggered to fire, it will only do so directly ahead without any ability to aim. The function that the item can trigger must be specified. For example, a door could be set to toggle being locked or unlocked when triggered.

Rifling

Category: firearm; **Build Points:** 2

It's amazing what some grooves in the barrel of the gun can do to really transform it! Adding this modification to an existing gun renders all scrap ammunition made for it inoperative until adjusted (takes 10 minutes per bullet). The resulting gun has its range increased by 50% (+5 feet per 10 feet). This modification is incompatible with the tolerant tube modification and cannot exist at once on the same firearm.

Rugged Design

Category: firearm; **Build Points:** 3

Made of the best metal you could scrape up, your gun is hardened against misfires. It can become broken from misfiring but will not damage itself beyond that.

Scattershot

Category: firearm; **Build Points:** 4

Instead of firing a single bullet, the firearm disgorges a hail of deadly shot.

PF: Choose a single target and attack normally. Anyone other than the target standing within 5 feet of them takes half damage (1/4 damage if they succeed on their saving throw). A Reflex save (DC 10 + 1/2 your base attack bonus + your Dexterity modifier) allows them to take half damage. If you miss the primary target, they become a target of the secondary effect (taking half damage, save for 1/4).

5e: Whenever you use the firearm, those within 5 feet of the target must make a Dexterity save against DC 8 + your proficiency bonus (if you are proficient with the base firearm) + your Dexterity modifier. Those who fail take half the rolled damage of the gun. If you miss your target, they also make a saving throw against the area effect, otherwise they just take the direct damage.

Scoped

Category: firearm; **Build Points:** 2

The addition of a scope to the firearm allows you to aim more accurately.

PF: Aim at a target as a move action. Provided the target has not moved from their starting square by the time you fire, you only take a -1 penalty per range

increment instead of -2. Attacking or moving ends this bonus.

5e: The short range of the weapon increases by 50%, to a maximum of the long range of the weapon, provided you do not move that round.

Silenced

Category: firearm; **Build Points:** 2

A silencer extends from the barrel of the firearm and muffles the sound it makes by letting the gas escape in a more controlled and less rapid fashion. The DC to hear such a firearm be used is 0 instead of the normal -10. It also suppresses the flash of a firing gun.

Solid Construction

Category: firearm; **Build Points:** 3

A firearm that jams in the middle of trouble could be the end of you. Does it matter how big of a bullet it can spit if it stops working? Build it to last. This increases the hit points of the firearm by 25%. The misfire chance of the firearm is reduced by 1.

Spring Loaded

Category: one-handed or two-handed melee weapon (not light weapons); **Build Points:** 2

With a swift action, you may activate or deactivate the reach quality on the weapon, causing it to spring outward or collapse inward. It remains locked in either position.

PF: Gaining or losing the reach quality changes the reach of the weapon accordingly when wielded (a Medium creature has a reach of 10 feet with a reach weapon).

Stabilizing Wings

Category: armor **Build Points:** 2

On command (or a pull of a cord or lever), your armor sprouts wings to assist in flying. They are stiff and don't help you move faster, but you are more stable.

PF: Your flight maneuverability increases by one category.

5e: You gain advantage to feats of acrobatics that involve flying.

Static

Category: ranged weapon; **Build Points:** -2

Such a weapon is literally bolted to the ground or vehicle. It cannot be used unless completely secured. This is a limitation, but without concerns for weight or ease of use, it gives more room for other concerns.

Supersonic Ammunition

Category: firearm; **Build Points:** 4

PF: The range at which you can target the touch AC of

your target with your firearm is increased by one range increment. The DC to hear your gun fire is reduced by 10.

SF: This modification is not valid.

5e: This modification is not valid.

Tolerant Tube

Category: firearm; **Build Points:** 2

A firearm with this modification is made to accept a wide margin of error in its ammunition. You can reload it with any scrap ammunition, even if it wasn't made for that specific gun. This modification is incompatible with the rifling modification and cannot exist at once on the same firearm.

Under-Barrel Launcher

Category: firearm; **Build Points:** 2

This ingenious device allows you to propel grenades. Loaded as ammunition, the firearm can propel the grenade with the same accuracy as a bullet, and the grenade will explode on impact, hit or miss. The firearm can still fire bullets normally, and can even hold a magazine of them, but can only hold one grenade at a time. If you have or add a modification that changes the capacity of the firearm, you must choose which type of ammunition it applies to.

Unhinged

Category: weapon or armor; **Build Points:** -3

An item with this modification requires attunement to function.

PF: Once attuned, it decreases the enhancement bonus you could grant by 1 in order to activate. If you can't attune the item with at least a +1 enhancement bonus, the item does not function.

SF: This modification occupies an upgrade slot in armor. It cannot be installed on a weapon.

5e: You must have the Unhinged feat to attune to this item. When attuned to an item with this modification, you provide one less empowerment than normal.

Waterproof

Category: any; **Build Points:** 1

Sealed tight, such a device is not harmed by submerging or using it in water. Firearms with this modification can be used underwater without issue. Scrap ammunition is not waterproof by default and using wet scrap ammunition increases the misfire chance of the gun by 1.

Weapon Mounts

Category: any; **Build Points:** 2

An item with this modification has convenient slots for inserting weapons for use while operating the device. This could take the form of built in weapon racks in

pony armor, or a place to hold guns on an electrocycle. Installing or removing weapons requires a minute of work. Such a weapon can be used without ceasing to use the item it's installed on. For example, if you put weapon mounts on an electrocycle and put a firearm in one of those slots, you could fire while keeping both hands, or hooves, on the controlling device. This does not let you make more attacks per round or take more actions per round than normal.

Weather Proofed

Category: armor; **Build Points:** 1

Designed specifically for hot or cold weather, this armor either keeps the heat in or helps get it away from the user.

PF: This grants a +2 bonus to Fortitude checks against the targeted temperature extreme for environmental effects.

5e: While worn, you gain advantage to saving throws against hot or cold weather, as chosen when adding the modification.

Well Balanced

Category: masterwork weapon; **Build Points:** 4

It's quite simple, in theory, but to squeeze that last bit of accuracy that reaches beyond masterwork alone is quite a feat. This increases the attack rolls made with the weapon by 1, stacking with other bonuses.

Vampiric

Category: weapon; **Build Points:** 5

A device with this modification draws essence from the victim, strengthening yourself. For every 3 points of damage inflicted in a strike, you gain 1 temporary hit point. These temporary hit points last for 1 minute and don't stack. Successive strikes will reset the duration and refresh your temporary hit points to the highest amount. This item requires level 2 empowerment to gain 10 charges. Activating the item causes it to work for up to 1 minute or ten hits. If it is still active and being held, it will reactivate itself without pause, provided it has power.

This modification makes use of the proximity of Everglow to both negative and positive planes and may not work as expected outside of it.

PF: This feature must be turned on as a swift or move action.

5e: This feature must be turned on as a bonus or move action.

Zip-Line Harness

Category: armor **Build Points:** 10

Installed in armor, this suit greatly enhances the mobility of the wearer. As a move action, you may designate any surface with a hardness less than that

used in the harness itself (the default is iron/10 hardness). The surface must be within 30 feet. You then move immediately to that square, provoking attacks of opportunity as normal. You can detach the hook as a move action. If you use this ability again, detaching is automatic and included as part of the movement. You can hang from a deployed hook but being pushed or knocked down while doing so results in the hook coming loose and you begin falling.

Replacing the hooks with more exotic (and harder) metals is possible, provided you have access to them. Increase the build points of this modification by 3 if harder material is used. The hooks can be used to make

a ranged disarm attempt in place of an attack, but a failure of 5 or more allows the target to make a free trip attempt against you by pulling the rope. The zip-line works with cunning springs and coils, but provided power, can operate at greater efficiency depending on the empowerment. Empowerment persists for 1 hour, starting from the first time the harness is used with any of its empowered benefits.

Level 1: You can target points up to 45 feet away.

Level 2: You may move as a move or swift action.

Level 3: Movement ceases to provoke while using a swift action.



Settlements of the Ashen Age

Buzzard's Bluff

N small city

DEMOGRAPHICS

Government Autocracy (mayor)

Population 6,268 (65% hippogriffs, 10% griffons, 10% pegasi, 5% humans, 5% short leg ponies, 5% other)

HOLDINGS

Electricity Wind turbines provide a low level of steady power. (Empowerment 1)

Description

Situated high above sea level, this mountain city was the birthplace of a species. Though hippogriffs existed before the Blaze, they were always a secondary race, neither griffon nor pegasus. Outcasts and strange, they always had to struggle to find their own space. During the rebuilding, this changed.

Pegasi and griffons never forgot their bond. They were as kin, and they became only tighter as the world became less habitable. Need drove them together, and their blood spilled, and mixed. This city is filled with the result. Hippogriffs here consider themselves a distinct species of their own, even if they acknowledge that they are children of two other species. If pegasi were the younger cousins of griffons, hippogriffs proudly took on the mantle of being the children of their marriage.

Visitors from any of the three dominant races are welcome, even if the individual is not personally known. Any person of avian blood is given a chance to prove themselves; others are treated with the usual suspicions saved for strangers. Their high altitude makes them a poor choice for casual attack: the way to approach them is hazardous unless one happens to be flying, and flyers can only carry so much.

Their specific vantage point also makes them relatively safe from the hazards of the Ashen Age. The ash itself does not blow as thickly on their mountain-top homes. The imbalances seem more sedate so far away from the injured world. It also makes them further away from sources of food and water. Brave traders soar out regularly, laden with saddlebags filled with quartz vital for electronics, to say nothing of assembled trinkets constructed from the same.

Small ranches allow tough mountain herbivores to provide milk and meat to supplement the diet of the city, but there are not enough plants to sustain a herd of sufficient size for the entire population of the city. Some

residents of the city labor to fix that, trying to enrich the tough stone of their homeland to support life.

During the forming of the city they took to other means, and when times grow lean in trade they sometimes fall back on those methods. Though most of the city don't take pride in it, there are those who are ready to raid other settlements for what they need. Needed or not, it makes their trading expeditions all the more precarious. Memories are long in the wastes when it comes to being attacked.

Nickleton

N large town

DEMOGRAPHICS

Government Varies

Population 3,842 (40% ponykind [80% short legs, 20% other], 40% humanoid [60% humans, 40% other], 10% cloven, 10% other)

HOLDINGS

Electricity Coal burning furnaces provide power to the town. (Empowerment 1)

Improvements Abundant Salvage Source, Generators, Trade Routes

Description

Built right on top of the ruins of Camp Nicklelee, the bones of the past age have become the source of the new one. Miners work through the hours, dredging up ore and metal to be melted down, purified, and ready for reforging into new tools and supplies. While Camp Nicklelee continues to yield up a bounty, the ores that the old settlement once sat on remain there, waiting to be dug up.

The presence of such abundance has drawn the attention of others. Control has passed from hand to hoof to talon and back. Those that live and work in the town seem to pay it little mind. They pay a share to whoever wears the biggest hat at the moment, so long as they are allowed to continue their digging and working, and this seems to be just fine to those who are receiving those shares.

Unlike other places, Nicklelee offers up few ghosts to harass those that dare to live within the limits of the old settlement. The locals claim it's because, Blaze be damned, the workers of yesterday understand the working spirit. So long as the ore continues to be delved up and worked, they will not be bothered by tormented souls. Other, more historically minded sorts claim that whatever made the old Nicklelee miners unbalanced may have prevented their souls from returning, and the new miners may yet encounter it.

Greegate Community

LG metropolis

DEMOGRAPHICS

Government Autocracy (Chief Bunk Officer)

Population 23,247 (60% humans, 15% other humanoids, 10% ponykind, 10% other fey, 10% other)

HOLDINGS

Electricity Greegate Community has intact and lovingly preserved generators in its bunkers. The wiring leading out to the rest of the community offers a more stingy, but reliable, source of electricity. Outside the wall, wiring is unreliable and a fire hazard, making getting power a chancy prospect at best. (Empowerment up to 3 inside the bunkers, empowerment 1 within the walls)

Description

As the war intensified, some humans decided that caution was worth a little investment. More specifically, another set of humans decided safety would get people to pay them for the promise of safety. They were correct, and collected generous amounts of funds to construct a bunker that could hold a good number of paying customers safely until disaster, whatever it was, passed by. When word began to spread that the fae were preparing a spell so terrible it may end everything, many fled to

the bunker, waving their passes. Some arrived without them, begging for mercy.

Greegate, the city it was closest to, became visibly less populated seemingly overnight. Those that remained in the city laughed and raised glasses to their friends. Wouldn't those that fled feel silly when the war ended and they came slinking home, ashamed and poorer for their paranoia? They laughed until the Blaze came and turned it into screams. The great floating runes that had named the city crashed down, only adding to the chaos as they struck like meteors among the other buildings that had been set to drift with the power of magic that had failed them. The city was lost, but the bunker remained.

the Blaze, for how terrible it was, did not persist long. It came upon the world as a sudden strike. It was only a short time later that the hiss of an opening door echoed across the ashen lands. The first that emerged were not paying residents. Those who had not had a pass were sent out first to establish the land for those who would follow. They were fed and watered, but the bunker was not their home, and they were never allowed to forget it.

Even as the rest of the world staggered through the Age of Numbness, Greegate Community, as it called itself, began to spread. Fences were erected, later upgraded to actual walls. Wiring went out, buildings were constructed, and a city began to grow. The social divide between those who were allowed in the bunker proper and those who were not became a visible gap. While the



population grew, both with immigrants and through the natural ways people are made, those ticket holding families were always considered better than those who simply were not allowed in the bunker even as they were forced to consider housing aboveground.

The city is human majority measurably, but not entirely. Even among the haves, there exist the inhuman. The most notable is a pony satyr family. They were the result of a pony slave whose owner found love and freed them. Their children became known for their technical prowess, showing excellent skill at magic, electricity, and how they interact. Few in the city don't know of the Longhoofs.

While they have preserved their technology as well as they could, education was never a high priority during the bunker's design. Those that fled to it certainly didn't bring textbooks with them. Within a few generations, only verbal tradition remained to pass on how to fix things and how things worked. The city backslid along with the rest of the wastes, even as they enjoyed indoor lighting and filtered water.

In the current times, the city accepts visitors, but any

who don't have a surface or bunker identification badge are treated with suspicion. It is possible to gain permanent residence within the city through marriage or by demonstrating a needed skill. Others simply dwell in the periphery of the city, enjoying the security that its walls and guards provide against the hostile world.

Murrage

LN metropolis

DEMOGRAPHICS

Government Monarchy

Population 31,247 (60% purrsians, 35% ponykind [90% sun ponies, 10% other], 5% other)

HOLDINGS

Electricity Murrage is completely connected, with even their lamp-posts being electrical and active. Those living outside its walls are denied access. (Empowerment up to 3, if the fees are paid)

Description

Murrage did as it once had before. When the war be-



gan, it faded away. Those purrsians outside of their city were forced to fend for themselves, but the city itself ceased to be for many years, allowing the Blaze to come and go and for the new age to begin in earnest by the time it returned. The new world had both outpaced it and was outpaced by it. Technology had moved ahead in ways the purrsians had not predicted, but what technology Murrage did have was blessedly intact, and that counted for a lot.

The purrsians of the city were swift to return to their oldest tradition, mercantilism. While much of the wastelands mistrusted visitors, Murrage has its doors open to traders and travelers. It also sends out a number of caravans to trade local goods for needed supplies. The city does not produce its own food, making this practice basically essential. The desert remains rich in mineral resources, especially gems and the like, and those are traded to settlements in return for needed sundries.

A gleaming jewel of the sands previously, Murrage has been upgraded by merit of all the other cities being brought low. With so much wealth concentrated in one place, it attracts raiders willing to try their luck. The walls of the city have become well-fortified with automated firearm turrets that unleash a rain of death on any force the purrsians deem needed.

Defenders of the city eagerly purchase long-range armaments, enabling them to spot and react to ap-

proaching troublemakers long before they get within easy assault range of the city. It is advised that those who approach the city peacefully have their weapons shouldered or holstered, lest a misunderstanding occur. Compensation for such misunderstandings is not offered.

Inside the city, the purrsians prefer to keep their city clean and safe. As a result, all guns are confiscated, examined, and, if nothing out of place is found, locked and returned. Such a gun cannot fire unless a DC 25 Disable Device (PF) / DC 17 Intelligence (thieves' tools) (5e) check is made. Failure by 5 or more breaks the firearm. If the firearm is already broken, it is destroyed instead. Such locks are removed by the guards when anyone leaves the city. People who live in the city are not under restriction and can be armed if they wish.

Riverton

N small city

DEMOGRAPHICS

Government Autocracy (mayor)

Population 7,492 (30% ponykind, 15% humans, 10% gem gnolls, 5% Big Mao, 5% elves, 5% purrsians, 4% orcs, 2% cloven, 2% gnomes, 2% halflings, 1% luminous dragons, 16% other)

HOLDINGS



Electricity After several failed attempts to generate from the river itself, a building-sized generator was cobbled together, safe behind the thick walls of the city. Flooding deprives the city of power for weeks at a time. (Empowerment 1)

Description

Located roughly equidistant from the ruins of Galloping Dam and St. Moon's Reach, this river-side city continues civilization's grand tradition of sprouting up alongside rivers. Though Moody River (so named after the second flooding) went dry during the Blaze, it returned after many hard years in a terrible flooding, eventually settling to the Moody River that people bless and curse with equal strength.

Many of its buildings are constructed above the ground on stilts with stairs and ladders to reach the inside of any particular building. During dry seasons, this makes going about one's business a feat of athletics. When the river overflows its banks, this keeps the damage to a minimum, and gives the local boat makers extra business as the city becomes a canal town.

The gem gnolls joined the community when opportunity compounded. A flood caused an unfortunate amount of damage when the levy and defensive wall around the city failed disastrously. As the people of the city scrambled to rebuild their defenses, a caravan of shaggy gem gnolls approached. They were regarded with extreme suspicion, especially with the city so vulnerable, but the gem gnolls were scavengers just back from Galloping Dam and were willing to trade the plentiful resources they had secured.

The gnolls were bartered with, then enlisted to help use those goods to rebuild the wall and the damaged buildings. By the time it was done, many of the gem gnolls had settled into living in Riverton. Those that still felt the itch to seek their fortunes became scavengers for the city, regularly leading parties to the neighboring skeletons of old cities to get what would help keep Riverton going.

The short legs of the city were wary of their new neighbors. Though none living could personally remember the times of their bondage, verbal history had passed down dark tidings of those days when once they were little more than disposable workers. This turned around when it seemed the gem gnolls would be the ones working. Some of the short legs cheered on the gnolls as they labored, urging them to work harder and faster. Eventually, the short legs joined in, and, in time, the two communities grew close despite the ill blood between their species.

Shadow Path

N metropolis

DEMOGRAPHICS

Government Council

Population Metropolis - 53,916 (90% ponykind (90% leather wings, 10% other), 10% other)

HOLDINGS

Electricity None

Description

Formed shortly after the Blaze, the leather wings that spread out across the wastes were still held by the powerful want to be around others of themselves, even if they had little desire to be social on a day to day basis. A leather wing living beside another leather wing was happy, even if they didn't speak to them for years at a time. This strangely anti-social social structure led to their city becoming unusually large without many of the problems that plagued cities of equal size. Their buildings are tall, built with the assumption that their inhabitants can fly up to the higher floors.

Shadow Path is one of the largest cities of the age, despite seemingly being backward. Lacking lighting or power, Shadow Path's great numbers come from their farms. They raise animals and plants in the nearby caves, unhindered by the Ashen Age and providing for its people. Leather wings who perform any useful profession for the city are assured food and shelter.

The city is ruled by a council of guild leaders. Four guilds are considered the voice of the people, and the right to be one of the four is a constant struggle among the varied guilds of the city. The guilds are also the source of education and skill, training the next generation to replace those who are lost through age, illness, or violence. Unlike many other places, the city takes pride in the education of its people. Even those who are not leather wings will find their young invited, if they live in the city.

Night in the city is darker than any city has right to be. No lights are lit, and the natives rely on their naturally given darkvision to navigate the road if they emerge from their houses at all. Because of this, the other races that join them tend to be others that are at home in the darkness and can live alongside them, though there are a few human families that simply go to sleep when it becomes too dark to see.

Their lack of power is not one entirely of choice. The people of Shadow Path do want power and are seeking ways to learn how to construct what they need. It seems certain that whatever guild brings power to the city is likely to become part of the voice, and this creates a powerful incentive for them to explore the surrounding world. Adventuring leather wings are just as eager



to find the answer and bring it home to their people. Unlike other cities, they had no working generators to upkeep or salvage; they will have to find their own, or build them, if they can.

Guests are treated with stern and lingering stares. There is never a time that a new person isn't being watched by a leather wing, often several. The people do not abide the possible danger a stranger represents and will monitor them with an almost paranoid zeal, even when the visitor sleeps. This will continue until the visitor leaves, or they misbehave.

Of their natural resources, Shadow Path does not hurt for gunpowder and several other vital minerals

that they can mine from their caves. They trade it, and their food, for mechanical, electrical, and magical goods from other settlements.

Defense of the city appears unorganized and lacking from the outside, but most members of the city are prepared to fight, each assuming they would have to defend themselves without assistance. When trouble begins, weapons emerge from the soft-seeming city in great abundance. Firearms, melee weapons, and even sharp teeth are all available in great quantities at the first hint of trouble. There are towers that dot the suburbs of the city where leather wings congregate to exchange news and hone their aim on anything that approaches the city, discouraging monsters and raiders alike.

Stone Cross

N small town

DEMOGRAPHICS

Government Council

Population 1,789 (25% humans, 20% ponykind [80% short legs, 20% other], 10% griffons, 5% Big Mao, 5% hippogriffs, 20% other humanoids, 10% other fey, 5% other)

HOLDINGS

Electricity As if rising from the ashes, a power line provides to the settlement. Only the council understands that gift is given by the steelheart factory. (Empowerment 1)

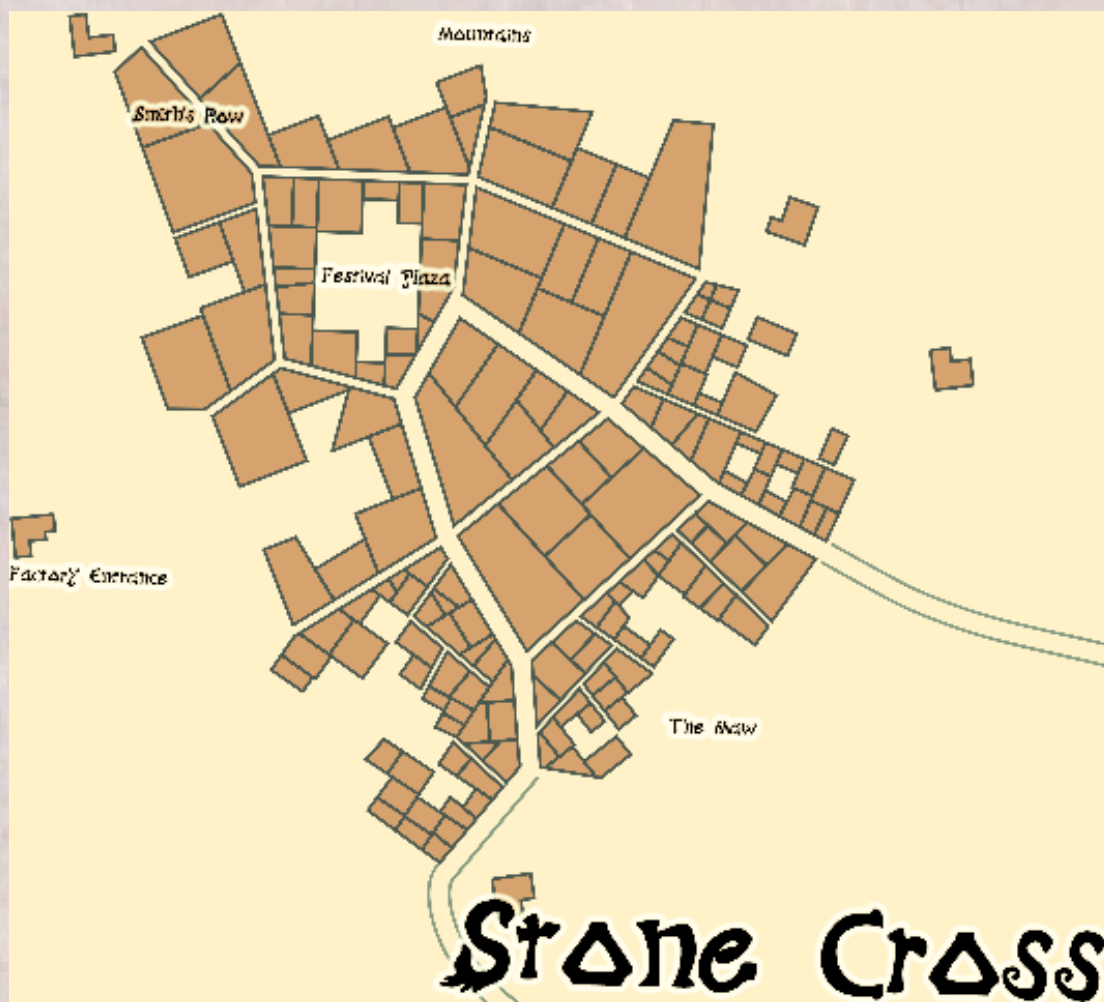
Description

The small town of Stone Cross lies in the middle of what is otherwise relative wasteland and has fortified itself for survival. The town is pressed up against a cliff, which helps to shelter it from the worst of the winds in the region. The name of the town comes from the crossing of old cobble roads that run along the cliff face and out into the wilderness; at the crossroads itself is a large stone fountain that feeds the town's water needs. One of

the roads appears to run directly up the cliff face after passing through the town, with the remains and foundations of broken buildings facing outwards above the town; a solemn reminder of the way the land itself was broken.

The town is open to all who are willing to follow its relatively simple rules: knowledge is currency, and fights are to be taken outside. Its position as an oasis only a day's travel from anywhere else has led it to have a rather high transient population, and those who stay come from all over. One can find someone of almost any race here. Stone Cross also has one of the larger surviving libraries anywhere in Everglow, thanks in part to their willingness to take new books as payment. Due to its cosmopolitan nature, the market is one of the biggest attractions in town, with its contents constantly changing as travelling merchants move about.

As welcoming as the town is, its residents have generations of training in holding back the wastes and the more desperate creatures living within it. They may not start a fight, but they WILL end one and make certain the instigator leaves. What is much less known is that the town is also right next to one of the few surviving steelheart factories, accessible through a well-hidden cave entrance in the cliff. Aside from the steelhearts



themselves and a few trusted members of the town council, this is considered a state secret. Knowledge may be currency, but some things have too high a price to be given out casually.

As a result of this, the Kollektive and its agents can be found around the area, helping to ensure that the factory is kept safe and the needs of the Kollektive are being seen after.

Tempus

N large town

DEMOGRAPHICS

Government None

Population 3,916 (100% ponykind)

HOLDINGS

Electricity Though there are no visible generators, the houses appear powered. No one asks why. (Empowerment 2)

Description

the Blaze destroyed it, then it was born. The town has seen everywhen, and most timelines. It exists in the Ashen Age as just another, if stranger, town where the weary can relax in relative safety. There are a number

of extremely potent artifacts that appear in dire circumstances, deterring any from making an organized attack on the town. Most of the time, the residents wield nothing more dangerous than some pipe weapons or grenades, and they try not to have a reason to use those either.

Trash heap

NE small city

DEMOGRAPHICS

Government None

Population 6,532 (60% humanoids [80% humans, 20% other], 20% ponykind, 10% griffons, 10% other)

HOLDINGS

Electricity Small generators power the homes and workplaces of the most powerful. (Empowerment 0)

Description

It started as a hideout for one successful gang of raiders but grew over time. When another gang showed up and was willing to pay for the right to be there instead of fighting for it, an uneasy truce began, and spread. The town has no formal government, just a tangled web of agreements and hierarchies that make people not want to start trouble in the city.



Those who don't belong to one of the larger gangs, or by proxy a submissive lesser gang, are open for harassment or worse. People who come expecting civility are often disappointed, sometimes for the last time. While the town has no formal defense force or structures, the majority of its populace is armed and ready to fight, making it an undesirable target for other hostile beings that would visit this lawless place.

Turves

N large town

DEMOGRAPHICS

Government Sheriff (Queen)

Population 4,265 (40% ponykind [80% short legs, 20% other], 20% humanoids [50% humans, 50% other], 10% griffons, 10% vulponies, 5% Big Mao, 5% cloven, 10% other)

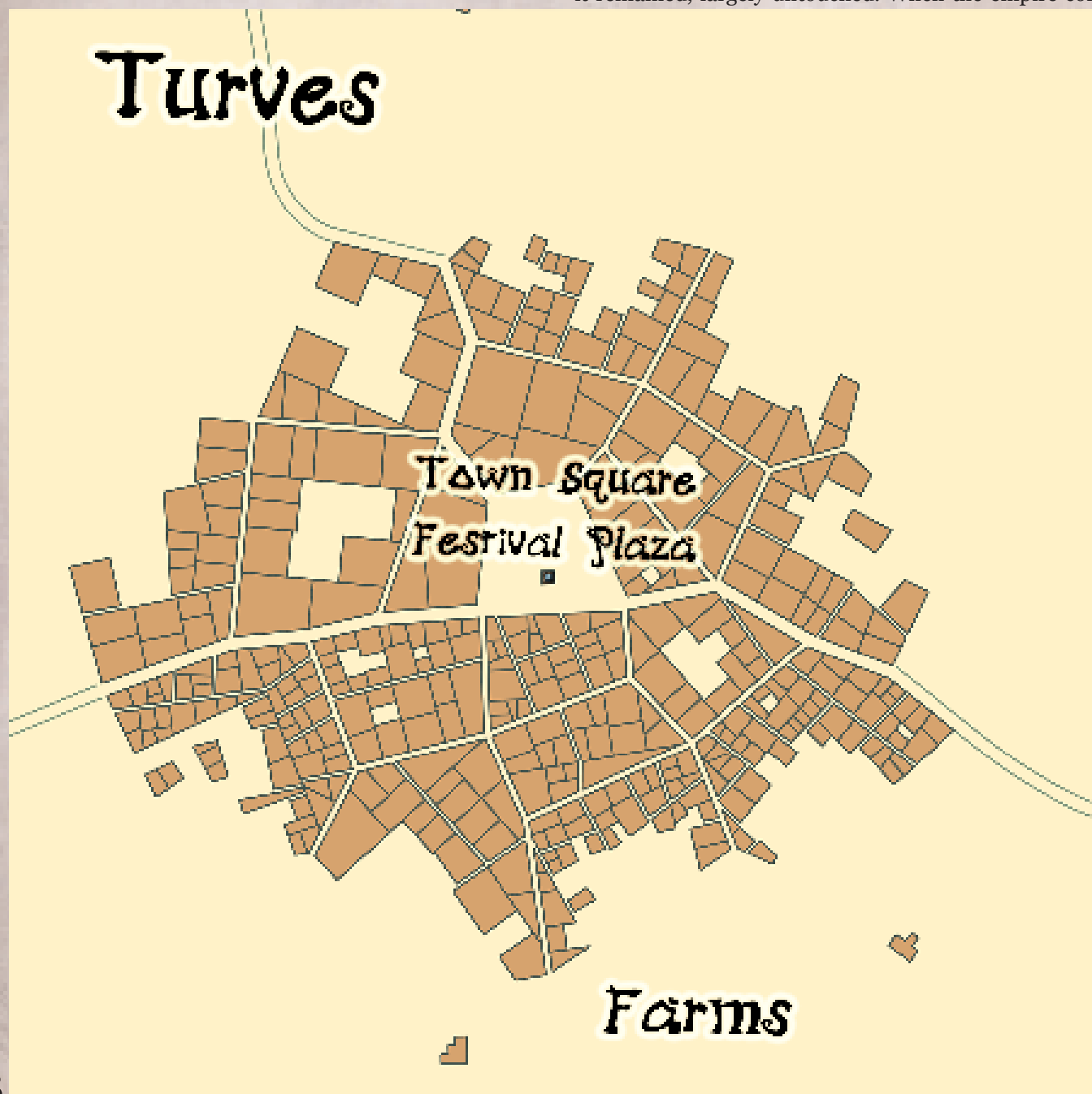
HOLDINGS

Electricity Several large generators provide internal power. (Empowerment 1)

Improvements Abundant Food Source, Generators, Trade Routes

Description

Turves is a town that has survived countless falls and risings of ponykind. When the great empire came, it was already there. When the lightning rail ran by it, it remained, largely untouched. When the empire col-



lapsed, Turves was still there, untroubled. When the humans came, the ponies bid them not trample their fields, and otherwise ignored them. With taxes paid punctually, the invading armies left the obedient little town alone, and it survived. At last, when the Blaze demanded Turves pay attention, still, it bent, but did not break. Turves remained, defying the Ashen Age.

One problem with this mode of living was that it was unsuited for the Ashen Age. Raiders, unhinged monsters, and previously unheard-of weather patterns threatened to wipe the town off the map. While various people tried to rise to the position of leader and guide it, the town shrank and bled people, until she came.

Queen Longshot arrived in the dead of night, her clothes dirty, her eyes haunted with her past. Shaking and thin with hunger, she declared herself queen

anyway. The people were unsure what to make of her at first. A strange wanderer blown in with the ash, it seemed more likely that she would be trouble than not, but her advice was often good, and she had a way with people. She won over the people and saved the town. It has grown under her careful watch. Though she is 'officially' the sheriff, she demands to be called queen, and the people humor her in this.

Turves stands as a quiet example for other settlements, despite their curious leader. Travelers are welcome, so long as they follow the rules. They succeed in raising enough food for themselves and some surplus for trade, though not as much as they used to. They even continue the Star Bear festival and invite any who wish to attend to come and join them in their festivities, even if they do increase security those few days.



Rebuilding from the Ashes

Downtime is a way to handle the actions of players when not in the middle of exploring, fighting, and other dramatic events. When not adventuring in one way or another, they may be lurking around a town or city, crafting things, stocking up supplies, and even just relaxing and enjoying their time off.

When using this system, a GM is encouraged to have a set number of weeks in mind before starting the downtime. Downtime is measured in weeks, each week being a new chance for characters to take actions. A character can take up to two actions in a week, but not the same action more than once per week.

If the players are not in a settlement, many of these actions are not available. Unless the players decide to establish their own settlement, simply ignore settlement-based actions. If the players do wish to begin their own settlement, they may do so. It begins at size 0 and must use the Encourage Growth downtime action to raise it to size 1, at which point the settlement officially begins. Knowledge (geography) and Spellcraft rolls may be useful to determine if it is a good place for such an effort.

Settlement Holdings

There are things a settlement needs, from as small as a single party (a thorpe) to a massive metropolis. For the sake of this system, we will not worry about the specifics. We aren't interested in exactly how many buckets of rice and gallons of water you have, more in those needs

being met, and perhaps some surplus being achieved to avoid disasters, trade, and work with.

By default, a settlement can hold one surplus for every two sizes. Excess surplus is lost when the week ends.

Similarly, a settlement can only sustain so many improvements that expand its abilities beyond what its size alone can account for. In order to increase in size, a settlement needs to gain growth points. While this may occur slowly over time, gaining them naturally is outside the scope of this system. A player may actively encourage this growth (see the Encourage Growth action) to help foster their settlement. When a settlement has twice as many growth points as its size, it begins to grow.

What goes up, can certainly come down. Unfortunately, it's easier for settlements to shrink than it is for them to grow. Negative events can give reduction points. If the settlement has medical surplus, they cancel out reduction points on a 1:1 basis. If there are still reduction points and the settlement has any growth points, these reduction points immediately cancel out with them on a 1:1 basis. If a settlement ends a week with half as many reduction points as its size, it is reduced to the next smaller size and loses its reduction points.

Social Standing

In the Ashen Age, reputation has a hard time spreading from place to place, as the people do not often travel outside the relative bubble of safety they have managed to find. It is important to establish rapport with those you deal with. Your social standing is different per settlement, and can rise and fall due to your actions, starting at 0 and following the modifiers below. If you found

Table: Settlement Holdings

Settlement Size	Settlement Type	Population Range	Surplus Capacity	Improvement Capacity	Growth Required	Reduction Required
1	Thorpe	Fewer than 20	0	1	2	1
2	Hamlet	20–60	1	1	4	1
3	Village	61–200	1	2	6	1
4	Small town	201–2,000	2	3	8	2
5	Large town	2,001–5,000	2	5	10	2
6	Small city	5,001–10,000	3	7	12	3
7	Large city	10,001–25,000	3	8	14	3
8	Metropolis	More than 25,000	4	10	16	4

Table: Social Standing Modifiers

Action	Effect on Social Standing
Stranger	-10 (applied once on encountering a settlement)
Traders bring word of new deeds	-2 to +2 depending on severity
Worships a known and friendly god	+5 (applied once on proof of piety)
An especially rare race that is not present or a vanishing minority in the settlement	-5 (applied once on sight)

Table: Social Standing

Social Standing	Title
-20 or less	Pariah
-11 to -20	Disliked
-10 to 0	Stranger or Shady
1-20	Familiar
21-33	Trusted
34-50	Respected
51-70	Admired
71-90	Honored
91+	Pillar of the Community

a settlement yourself, you begin with 50 social standing within it.

Social standing can be spent as one calls in favors and uses their goodwill to get things done. Even the most liked person can wear out their welcome with constant requests, presuming they don't continue to show they are worth the effort.

Downtime Actions

You can spend your two weekly downtime actions as you please. You may not perform the same action more than once per week. Each person in the party gets their own, though they may assist one another with any task they could theoretically do on their own. Aiding another in a downtime action is a downtime action of its own. NPCs do not get downtime actions. Cohorts from Leadership or animal companions, eidolons, and other related creatures may assist their master with one action per week if they have the skill and anatomy for it. You may take 10 on your own actions, but not when aiding another or while an event, positive or negative, is in effect. You may not take 20.

To engage in an action typically requires rolling the primary skill listed for that action. If you prefer, you

may roll the secondary skill, with a +5 to the target DC.

At the end of a week, roll 1d100 against the highest Chance of Event action performed that week among the party. If you roll equal to or lower than that, something happens. We encourage the GM to be creative and thematic with it, or you can roll on the table of random events.

Settlement Actions

Construct Improvement

Add an improvement to the settlement.

Primary Skill: varies	Secondary Skills: varies	Social Standing: varies
Success: varies	Chance of Event: 5%	Magic: —

A player can start or continue construction of an improvement if the settlement has enough capacity. An improvement costs a number of surpluses of each type, based on improvement type and settlement cost. Each action, a player may spend one surplus toward the construction of the improvement. If the improvement is to be publicly owned, the player pays nothing for this surplus. Otherwise, the player must have at least five social standing and spend five social standing to pay for the surplus spent.

The owner of an improvement can always choose to deny its benefit to another person.

Success allows one required surplus to be paid and one week of progress to be made. Succeeding by 5 or more allows up to two required surpluses to be paid and two weeks of progress to be made.

Failure wastes time. Failure by 5 or more causes a surplus to be spent to no effect.

Table: Settlement Actions

Action	Primary Skills	Secondary Skills	Success DC (+5 if using secondary skill)	Chance of Event
Construct Improvement	Varies	Varies	Varies	5%
Deconstruct Improvement	Diplomacy or Perform (oratory)	Intimidate	8+2*size	5%
Encourage Growth	—	—	8+2*size	10%
Found Settlement	—	—	—	—
Manage Event	Diplomacy	—	8+2*size	5%
Manage Water	Survival	Knowledge (geography)	8+3*size	10%
Practice Medicine	Heal	Craft (alchemy)	8+3*size	5%
Produce Food	Profession (farmer) or Profession (hunter)	Survival	8+2*size	10%
Salvage	Craft (electronics) or Knowledge (engineering)	Disable Device or Perception	8+2*size	25%
Security Detail	Perception	Disable Device or Sense Motive	8+3*size	10%

Deconstruct Improvement

Remove an improvement.

Primary Skill: Diplomacy or Perform (oratory). [5e: Persuasion]	Secondary Skills: Intimidate.	Social Standing: A character must have at least 30 social standing. This standing is spent attempting this action.
Success: 8 + 2 per settlement size (10-24).	Chance of Event: 5%.	Magic: —

While some improvements remain a steadfast landmark of the settlement they were part of, sometimes their usefulness passes, and there's only so much room.

Success results in the improvement being torn down or simply abandoned.

Failure wastes time as the character tries to convince the people of the settlement. If the improvement is owned by the character, this counts as a success provided it was not a failure by 5 or more.

If the character fails by 5 or more, the people of the settlement rally behind the improvement with emotional cries. The DC to remove this improvement permanently increases by 10. This can stack with multiple botched attempts. If such an improvement is destroyed in some other way (such as arson or having the military might to simply command its destruction), the party responsible suffers a loss of social standing equal to the increase in DC the improvement had accrued.

Encourage Growth

Make the settlement grow.

All settlements, given the proper love and conditions, will grow over time. That doesn't mean you always want to wait for it to happen on its own. Provided you have a social standing of 30 or higher, you may spend 10 of your social standing to encourage the settlement's growth. The settlement loses 2 reduction points. If it had no reduction points, it instead gains a growth point. If the settlement gains reduction points while having growth points, they immediately cancel out on a 1:1 basis.

Should a settlement have twice as many growth points as its size (or is size 0), it begins to grow into the next size. This takes four weeks, during which growth is impossible. At the end of that time, the settlement advances to that next size and loses its growth points. If a settlement gains a reduction point while advancing, the advancing is immediately canceled.

Found Settlement

Before you can improve it, you need to create it. The

settlement begins at size 0 and the characters must use the Encourage Growth downtime action to raise it to size 1, at which point the settlement officially begins. Knowledge (geography) and Spellcraft rolls may be useful to determine if it is a good location for such an effort.

Manage Event

Handle bad situations.

Primary Skill: —	Secondary Skills: —	Social Standing: If the character has less than 10, a Diplomacy roll is required, otherwise this action automatically succeeds.
Success: 8 + 2 per settlement size (10-24).	Chance of Event: 5%.	Magic: —

If an event occurs and is hindering the settlement, a character can take time making sure surpluses are used to resolve them. One surplus can be used per use of this action, reducing the event by 1 level if it is an appropriate surplus. This is usually easy to manage, but some minimum social standing is required to get people to go along with the request. This may be bypassed if the character owns the means of producing the surplus, at the GM's discretion. Similarly, if an NPC is especially miserly with their resources, this may be more difficult.

Manage Water

Produce water surpluses.

Primary Skill: Survival.	Secondary Skills: Knowledge (geography). [5e: Nature]	Social Standing: -2 penalty if below 0, +2 to the skill check at 50 or higher.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 10%.	Magic: Spells that can create water are chancy but could provide a +2 enhancement bonus on this check.

Success on an attempt means you found a supply of water, sating thirst and reducing any water event by 1. This also produces a water surplus. Succeeding by 5 or more creates 2 water surpluses.

Failure by 5 or more increases the odds of a random occurrence by 10% and they are more likely to be something hostile you met while looking. Failure by 10 or more means you found something dangerous and brought it back, thinking it was harmless. It was not. A random negative event begins, at the GM's discretion. Depending on if the people of the town know it was your fault, you may lose social standing.

Practice Medicine

Produce medical surpluses.

Primary Skill: Heal.	Secondary Skills: Craft (alchemy), Knowledge (nature).	Social Standing: -2 penalty to the skill check per 10 points below 0.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 5%.	Magic: Spells that can heal wounds, banish disease, or remove poisons can help if they can be used daily. Gain an enhancement bonus equal to half the spell level (round up).

Success on an attempt means the ill are tended to, reducing any medical event by 1. This also produces 1 medical surplus. Succeeding by 5 or more reduces any related negative event by 3 and produces 2 surpluses.

Failure by 5 or more causes a surplus to be lost. Failure by 10 or more causes the character(s) to lose 10 social standing as their quack medicine immediately prompts a level 1 medical event or increases an existing event by 1 level.

Produce Food

Produce food surpluses.

Primary Skill: Profession (farming) or Profession (hunter).	Secondary Skills: Survival.	Social Standing: 0 required, +2 to the skill check at 25 or higher.
Success: 8 + 2 per settlement size (10-24).	Chance of Event: 10%.	Magic: Food production spells are chancy but do grant a +2 enhancement bonus if they can be cast daily. Spells that assist with crop growth offer a +2 enhancement bonus if used with farming.

Success on an attempt to produce food not only feeds the people of the town, reducing any current famine event, but also produces a food surplus. Succeeding by 5 or more reduces any related negative event by 3 and produces 2 surpluses.

Failure by 5 or more causes a surplus to be lost. Failure by 10 or more causes the character(s) to lose 10 social standing as their gross mismanagement immediately prompts a level 1 famine event or increases an existing event by 1 level.

Salvage

Produce salvage surpluses.

Primary Skill: Knowledge (engineering) or Craft (electronics).	Secondary Skills: Disable Device or Perception.	Social Standing: -2 penalty if below 0, +2 to the skill check at 50 or higher.
Success: 8 + 2 per settlement size (10-24).	Chance of Event: 25%.	Magic: Spells that can detect magic or technological devices grant a +2 enhancement bonus on this check.

Success on an attempt means you surveyed the area around the town and found something that could be useful later. This produces a salvage surplus. Succeeding by 5 or more creates 2 salvage surpluses.

Failure wastes your time. Failure by 5 or more increases the odds of a random occurrence by 10% and they are more likely to be something hostile you met while looking. Failure by 10 or more means you found something dangerous and brought it back, thinking it was harmless. It was not. A random negative event begins, at the GM's discretion. Depending on if the people of the town know it was your fault, you may lose social standing.

Security Detail

Produce security surpluses.

Primary Skill: Perception.	Secondary Skills: Disable Device or Sense Motive.	Social Standing: -5 if under 15, +2 to the skill check at 50 or higher.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 10%.	Magic: Spells that could feasibly enhance the security of an area and can be cast daily, or lasts at least a week, grants a +1 enhancement bonus to the check per 2 spell levels (round up).

Success on an attempt to secure the town keeps things safe and sane in the settlement, reducing any on-going security event by 1. This also produces a security surplus. Succeeding by 5 or more reduces any related negative event by 3 and produces 2 surpluses.

Failure by 5 or more causes a surplus to be lost. Failure by 10 or more causes the character(s) to lose 10 social standing as their flawed approach immediately prompts a level 1 security event or increases an existing event by 1 level.

Personal Actions

Craft

Crafting, be it magical or mundane, is a popular pastime for adventurers with time to burn. If you decide to craft, you get 7 days' worth of crafting done as part of the action. This may result in multiple items being made, if they can be constructed fast enough. You can continue existing projects or start new ones as you please with these 7 days of effort. Unlike other actions, crafting does not affect the settlement you do it in.

Prepare for an Action

When engaging in difficult actions, especially on the settlement level, it can seem quite difficult. The character may spend an action to give themselves a +2 bonus to the named settlement action. This can stack but fades once the character attempts the action.

Relax

Sometimes the best thing to do is nothing at all. Using this downtime action gives you a needed reprieve from the world. You heal as if taking a full bed rest each day for each day of the week.

Retrain

Retraining rules, as presented in *Pathfinder: Ultimate Campaign*, are a fine use of one's time. Engaging in retraining is a downtime action, giving you 7 days' worth of progress towards retraining. You may need to spend an action over several weeks to complete your retraining. Unlike many other downtime actions, this has no effect on the settlement you are in.

Schmooze

Gain social standing.

Primary Skill: Diplomacy.	Secondary Skills: Bluff or Intimidate.	Social Standing: -2 penalty to the skill check per 10 points below 0.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 15%.	Magic: Most spells that would influence people do not persist long enough to make a meaningful difference across a population.

Success raises the social standing of a specific person by 5 points. If that person contributed to the settlement during the same week, they gain another 5 points. Succeeding by 5 or more causes the target's social standing to be cut in half if it was below 0. If this would result in a change less than 10, they gain 10 points instead.

Failure by 5 or more causes the character(s) attempting the action to lose 5 points of social standing. Failure by 10 or more causes the character(s) to lose 10 social

standing and they may not attempt to schmooze next week.

Shop

Perhaps you want to gather some supplies or buy some equipment. In either event, this action lets you do just that. It's also a fine time to sell off your extras, earning you funds to buy other things. You can buy and sell at once with this action and buy multiple items without limit, unless the GM decides something will take time to make available. Your settlement's size and improvements determine its buying and selling limits.

Improvements

Improvements are, with a few exceptions, not a single building. They represent a communal focus of the settlement. Every settlement tries to make some of its own food, but does this one set aside a large amount of real estate for the task? Does this settlement have a wall that surrounds it? Are there notable entertainment districts or just the few that happened to crop up on their own? Every settlement has different focuses, and thus, improvements.

Abundant Food Source

Primary Skill: Profession (farmer) or Knowledge (nature).	Secondary Skills: Survival.	Social Standing: 0 required.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 10%.	Magic: —
Surpluses Required: 1 medical, 1 food, 2 water; 1 water per 2 city size.		
Work Weeks: 4 + 1 per 2 city size.		
Effect: Acres of farms, ranches, or other food supplies ensures that your settlement always has an abundance of food, hopefully. Every week, the settlement produces 1 food surplus.		

Abundant Salvage Source

Primary Skill: Perception.	Secondary Skills: —	Social Standing: 0 required.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 10%.	Magic: —
Surpluses Required: 3 food, 1 water; 1 security per 2 city size.		
Work Weeks: 4 + 1 per 2 city size.		
Effect: A great collection of supposed scrap allows for easy scavenging. It's possible the settlement is even built on top of a pre-Blaze settlement, allowing it to harvest the lost pieces. The city produces 1 salvage every week.		

Advanced Education

Primary Skill: Profession (teacher).	Secondary Skills: Knowledge (engineering) or Perform (oratory).	Social Standing: 30 required.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 5%.	Magic: —
Surpluses Required: 2 medical, 2 water; 1 security per city size. Work Weeks: 8 + 1 per city size. Effect: Building on and requiring the school improvement, this improvement implies colleges, advanced mentorships and other programs to exchange information between the people of your settlement. Retraining times are cut in half. Those who are illiterate can remedy that fact by taking a downtime action to accept tutoring for four weeks. Becoming fluent in the written word will take longer, but this is enough to have a basic grasp. The chance of someone in the town interrupting a magic event increases to 33%. The Scribe Scroll and Brew Potion feats become available for anyone who lives or is raised in this settlement.		

Automated Servants

Primary Skill: Craft (electronics).	Secondary Skills: —	Social Standing: 30 required.
Success: 8 + 4 per settlement size (12-40).	Chance of Event: 15%.	Magic: Having the Craft Golem feat, rare as that is, gives a +4 circumstance bonus.
Surpluses Required: 5 salvage, 2 medical, 2 water; 1 security per city size; settlement empowerment of level 2. Work Weeks: 8 + 2 per city size. Effect: The settlement has a fleet of robotic assistants to distribute the work, take menial tasks, and generally be helpful, provided they have sufficient power and salvage. Once per week, one salvage surplus can be turned into any one other surplus.		

Clinic

Primary Skill: Heal.	Secondary Skills: Diplomacy.	Social Standing: 10 required.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 10%.	Magic: —
Surpluses Required: 3 medical, 2 salvage; 1 salvage per 2 city size. Work Weeks: 4 + 1 per 2 city size. Effect: Either an actual building dedicated to the task, or a more widespread understanding and practice of the medical arts. In any event, the settlement is more prepared than most to deal with injuries, illnesses, and other medical emergencies. Whenever the city would gain a reduction point, there is a 1/3 chance of avoiding it. Whenever the city would gain a growth point, there is a 1/3 chance of gaining an additional growth point.		

Enhanced Bureaucracy

Primary Skill: Diplomacy.	Secondary Skills: Perception, Sense Motive.	Social Standing: —
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 10%.	Magic: If you have the Leadership feat, you gain a +2 to rolls to create this improvement.
Surpluses Required: 2 salvage. Work Weeks: 4 + 1 per 2 city size. Effect: The settlement has a refined and well-oiled bureaucratic machine that gets things handled as if the settlement were two sizes smaller, reducing the DC of Settlement Actions within the settlement.		

Entertainment

Primary Skill: Knowledge (engineering).	Secondary Skills: Bluff, Disguise, Intimidate, Perform (any).	Social Standing: —
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 10%.	Magic: Spells that can create permanent walls, help fashion permanent tools, or reinforce/shape existing walls can help, giving a +1 circumstance bonus per 2 spell levels (round up).
Surpluses Required: 2 salvage, 1 security; 1 salvage per 2 city size. Work Weeks: 4 + 1 per 2 city size. Effect: This settlement boasts an especially robust entertainment area. This could be as simple as a good bar to a full row of opera houses, depending on the size of the settlement and the culture involved. In any event, people gather and friends are made. Whenever a character would gain social standing, they gain one extra point.		

Extra Housing

Primary Skill: Knowledge (engineering).	Secondary Skills: —	Social Standing: 30 required.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 5%.	Magic: Spells that can create permanent structures can help, giving a +1 circumstance bonus per 2 spell levels (round up).
Surpluses Required: 1 salvage; 1 salvage per 2 city size. Work Weeks: 1 + 1 per 2 city size. Effect: The settlement gains an additional growth point every time it gains 1 or more growth points. If the city advances to the next size, this improvement is immediately lost.		

Generators

Primary Skill: Craft (electronics).	Secondary Skills: —	Social Standing: 0 required.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 15%.	Magic: —
Surpluses Required: 1 water, 5 salvage; 1 salvage per city size. Work Weeks: 8 + 1 per city size. Effect: Not all settlements have reliable power, but this one does. This provides level 1 empowerment to the entire settlement. This improvement can be constructed more than once, increasing the empowerment level of the settlement by 1 each time. Getting more than two generators to cooperate requires priceless technology and an appropriate effort to secure such devices.		

Keep

Primary Skill: Knowledge (engineering).	Secondary Skills: —	Social Standing: 50 required.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 10%.	Magic: Spells that can create permanent walls or reinforce/shape existing walls can help, giving a +1 circumstance bonus per 2 spell levels (round up).
Surpluses Required: 1 medical, 1 food, 1 salvage; 1 salvage per 2 city size. Work Weeks: 8 + 1 per city size. Effect: The logical extension to walls, which must be built before this improvement, this improvement creates an inner walled area of the settlement with a keep, castle, or palace rising for all to see and hopefully respect. It also acts as a focal point for security concerns. Any time security events are lowered in level, there is a 50% chance of them lowering an additional level. The Chance of Event is lowered by 5% for the settlement.		

Fighting

Primary Skill: Craft (electronics).	Secondary Skills: Knowledge (engineering).	Social Standing: 0 required.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 10%.	Magic: Spells that create permanent light or can be cast daily can help, giving a +1 circumstance bonus per 2 spell levels (round up).
Surpluses Required: 1 salvage; 1 salvage per 2 city size. Work Weeks: 4 + 1 per 2 city size. Effect: This improvement, which requires level 1 empowerment be made available to it, sheds light across the settlement during the night hours, and inside buildings. This allows for increase in comfort, security, and efficiency. Any downtime skill check gains a +1 bonus.		

Magic Supplies

Primary Skill: Spellcraft.	Secondary Skills: Use Magic Device.	Social Standing: 30 required.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 10%.	Magic: Having an item creation feat grants a +2 circumstance bonus.
Surpluses Required: 5 salvage; 1 salvage per 2 city size. Work Weeks: 8 + 1 per 2 city size. Effect: Encouraging the scouring of the wastes and sifting through the results, the settlement has established a collection of magical devices. They even promise to be close to figuring out how to make new things, but that could just be boasting. In either event, magic items with a caster level up to 3rd may be purchased in the settlement. This improvement may be erected a second time, increasing that caster level to 6th.		

Militia Barracks

Primary Skill: Profession (soldier).	Secondary Skills: Knowledge (engineering).	Social Standing: 50 required.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 5%.	Magic: —
Surpluses Required: 2 security, 1 medical, 1 salvage; 1 security per 2 city size. Work Weeks: 2 + 1 per 2 city size. Effect: The militia of the settlement is organized and ready for action. Every week, one negative security event is reduced by 1 level. If a battle takes place within the city against an obvious enemy of the settlement (such as a monster or a raiding force), the militia will make a ranged attack at the start of each round with a +10 to hit for 1d10 + 3 points of piercing and bludgeoning damage.		

Natural Landmark

Primary Skill: Knowledge (nature).	Secondary Skills: Survival.	Social Standing: 0 required.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 5%.	Magic: Spells that can encourage long term plant growth or animal population can help, giving a +1 circumstance bonus per 2 spell levels (round up).
Surpluses Required: 2 water, 1 food; 1 security per 2 city size. Work Weeks: 2 + 1 per 2 city size. Effect: It could be a park, a large and protected wild animal reserve, or some other feature, but there is a place in or near the settlement where the natural world is showing signs of recovery from the Ashen Age. This has little direct effect on the city, but it is a good sign of the times. There is hope. If the settlement is suffering a food event, this improvement can lower one such event by 1 level per week.		

Public Forum

Primary Skill: Diplomacy or Perform (oratory).	Secondary Skills: Intimidate.	Social Standing: 30 required.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 10%.	Magic: —
Surpluses Required: 3 security, 1 salvage; 1 salvage per 2 city size. Work Weeks: 8 + 1 per 2 city size. Effect: The settlement has developed and fostered an active local politic that includes most of its people, even those not involved in the direct decision-making. This may take place in a literal open forum, or in an agreed upon open space, bar, or other place. This improvement emboldens the people of the settlement. Once per week, they will lower the level of a negative event by 1 as they, and the GM, please. Power to the people.		

Radio Tower

Primary Skill: Craft (electronics).	Secondary Skills: —	Social Standing: 0 required.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 10%.	Magic: —
Surpluses Required: 3 food, 1 water; 1 security per 2 city size. Work Weeks: 4 + 1 per 2 city size. Effect: A great radio tower broadcasts a station that can easily be tuned into while inside the settlement. This improvement requires level 2 empowerment to function. Level 1 empowerment will only allow the radio to be heard a short distance away, perhaps good enough for very small settlements. While present, the growth points required to advance the city's size is reduced by the empowerment level of the city.		

Religious District

Primary Skill: Knowledge (religion).	Secondary Skills: Knowledge (engineering).	Social Standing: 60 required.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 10%.	Magic: Visibly divine spells can inspire the populace, giving a +1 circumstance bonus per 2 spell levels (round up).
Surpluses Required: 2 medical, 1 food, 1 water; 1 security per 2 city size. Work Weeks: 6 + 1 per 2 city size. Effect: Whether it's a grand single church or a row of temples to respect various gods, it is clear that religion plays an important part in the settlement. The priests who work there and the sermons they give keep people calm during times of trial. When suffering from negative events, treat them as one level lower for their actual effect, to a minimum of level 1.		

School

Primary Skill: Profession (teacher).	Secondary Skills: Knowledge (engineering) or Perform (oratory).	Social Standing: 30 required.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 5%.	Magic: —
Surpluses Required: 1 food, 1 water; 1 security per 2 city size. Work Weeks: 4 + 1 per 2 city size. Effect: Education is a priority in the settlement, resulting in a higher literacy rate and more of its citizens knowing both what a lightbulb is and how it works. The empowerment of the settlement is increased by 50% (round down). There is a 25% chance of evading negative supernatural or magic events, such as curses.		

Trade Routes

Primary Skill: Knowledge (geography).	Secondary Skills: —	Social Standing: 0 required.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 10%.	Magic: —
Surpluses Required: 3 security, 1 medical; 1 security per 2 city size. Work Weeks: 4 + 1 per 2 city size. Effect: While many settlements are isolated, this one has reached out and established trade lines with others. As a downtime action, a character may trade away 2 surpluses for one other surplus of their choosing. While traveling between this settlement and another with this improvement, the chance of random encounters is halved.		

Warehouses

Primary Skill: Knowledge (engineering).	Secondary Skills: —	Social Standing: 0 required.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 10%.	Magic: Spells that can create permanent walls or reinforce/shape existing walls can help, giving a +1 circumstance bonus per 2 spell levels (round up).
Surpluses Required: 1 salvage; 1 salvage per 2 city size. Work Weeks: 4 + 1 per 2 city size. Effect: Literal warehouses, grain silos, and other storage facilities have expanded the settlement's ability to contain its surpluses. The settlement can hold 50% more surpluses (round up).		

Wall

Primary Skill: Knowledge (engineering).	Secondary Skills: —	Social Standing: 30 required.
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Success: 8 + 3 per settlement size (11-32).	Chance of Event: 10%.	Magic: Spells that can create permanent walls or reinforce/shape existing walls can help, giving a +1 circumstance bonus per 2 spell levels (round up).
Surpluses Required: 2 salvage; 1 salvage per 2 city size. Work Weeks: 4 + 1 per 2 city size. Effect: External security events, such as raids or monster attacks, are reduced by 1 level, to a minimum of 1.		

Workshops

Primary Skill: Craft (any) or Knowledge (engineering).	Secondary Skills: —	Social Standing: 10 required.
Success: 8 + 3 per settlement size (11-32).	Chance of Event: 10%.	Magic: Spells that can create permanent walls, help fashion permanent tools, or reinforce/shape existing walls can help, giving a +1 circumstance bonus per 2 spell levels (round up).
Surpluses Required: 2 salvage, 1 security; 1 salvage per 2 city size. Work Weeks: 4 + 1 per 2 city size. Effect: The settlement offers fine crafting supplies. Crafting actions gain a +2 bonus within the settlement provided the crafter has at least 0 social standing.		

Events

While trying to do their business, settlements can suffer, or benefit, from various events. Some are caused by poorly-skilled workers, while others roll in from the wastes itself, visiting harm upon the settlement. If not handled expediently, they can cause a settlement to shrink as people die or move away, desperate to survive even if it means abandoning their home.

If a settlement has the surplus needed to solve an event just as it occurs, this happens immediately, and the loss of the surplus is the only tragedy that must be faced. For instance, a small famine may be averted entirely by dipping into the surplus of foods, forcing the warehouse of grains to be opened to the public, but no one starves that day. If the players own the settlement or control that particular aspect, they can prevent the automatic use of surplus from happening, but people will likely know about it, and bad feelings will brew (-15 social standing). Evil-aligned settlements may also suffer this problem, but we leave that to clever GMs to handle.

If a player takes an action to lower a negative event, they gain 5 social standing per level by which they lower it. Of course, there are good ways and bad ways to end an event. Should a player take an undesirable method of settling an event, they may lose 10 social standing per level instead of gaining it. Murdering a rioting crowd rarely earns one friends.

Similarly, though happiness is not a number we have attempted to track, it should be thought of. If the people of a settlement are unhappy with how they are treated or the conditions they live in and their opportunities, they will lash out in various ways, prompting events. Don't feel limited by the events below; this is a great time for GM creativity.

If a player is below -10 social standing, consider that an immediate prompt for an event likely aimed directly at their character, requiring their attention.

Sample Events

Though the downtime system offers ways of dealing with these events within the confines of the downtime system, we thoroughly encourage players and GMs to take any event in the player's settlement to be a possible plot hook. Roleplay and action could help to ease an event or even end it, though that is clearly time the players are not engaging in the downtime system.

Curse (level 1-5; magic): Someone in your settlement has angered the wrong person or being. They have woven a curse on your people. It doesn't hurt them, directly, but it makes life in the settlement... interesting. While it persists, trading downtime actions are impossible. Those who live in the settlement suffer a penalty to Diplomacy and Intimidate checks equal to the level of

Table: Random Events

Roll (1d100)	Event	Rating
1-10	Disaster	1d6-2 (min 1)
11-15	Faux Pas	1d4
16-20	Foul Water	1d3
21-25	Foul Water	1d3+2
26-30	Curse	1d3
31-35	Curse	1d3+2
36-45	Local Calamity	1d6
46-55	Monster Attack	1d6-1 (min 1)
56-60	Famine	1d3
61-65	Famine	1d3+2
66-70	Magic Carnival	1d4
71-75	Null Magic	1d4
76-85	Political Unrest	1d6
86-95	Raid	1d4+1
96-99	Tourism Boon	1d3+1
100	GM Discretion	—

the event when dealing with anyone who does not live in the settlement. Ending the curse is a complex task, requiring a downtime action dedicated to the event and a Spellcraft (SF: Mysticism) check ($DC\ 15 + 3 \times \text{event level}$) to lower the event by 1 level.

Disaster (level 1-5): Disasters do not persist. It comes, destroys a good section of the settlement, then is gone. Its damage remains, leaving people homeless and facilities demolished. Until it is fixed, everyone suffers. Determine a number of improvements the settlement has equal to $1d4 + \text{half the level of the event}$. They cease operating until this event is ended. This event can be reduced with salvage surplus, but not prevented with it.

Famine (level 1-3; food): This event means the city has insufficient food for its population. A settlement may *not* grow while suffering this event. Every week this event persists, roll $1d8 - \text{the level of famine}$. If the result is less than the size of the settlement, the settlement gains a reduction point. When the settlement has half as many reduction points or more as its size, the settlement falls to the next size down and loses its reduction points.

Faux Pas (level 1-5; social): The party tripped over a local custom, said the wrong thing, or otherwise set off sensitive nerves. Even in the Ashen Age, brother can turn against brother when fighting words are heard, even if they never were intended. A successful schmooze action must be performed, gaining no social standing, to avoid the harm of this event. If this is not done successfully, each member of the party suffers a loss to social standing equal to $1d10 + \text{the event level}$. If this reduces any member of the party to -20 or worse, a security event is started with a level equal to $1d3$. The event ends the following week, whether the party succeeds or fails.

Feared (level —; social): This event targets a specific person, or perhaps the player party. You would be hated, if people didn't fear your reactions to any obvious attempt on their part to exact revenge. People are tersely polite, possibly even groveling and playing nice, but behind their smiles lies a seething hatred. You may not use Diplomacy during downtime actions, instead using Intimidate if possible, or simply being unable to perform the action. Your social standing becomes fearful respect, rather than genuine adoration or trust.

Festival (level 1-5; social): It may be a religious ceremony, or maybe it's an anniversary or someone caught the biggest fish they ever saw. Whatever the reason, the people of the settlement are rejoicing in the streets. While this event is active, attempts to schmooze gain a circumstance bonus equal to the level of the event. Unfortunately, attempts to get work done are more difficult, with anything that would result in a surplus having a 50% chance of failing to produce that surplus. Roll for every surplus that should be generated.

This event loses 1 level automatically per week.

Foul Water (level 1-5; water): Something could be tainting the water, or you just don't have enough for your people. A settlement may *not* grow while suffering this event. Every week this event persists, roll $1d8 - \text{the level of foul water}$. If the result is less than the size of the settlement, the settlement gains two reduction points. When the settlement has half as many reduction points or more as its size, the settlement falls to the next size down and loses its reduction points.

Hated (level —; social): Now you've done it. The community has had enough of you. People get out their guns or run at the sight of you. You are not welcome. The local militia has added you to their target list. You gain no benefit from any improvement in the settlement, even those you "own." You must have done something pretty bad.... This is left up to the GM in how you resolve it, if you ever do. Perhaps it's time to leave.

Local Calamity (level 1-X): Not every event consumes an entire settlement. This event means that something has stopped the working of an improvement, disabling it. The GM should have in mind what that event is, be it a worker strike, fire, collapsed roof, or a targeted riot. This event will lose a level every week on its own but may be hastened with a manage event downtime action, possibly with a social skill roll or appropriate surplus expenditure.

Magic Carnival (level 1-5): Traders have arrived, and they have all sorts of wonders to bedazzle and amaze. While they are present, people are distracted and curious. It is impossible to create security or salvage surpluses. The players, as a whole, may purchase a single magic or priceless technological item as a downtime action, using the size of their settlement + the level of this event as the maximum purchase limit. The item will have a curious quirk, that is left up to the GM's imagination. Each week roll $1d6$. If the result is greater than the level of this event, it ends. A player may use the manage event downtime action to force a new $1d6$ roll to encourage the carnival to move early. Doing so requires a Diplomacy check.

Monster Attack (level 1-5): Different than a raid, the presence of hostile monsters is immediate and lethal. Every week this security event persists, roll $1d8 - \text{the level of monster attack}$. If the result is less than the size of the settlement, the settlement gains two reduction points. If the result is 5 or more below the size of the settlement, the settlement gains another reduction point. When the settlement has half as many reduction points or more as its size, the settlement falls to the next size down and loses its reduction points. The players, being the brave lot they are, can end this event as a downtime action, prompting a battle against an opposing force with a CR equal to the average level of the party $- 1$ for each member of the party + the level of the

event.

Null Magic (level 1-5): Unlike other events, the level of this event only determines how long it lasts, not its strength. While it persists, spells, spell-like abilities, and supernatural abilities are impossible within the settlement. Enchanting is similarly impossible. This event automatically reduces by 1 level per week.

Plague (level 1-5; medical): A horrible disease has crippled the population of the settlement. A settlement may *not* grow while suffering this medical event. Every week this event persists, roll 1d8 – the level of plague. If the result is less than the size of the settlement, the settlement gains a reduction point. When the settlement has half as many reduction points or more as its size, the settlement falls to the next size down and loses its reduction points.

Political Unrest (level 1-X; security): This security event manifests in a core disagreement on some policy of the settlement. It could even be someone deciding they would be better at ruling than the current government. In any event, this hampers the settlement's ability to react to other events. Attempts to alleviate any other event instead reduces the level of this event by 1 and leaves the other event unchanged.

Racial Tensions (level 1-5): Though the Ashen Age has brought down some of the racial barriers, they have not faded entirely. Your settlement has fallen into a bitter bout of racial tension. Perhaps the dominant race is trying to become the only race, or one of the minority races is trying desperately to be recognized. It's even possible that a lone member of some rare race is causing no end of trouble with their mere presence. In any event, this hampers the settlement's ability to react to other events. Attempts to alleviate any other event instead reduces this the level of event by 1 and leaves the other event unchanged.

Raid (level 1-5; security): This security event means the settlement has gained the attention of a raiding gang that has begun to predate on its population. This force could be an external raiding group or an internal gang that sprung up within the settlement or even a riot. In any event, the DC of any long-term activity within the settlement (any downtime activity) is increased by 2 per event level. The players, being the brave lot they are, can end this event as a downtime action, prompting a battle against an opposing force with a CR equal to the average level of the party – 1 for each member of the party + the level of the event. How they handle things are left in the capable hands of the GM.

Shunned (level 1-5; social): This event targets a specific player, or possibly the player party as a whole. The affected party has offended the community and is getting the collective cold shoulder, when insults and outright hostility aren't involved. This event can only

be countered by performing actions that increase social standing, with each action reducing the level of this event by 1 but not earning social standing. While it persists, the affected player treats most NPCs in the settlement as unfriendly in disposition, and they may not access the benefits of improvements unless they own them. Improvements they do own may become targets of Local Calamity events.

Tourism Boom (level 1-X; security): This security event happens when something is found in or around the settlement that attracts others in great numbers. These tourists don't stay, but tax the resources of the city badly while contributing little. Roll 1d8 – the level of this event. If the result is equal to or less than the number of surpluses the settlement has stored, one surplus is lost.

Qualities

Not all settlements begin as a blank slate, and even those that do can pick up quirks as time and events go by. Qualities are like events, but they are not solvable within the downtime system. One can only work around them and try to overcome them as best they can.

Sample Qualities

Fertile Lands (level —): Patches of grass dot the area. The occasional edible plant claws its way up from the tortured soil, providing for the people. If the city has no food surpluses at the start of a week, one is produced.

Fresh Water (level —): A lake or river is found near the settlement and its water is potable. Its presence makes life much easier for the people, though it also makes the area more desirable. When using the water management action, one extra water surplus is always created. Every week, there is a 5% chance of a negative security event.

Infested (level 1-5): Perhaps the settlement is haunted, the area is prone to elemental rifts, it was built on an uncooperative graveyard, it is in the migratory path of hostile monsters, or the raiders just think you're in the perfect spot for an attack. Every week, there is a 5% chance of suffering an attack in the form of a monster attack event with a level equal to this quality.

Mineral Rich (level —): The settlement has a rich source of materials within easy reach. This functions as an abundant salvage source and will stack with one if one is constructed.

Natural Caverns (level 1-5): Clear, dry, and secure, the settlement has a convenient place to store their things. The surplus capacity of the settlement is increased by the level of this quality.

Naturally Isolated (level 1-5): Perhaps the settlement is atop a mountain or hidden from easy sight in some obscure valley. Perhaps it is perched on the clouds, a haven for flying species. Whatever the case, trouble has a harder time finding you. Whenever an ex-

ternal event like a raid, tourist boon, or monster attack should occur, you have a percent chance of negating the event equal to $5 \times$ the level of this quality.

Irradiated (level —): Most people would consider this a deal breaker, but here we are. The settlement suffers from mild amounts of radiation, slowing its growth and weakening its people. Whenever a growth point would be earned, there is a 25% chance of not earning it. Whenever a reduction point is gained, there is a 50% chance of an additional reduction point being gained (which does not trigger another chance).

Resource Scarcity (level 1-5; food or water): Are you sure this was a good place to put a settlement? Perhaps it has other features that drew you here, or maybe it's just the only place you could call home. In

either case, it is critically short on food or water. Every week the settlement begins in famine or foul water, as per the event, with a level equal to the level of this quality. If sufficient surpluses are on hand to handle the event by the end of the week, the town survives, otherwise, it suffers. The famine or drought will recur every week, however.

Story Focus (level 1-5): Yours is an interesting curse. The Author has blessed the settlement, keeping minor conflicts away in favor of larger events. Whenever a raid or monster attack should occur, you have a percent chance of negating the event equal to $15 \times$ level of this quality. If the event is not negated, its level is instead increased by half the level of this quality (round up). This increase can exceed the normal level range of events.



history of the Ashen Age

There exists no age without a continuing narrative; the Author would not allow it. As the ash rained upon the survivors and those that would soon die, thoughts of the war, however personal or distant, quickly fell to the ground to settle beneath the falling ash of the old age.

Cities were struck the most visibly, their tallest buildings reduced to scattered rubble, and the smaller ones fairing little better. The people living in them suffered massive losses but were not instant in their departure from their homes. In the following generation, settlements grew around the bones of the last age with people living, fighting, and dying amidst the fallen of the last generation.

As people gave up trying to make ends meet in the hostile remains of the old age, true history began. The table below expresses years in bb and aa, for Before Blaze and Ashen Age.

Table: Timeline

Year	Event
–20 ba	Tempus founded.
–15 ba	First plans of the Blaze are put forward.
–12 ba	Those loyal to the ideals of the dead flutterpony leader scatter out, warning fey of the coming catastrophe.
–8 ba	Kara-inspired attempts to warn humanity of the coming calamity begin.
–4 ba	War intensifies as some humanoids move to stop the Blaze.
–3 ba	Big Mao catch wind of what's going on from their human allies. Being far too distant to make a meaningful contribution, they focus instead on preparing to minimize the harm.
–2 ba	The source of the Blaze is located, and the various kingdoms of the humanoid races set aside their differences in a last-minute attempt to stop the fey races.
–1 ba	The last city of Ponykind, Stone Bruise, comes under the final siege. The spell that would become the Blaze begins before all preparations are complete.
0 ba	The spell, as unfinished as it is, destroys the world as it is known. Tempus is destroyed. The Ashen Age begins. Tempus is named and its inhabitants seem to be unharmed by the Blaze.
0-24 aa	The minor Age of Numbness passes. The population remaining in the cities of Everglow begin to spread in earnest, seeking more fertile lands to build a future in.
27 aa	The first documented encounter with the queen's roses.
29 aa	The Faithful Subjects set their crown on what would become the first False Queen.
32 aa	Riverton is founded.
90 aa	Murrage returns from where it hid.
96 aa	Queen Longshot assumes leadership of Turves and begins the slow healing of the town.
135 aa	Trash Heap evolves from an outpost to a proper city and is named.
145 aa	Murrage re-establishes many trade routes out across the wastes, bringing a shred of hope, and riches for the purrsians.
160 aa	Radios crackle with a strangely lively broadcast of music and outdated news. The source is not located, but few complain about the new option to tune their radios to.
175 aa	The first true tree of the Ashen Age grows its first fruit. Found by a passing ash tender, the moment was celebrated as a sign of that the Ashen Age would not last forever. The lemon was watched anxiously and preserved once the tree yielded it.
180 aa	After many unsuccessful attempts to plant a new lemon tree from the fruits of the first failed, the ash tenders declare the tree a protected and holy site but cease their attempts.
186 aa	The Kunja establish a line of outposts between Riverton and Murrage, successfully defending the entire line of trade. Murrage gives thanks and little else. Riverton gives even less.
188 aa	A careless soul drops a precious lemon and leaves it for lost, already cut in half as it was when it hit the ash. An ash tender decides to plant the remains rather than let it go to waste. A second lemon tree grows despite the odds.
196 aa	Someone notices Queen Longshot has been reigning for a hundred years. She dismisses it as a mild thing, but rumors spread about the true nature of their seemingly blessed sheriff.
201 aa	Through uncertain causes, constructs of the former age begin to emerge from the old cities, attacking anyone that happens to be nearby. The cities gain all the more reputation for being a place no sane person wants to be.
205 aa	The first major conflict between two entire settlements unnerves the people of Everglow. It seems the idea of outright warfare has not died, simply been rendered numb for a few relatively peaceful centuries. A sign of recovery?
216 aa	Play begins (by default; you are free to run a game at any point in the history of Everglow).

Legends and Plot hooks

There are many tales that circulate the wastes, from whispered stories told around a crackling fire to gossip passed around a bar table, people never lost their desire to exchange stories; true, false, or usually somewhere in between. Most races can enjoy the practice, and it can bring a community closer together, even if simply uniting them behind a shared fear.

Angry Ancestors

A lot of people died during the Blaze, you know that, everyone does. They say that much dying all at once was too much, even for Soft Whisper. The spirits of those who passed never got to where they needed to go, and many of them hid away from her when she tried to find them later. If you go to where she didn't think to go, you're more likely to run into them.

Deep places, dark places; the further away from the light, the better, or worse. The unliving thrive where the dim light of day can't disturb them, and Soft Whisper hasn't found them yet. If you want to do good by her, go ahead and fight them, but they may already know you. They were here first. You could be fighting a great grandfather, and I hear they know it when it happens.

They'll call you by name and poke at your weaknesses. Ever did something you regret? They know. They know and they're more than happy to rub your face into it even as they rip you apart limb from limb. Some, I hear, don't even need to get physical. They'll have you ready to lay down and join them, in that eternal shuffling, away from Soft Whisper.

Dead Purrsians

Ever see a dead purrsian? Me neither. They die like anyone else, sure, but they say once they're finished dying, they'll get yanked back to that fortress city of theirs. Murrage is for purrsians, living or not. On the positive side, you're unlikely to run into a ghost purrsian... unless it's so awful even the purrsians don't want it.

I'm pretty sure I wouldn't want to run into that.

Deep Mirror

Snuff out the lights, but not all of them. You should be just able to see yourself in a mirror. Stare deep into your own eyes and call out the name of an old departed relative. If you do it right, you will see them. Beware, you may not get the right spirit. If the vision seems to deform into a horrible visage, you have angered your ancestor, or you've called the wrong ghost. Run away, fast, and slam a door between you and the mirror. Do it fast enough, and you'll be safe.

Eternal Walkers

Though not a widely known trick, did you know that earth-bound, once they get powerful enough, can tether themselves to Everglow itself? You can kill them however you want; they'll sprout back like a weed somewhere else in the world, ready to go. That's somewhat frightening enough, considering dying of old age will set it off like anything else.

But here's where it gets worse. Imagine, you're tied to the world, then the world gets blown up. You die like everyone else, but instead of becoming a ghost or something, you go through whatever crazy machine they have even as the world is burning. Can you even blame a person for going a little nuts?

Most of them are dangerously insane, but it's not always obvious. They look normal at a glance, until the secret comes out. Some of them try to forget they're immortal; each time they come back, it's a new life. Some of them are just a walking mass of psychic faults, waiting for a chance to explode. Just another reason to be worried about those you don't already know well.

GM Note: Does your player want to be a long-lived, potentially immortal, person that saw the end of things and still persists? They can do that. Their required mental fragility is the key. In order to cope with the Age of Numbness and the slow climb since, such a person would either be extremely broken, or have developed a coping mechanism that let them put aside their immortality, for the time. Basically, such a person would, as a PC, likely not be fully, or even vaguely, aware of what they were, and may become quite upset if/when they found out about it.

There is plenty of roleplay opportunity here, if the table is alright with it. Have fun with it! One important note is that centuries have passed. They will not be a font of pre-Blaze knowledge, even if they remember their origins.

Fire Snatchers

Legends abound that, where the elemental forces rub vigorously, often during violent weather, fire elementals spring forth with comely forms that match the general shape of their intended quarry. They slip into a settlement under cover of whatever force gave rise to them and sneak into the home of their would-be victim. Silent until they draw close to their target, the only thing the victim is likely to hear is a soft speaking voice of the opposite gender saying, "It's time to go home."

If you hear this, it's very possibly too late! Your only chance to avoid being grabbed by the elementals and dragged away without a trace is to jump into a tub full of salty water. Don't have salt? Don't have a tub of water drawn? Sorry to hear that... hopefully wherever they take people isn't so bad....

Ghost City

If you go out wandering long enough, you'll find it. It's easiest at night. Why? Because it glows. Countless lights, cars that work, a whole city, glowing across the ashes. Go on in, if you dare. They have running water, open stores at any time of the day, and the whole place is one big fake-out. All the people you might meet will be nice enough, at least at first. Watch your back. Half of them know they're dead and are happy to welcome you to their party.

Don't think you can get away with causing trouble just because the whole place is one big illusion either. They have guns, and they never run out of ammunition. I don't think they even have to reload. They're ghosts, they just keep shooting until you've joined them. Don't give them an excuse, and maybe just stay away, no matter how desperate you're feeling.

Immortal Vanguard

Once a soldier in the very armies that waged the final wars, Shield Blitzter, more commonly called 'Blitzer', marches on the ashy stretches. Unlike the Faithful Subjects, he labors under no delusion of needing a queen. He will be the king, and those who don't agree to join his growing army soon find themselves on the wrong end of his guns.

Despite this, I hear tale that he helps towns and cities out once in a while. Not sure what to make of him, but if you see a unicorn doppelganger, you maybe should watch yourself? Of course, being a doppelganger, you might not know who you're talking to until it's too late to reconsider the idea.

Lost and Found

There once was a race of humanoids that were shorter than humans or elves, but not as tiny as a goblin. They were wide, heavy, and powerful. They were strong enough that when the war started, they saw its end coming and told the entire world it could deal with its problems on its own. They hid, deep in the bowels of the earth, with the other things that never cared for the sun.

I hear it changed them. They never suffered the Blaze, but they suffered. Maybe it was punishment for leaving the rest of us behind. Maybe it was just being too close to the horrible things that Should Not Be that live so far below the surface. In either event, they are terrible things, with all the lost magic and technology of the last age. The only reason we survive is their utter superiority. They don't see us as more than a lone rat scuttling across their field of vision.

Perhaps it'd be best if we kept it that way.

Monochrome Howlers

You ever meet a Big Mao? Big, usually friendly, almost dopey half the time, but the ones that are left are just the little children of the ones that put the capital B in Big Mao. The big ones died trying to fight the Blaze.

They failed, but they tried, for what it's worth. What's left of them is still around. You can hear them, shrieking and howling when the wind picks up. When the wind touches with lightning and fire especially, they come, howling their anger. Are they angry they failed? Are they angry they didn't get help? Don't know. Feel free to try asking.

If you don't like living, that is. I'm told if you ever actually see one of the monos, they'll bend the elements like straw. They will wrap you in whatever you hate the most and destroy you with it, howling the entire time. Don't bother with guns, it just irritates them, unless you have silver bullets. I hear those work. Don't miss....

Moon Children

While Everglow burned to ash, the moon watched on, untouched and unharmed. We can't see it now. Only the older documents even talk about it. Never heard of it? Imagine this big grey disc that floats there in the sky during the night, surrounded by countless little dots of... stop looking at me like that. This part isn't even a myth! Fine, believe me or not, there's another world above this one, the moon. It wasn't caught up in the Blaze.

Now, nobody thought anyone lived up there, on that other world. But they were wrong. They come down here, to this miserable pile. They come and they look and explore. I'm told they're white, just as white as their home. Fuzzy, big eyes, long tails. Biped, with clever fingers to use technology even more advanced than before the Blaze tore our society apart.

What's their deal? Don't know. I never got to talk to one, and if you're smart, you'll avoid them. Anything that can do that can make you disappear, if you get my meaning.

Space-Bound

Now, look, before the Blaze, we had it all, right? Hot and cold running water on demand, with bubbles if you liked it that way. People wore clean clothes every day, and they were different clothes each time! Everyone had electricity and didn't even think about where it came from. It was a grand time.

While the war was going on, a human kingdom made the proclamation that it would reach the stars first, and called dibs on the whole thing, the entire universe. Some people laughed, but other people took it serious, dead serious. The race was on, right in the middle of the war. Everyone who had the cash was rushing to get their spaceship up and out first.

They say that one ship did get up there, touched down on the moon.

Then the world exploded. Those people never came back. Where are they, do you think? Did they find a nicer planet to live on? Maybe they were killed by space

aliens. Maybe they're still up there, on the moon, watching us mess around on the surface. Couldn't say, but it makes you wonder, right?

Sure Shot (Sunset Sally)

In the last days before the Blaze, they were busy telling stories about how the fey races would come out on top, and they had a spokespony for the job. Dressed in tight blue and yellow, she was always smiling and cheerful, even as everything blew up around her. You've probably seen her grinning mug on old things, still smiling from ages past. You may have heard of that, but it gets better.

They say she was a real pony, not just a story. She was real and she survived. She wandered around in those first days in that suit of hers. Everyone else was busy being dead, on the inside or outside, but she was still all smiles. Don't be fooled!

Behind that perfect white grin is a broken mind. Her world is dead, wiped out by the Blaze. She hates what's left, our world. She'll greet you warm as can be, but she'll make sure you meet your end in a way that amuses her. She loves leading people into monster dens or selling them off to raiders to be stolen from, killed, kidnapped or all of the above.

She's a cold-hearted unaging monster, and she'll keep smiling....

Tinkerthefts

Ever have a flashlight just... vanish? A wrench you set down just a minute ago is suddenly gone? That's bad enough, but sometimes it's something even more valuable. It would be easy to blame it on anyone else, but it happens even when you're all alone, so far you can tell. Still, away they go, as if they grew tiny legs and took off running the moment you stopped watching them.

It's rumored that the cause of this is the world itself, faint breezes of elemental power that remain angry at

us and everything we have that could, even in theory, lead to another Blaze. Magicians are not immune to this, if you've ever heard the piercing screech when one of their spellbooks turn up missing. Be careful....

Unending Road

Only the mad think it's a good idea to go wandering through the ashes. Any time I see the same trader twice, I know I'm dealing with a person who has lost all grip on sanity. They say when you try to go somewhere, far from where home is, even with a map, the ashes start to look the same. You can travel for five days when others swear it should only take three. Other times you get there in two days when it should have taken weeks. Those you can shrug off, blame the gods, if you like.

But sometimes... it just never ends. You keep walking and walking. You'll never get where you're going. You'll just keep going, fighting, starving.... You'll keep going and going and nobody can save you. Scream, if you like, the waste's a big place, and the odds that someone that cares enough to help will hear you is pretty slim. If something does hear you, it's probably not interested in lending a helping hand. Maybe, if you've been hiking long enough, you won't mind that.

Wasteland Beep

Though called 'the' beep, there are many beeps. Each one tends to inhabit a short-range specific band on the radio. When tuned in while standing close enough, one can hear a series of beeps in code. They often repeat immediately, though some only play once an hour or even once a day. The rarest give only the most occasional noise, making them easy for even those local to the area to forget about.

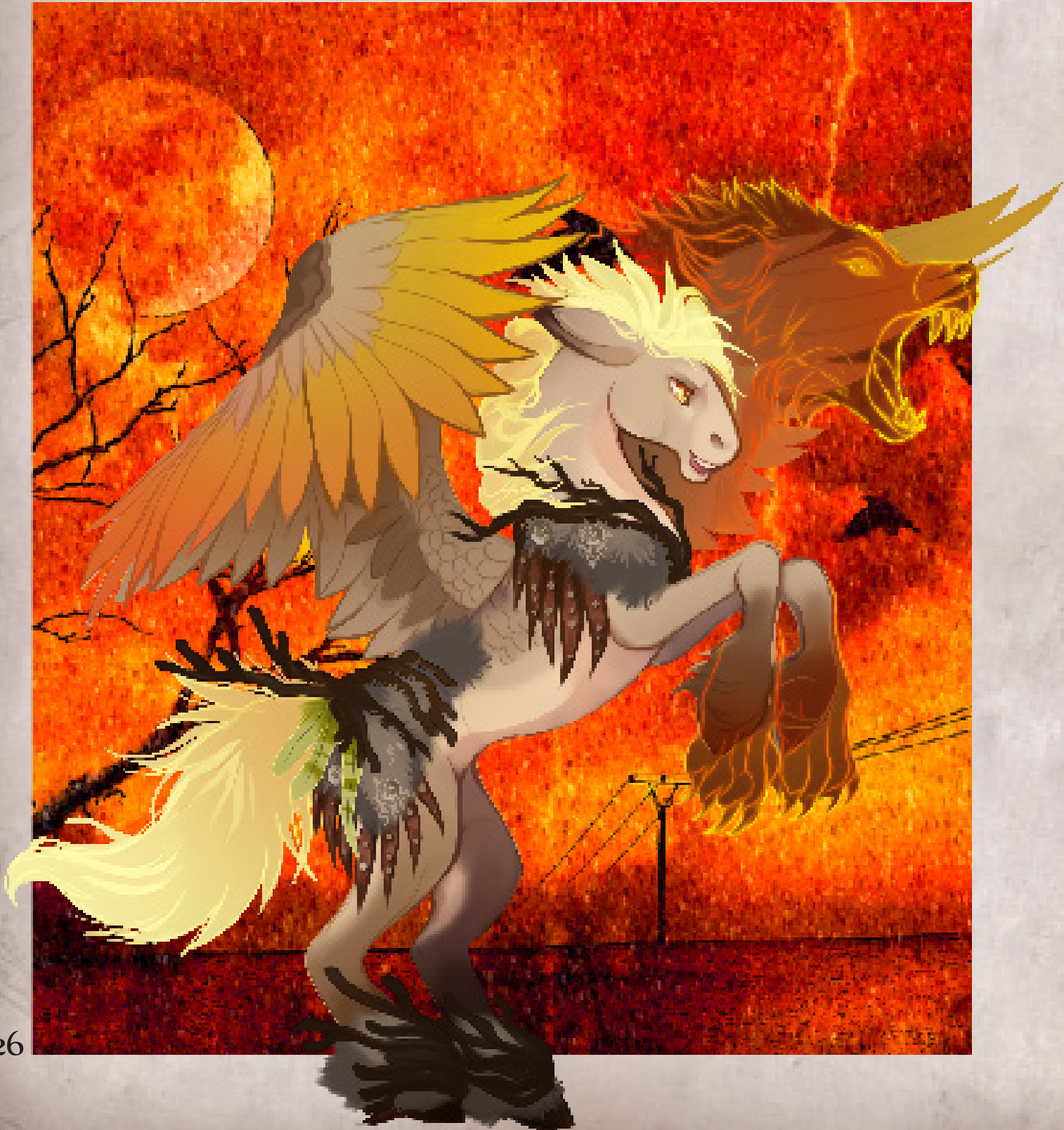
The source of the beeps is usually pre-Blaze in nature, and dangerous at that. If you want trouble, try finding a beep and getting what it has. If, on the other hoof, you just like breathing, avoid them.



Ashen Champions

The Champions of Everglow existed before the Blaze and its ruination did not stop them. While others that possessed the gift of rebirth were delivered terrible psychic wounds, the Champions were protected by the blessing of the Author herself. Each life that a Champion lives is the only one, so far as they are aware. They wield no secrets of the past, but also bear no scars from it.

When the world and its people have need of them, they simply are. Those around them do not notice, for they were always there, as neighbors, rivals, or even enemies. Their lives are full and complete up until the point where they ride out, fulfilling their purpose.



Aeroean, Ashen Druid

Though nature took a brutal blow entering the Ashen Age, Aeroean refuses to wallow in the darkness of it. The world is still alive, and so is he. With wings as light as always, he is ready to wade into the thick of conflicts with a laugh and a smile, eager to set things right one step at a time. As restless as ever, he bounces from cause to cause, always looking for the next great call to action.

Aeroean

CR 1/2

XP 200

Male pony (pegasus) druid (ashen druid) 1
(*Ponyfinder: Campaign Setting, Ponyfinder: From the Ashes*)

NG Medium fey (ponykind)

Init +5; **Senses** low-light vision; Perception +7

DEFENSE

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

hp 9 (1d8+1)

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

OFFENSE

Speed 40 ft., bipedal 20 ft., fly 30 ft. (clumsy)

Melee shortspear +0 (1d6)

Ranged pipe pistol +3 (1d8/x4)

Spell-Like Abilities (CL 1st)

1/day—*acid splash*

Domain Spell-Like Abilities (CL 1st, concentration +4)

6/day—storm burst (6/day)

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

1st—*cure light wounds*, *obscuring mist*^D, *produce flame*

0 (at will)—*create water*, *detect magic*, *light*

D Domain spell; **Domain** weather

STATISTICS

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

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

Feats Brew Potion, Cloud Kicker^{PCS}, Weather Pony^{PCS}

Skills Acrobatics +1 (+3 when jumping), Fly -3, Heal +7, Knowledge (nature) +7, Perception +7, Sense Motive +4, Spellcraft +5, Survival +5;

Armor Check Penalty -2

Traits magical talent (*acid splash*)^{APG}, reactionary^{APG,*}

Languages Auran, Common, Druidic, Sylvan

SQ cloud walker^{PCS}, fingerless^{PCS}, mastery focus

(alchemical focus 3/day)^{FTA}, nature bond (weather domain), nature sense, wasteland curatives^{FTA}, wild empathy +1

Combat Gear acid (3); **Other Gear** light scavenged armor^{FTA}, pipe pistol^{FTA} with 20 scrap bullets^{FTA}, shortspear, belt pouch, flint and steel, holly and mistletoe, mess kit^{UE}, pony saddle bags^{PCS}, pot, powder horn^{UC} with 10 doses of black powder^{UC}, soap, spell component pouch, trail rations (5), waterskin

* The effects of this ability have already been calculated into Aeroean's statistics.

Aeroean

CR 4

XP 1,200

Male pony (pegasus) druid (ashen druid) 5
(*Ponyfinder: Campaign Setting, Ponyfinder: From the Ashes*)

NG Medium fey (ponykind)

Init +6; **Senses** low-light vision; Perception +13

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +1 deflection, +4 Dex)

hp 37 (5d8+9)

Fort +6, **Ref** +6, **Will** +10; +4 vs. fey and plant-targeted effects

Defensive Abilities armor attunement +1^{PU}, deflection +1^{PU,*}, resistance +1^{PU,*}

OFFENSE

Speed 40 ft., fly 50 ft. (average), bipedal 20 ft.

Melee masterwork shortspear +4 (1d6)

Ranged pipe pistol [*attuned* +1] +8 (1d8+1/x4)

Special Attacks weapon attunement +1^{PU}

Spell-Like Abilities (CL 5th)

1/day—*acid splash*

Domain Spell-Like Abilities (CL 5th; concentration +10)

8/day—storm burst (8/day)

Druid Spells Prepared (CL 5th; concentration +10)

3rd—*call lightning*^D (DC 18), *cure moderate wounds*, *protection from energy*

2nd—*barkskin*, *fog cloud*^D, *lesser restoration*, *rainbow wings*^{PCS}

1st—*cure light wounds* (2), *obscuring mist*^D, *produce flame* (2)

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

D Domain spell; **Domain** weather

STATISTICS

Str 10, **Dex** 18, **Con** 13, **Int** 12, **Wis** 20, **Cha** 11

Base Atk +3; **CMB** +3; **CMD** 18 (22 vs. trip)

Feats Brew Potion, Cloud Kicker^{PCS}, Dashing Flyer (2x)^{PCS,*}, Run, Weather Pony^{PCS}

Skills Acrobatics +4 (+8 when jumping), Fly +11, Heal +13, Knowledge (nature) +10, Perception +13, Sense Motive +10, Spellcraft +7, Survival +7

Traits magical talent (*acid splash*)^{APG}, reactionary^{APG}

Languages Auran, Common, Druidic, Sylvan

SQ cloud walker^{PCS}, elemental survival^{FTA}, fingerless^{PCS}, mastery focus (additional alchemical focus, alchemical focus [2x] 4/day, mental focus, physical focus [2x])^{FTA}, mental prowess (Wis +2)^{PU,*}, nature bond (weather domain), nature sense, physical prowess (Dex +2)^{PU,*}, trackless step, unhinged shape^{FTA}, wasteland curatives^{FTA}, wild empathy +5, woodland stride

Combat Gear *potion of bull's strength*, acid (3);

Other Gear *modified light scavenged armor [attuned +1]* (ballistic weave, custom fit, excellent joints, pocketed)^{FTA}, *pipe pistol [attuned +1]*^{FTA} with 20 scrap bullets^{FTA}, masterwork shortspear, *muleback cords*^{APG}, belt pouch, flint and steel, holly and mistletoe, mess kit^{UE}, pony saddle bags^{PCS}, pot, powder horns^{UC} (2) with 20 doses of black powder^{UC}, soap, spell component pouch, trail rations (5), traveler's outfit, waterskin

* The effects of this ability have already been calculated into Aeroean's statistics.

clouds as solid objects.

Fingerless. Aeroean may use his mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Spellcasting. Aeroean is a 1st level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Aeroean may cast it without using a spell slot. He has the following druid spells prepared:

Cantrips: (at will): *guidance*, *produce flame*

1st level: (2 slots): *create or destroy water*, *cure wounds*, *detect magic*, *fog cloud*

Uncanny Purpose. Aeroeans adds +1 to his death saving throw rolls.

ACTIONS

Pipe Pistol. *Ranged Weapon Attack*: +2 to hit, range 30/120 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack*: +1 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 2 (1d6 - 1) piercing damage.

GEAR

Bedroll, common clothes, hempen rope (50 feet), herbalism kit, light scavenged armor^{FTA}, mess kit, pipe pistol^{FTA}, pony saddle bags^{PCS}, rations (10), scrap bullets^{FTA} (20), spear, sprig of mistletoe, tinderbox, torches (10), waterskin.

Aeroean

Medium fey (pegasus, ponykind), neutral good druid 1

Armor Class 13 (light scavenged armor)

Hit Points 10 (1d8 + 2)

Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Int +3, Wis +5

Skills Acrobatics +4, Medicine +5, Nature +3, Perception +5, Survival +5

Tools herbalism kit, an instrument

Senses passive Perception 15

Languages Common, Druidic, Primordial, Sylvan

Cloud Walker. Aeroean may treat fog or other

Circle of the Land: Wasteland

Druids of the wastelands have a new option to choose from their Circle of the Land circle spells feature, gaining the following spells at the indicated levels:

Druid Level	Circle Spells
3rd	<i>find traps</i> , <i>radiation buffer</i> *
5th	<i>create food and water</i> , <i>tiny hut</i>
7th	<i>giant insect</i> , <i>speak with ashes</i> *
9th	<i>antilife shell</i> , <i>wall of stone</i>
*indicates a spell from this book.	

Aeroean

*Medium fey (pegasus, ponykind), neutral good
druid (circle of ashes^{FTA}) 5*

Armor Class 13 (modified light scavenged armor)
(16 with *barkskin*)

Hit Points 38 (5d8 + 10)

Speed 40 ft., fly 30 ft. (40 ft. with *rainbow wings*)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Int +4, Wis +6

Skills Acrobatics +5, Medicine +6, Nature +4,
Perception +6, Survival +6

Damage Resistances sling bullets and firearms
that deal piercing damage

Tools herbalism kit, an instrument

Feats Weather Pony^{PCS}

Senses passive Perception 16

Languages Common, Druidic, Primordial, Sylvan

Cloud Walker. Aeroean may treat fog or other
clouds as solid objects.

Elemental Survival. Aeroean may select a
damage type (acid, cold, fire, lightning, poison,
thunder) whenever he uses Wild Shape. For the
duration of the Wild Shape, he gains resistance to
that damage type.

Fingerless. Aeroean may use his mouth as one
hand.

Four Legged. Any roll to avoid becoming prone is
made with advantage.

Spellcasting. Aeroean is a 5th level spellcaster. His
spellcasting ability is Wisdom (spell save DC 14, +6
to hit with spell attacks). By increasing the casting
time of any prepared spell with the Ritual tag by 10
minutes, Aeroean may cast it without using a spell
slot. He has the following druid spells prepared:

Cantrips (at will): *guidance, mending, produce
flame, resistance*

1st level (4 slots): *create or destroy water, cure
wounds, detect magic, fog cloud*

2nd level (3 slots): *barkskin, lesser restoration,
rainbow wings^{PCS}*

3rd level (2 slots): *create food and water*

Uncanny Purpose. Aeroean adds +1 to his death
saving throw rolls.

ACTIONS

Pipe Pistol. *Ranged Weapon Attack:* +5 to hit,
range 30/120 ft., one target. *Hit:* 6 (1d8 + 2) piercing
damage.

Spear. *Melee or Ranged Weapon Attack:* +2 to hit,
reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d6 -

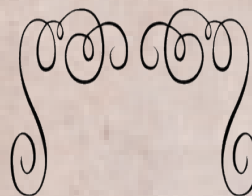
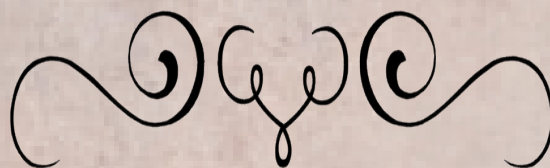
1) piercing damage.

Wild Shape (2/Day). Aeroean magically
polymorphs into a beast with a challenge rating of
1/2 or less, and can remain in this form for up to 2
hours. Aeroean can choose whether his equipment
falls to the ground, melds with his new form, or is
worn by the new form. Aeroean reverts to his true
form if he dies or falls unconscious. Aeroean can
revert to his true form using a bonus action on his
turn.

While in a new form, Aeroean retains his game
statistics, but his AC, movement modes, Strength,
Dexterity, and Constitution are replaced by those
of the new form, and he gains any special senses,
proficiencies, traits, actions, and reactions (except
class features, legendary actions, and lair actions)
that the new form has but that he lacks. He can't cast
his spells, speak, or take any action that requires
hands.

GEAR

Bedroll, common clothes, hempen rope (50 feet),
herbalism kit, mess kit, modified light scavenged
armor^{FTA} (ballistic weave, pocketed), pipe pistol^{FTA},
pony saddle bags^{PCS}, *potion of healing* (3), *potion of
hill giant strength*, rations (10), scrap bullets^{FTA} (20),
spear, sprig of mistletoe, tinderbox, torches (10),
waterskin.





Brave Stomp, Township Guardian

Brave Stomp is a powerfully built earth-bound stallion with a light gray-blue coat, close cut dirty blond mane and piercing blue eyes. His body bears the scars of many trials, conflicts and the faintest touch of age. He stands tall and sure, guarding those who cannot defend themselves and fighting for a world healed from the damage done to it from long ago.

Brave Stomp enters battle encased in a suit of ornate steel plate that is a mix of both old and new technology, runes and arcane formulae crackle with magic next to hissing hydraulics and polished, silver fluted panels all combined in a design to aid and enhance the wearer's already formidable strength and abilities. His brand of destiny and emblem, a gold shield with a green leaf on its field crowned with a dark gray storm cloud above, is emblazoned on both his and his armor's flanks. His armor's emblem also features several symbols of towns and individuals to indicate an allegiance with the others. He wields mighty weapons, most notably of which are a massive greatsword, the reinforced blade of which is wreathed in lightning and does not so much cut but impacts with a peal of thunder, and a belt fed, snub-nosed, dual-barreled firearm that began its life as a humble shotgun, but has long since grown beyond what it was. Modifications and reinforcements have turned it into a rapid firing bringer of destruction at ranges beyond what many would consider unnatural for its size.

When he is not involved with a battle or adventuring, either by himself or with others, Brave Stomp wears a simpler garb, much like that of a farmer or a crafts creature and carries a knife in a harness within easy reach.

Encounter Notes: A Champion of Everglow, christened by a time in need of him, Brave Stomp can appear where he is most valuable. He has no awareness of his rebirthing but is dedicated to doing what he can. He will join a party easily, should he like the quest they have taken up, possibly permanently. Should a past Brave Stomp be brought up, he will laugh it off. His parents picked the name, hoping it would rub off on him. Maybe he's right?

Brave Stomp

CR 1/2

XP 200

Male pony (earth-bound) cavalier (constable) 1
(*Pathfinder RPG Advanced Player's Guide*,
Pathfinder Player Companion: Heroes of the Streets, *Ponyfinder: Campaign Setting*)

NG Medium fey (ponykind)

Init +3; **Senses** low-light vision; Perception +6

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 12 (1d10+2)

Fort +4, **Ref** +1, **Will** +2; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 30 ft., bipedal 15 ft.

Melee dagger +3 (1d4+2/19-20) or greatsword +3 (2d6+3/19-20) or unarmed strike +3 (1d3+2)

Ranged long pipe gun +2 (1d10/x4)

Special Attacks apprehend^{HOTS,*}, challenge 1/day (+1 damage, allies receive +1 to melee attacks)^{APG}, tactician 1/day (Extend the Bulwark)^{APG}

STATISTICS

Str 15, **Dex** 13, **Con** 15, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +1; **CMB** +3; **CMD** 14 (18 vs. trip)

Feats Endurance, Exotic Weapon Proficiency (greatsword)*, Extend the Bulwark^{MM}, Improved Unarmed Strike, Strong Jaw^{PCS}

Skills Bluff +0 (+1 fool someone), Diplomacy +5, Intimidate +4, Perception +6, Sense Motive +6, Survival +6; **Armor Check Penalty** -4

Traits reactionary^{APG,*}, trustworthy^{UCA,*}

Languages Common, Sylvan

SQ fingerless^{PCS}, mastery focus (ammunition focus)^{FTA}, order of the dragon^{APG}

Gear medium scavenged armor^{FTA}, dagger, greatsword, long pipe gun^{FTA} with 40 scrap bullets^{FTA}, bedroll, belt pouch, fishhooks (2), flint and steel, mug, pony saddle bags^{PCS}, powder horns^{UC} (2) with 20 doses of black powder^{UC}, saddle rack^{PCS}, sewing needle, signal whistle, soldier's uniform, string (50 ft.), trail rations (5), waterskin, whetstone

* The effects of this ability have already been calculated into Brave's statistics.

Brave Stomp**CR 4****XP 1,200**

Male pony (earth-bound) cavalier (constable) 5
*(Pathfinder RPG Advanced Player's Guide,
 Pathfinder Player Companion: Heroes of the
 Streets, Ponyfinder: Campaign Setting)*

NG Medium fey (ponykind)

Init +3; **Senses** low-light vision; Perception +11

DEFENSE

AC 21, touch 11, flat-footed 21 (+10 armor, +1 deflection)

hp 47 (5d10+15)

Fort +8, **Ref** +3, **Will** +4; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities armor attunement +1^{PU,*}, deflection +1^{PU,*}, resistance +1^{PU,*}

OFFENSE

Speed 30 ft., bipedal 15 ft.

Melee *jury rigged greatsword* [attuned +1] +9 (3d6+5/19-20) or unarmed strike +8 (1d3+3)

Ranged modified snub pipe gun +6 (1d10/x4)

Special Attacks apprehend^{HOTS,*}, challenge 2/day (+5 damage, allies receive +2 to melee attacks)^{APG}, tactician 2/day (Extend the Bulwark)^{APG}, weapon attunement +1^{PU,*}

TACTICS

Before Combat At the start of each day Brave uses his battery focus to charge his greatsword, giving it 20 charges.

STATISTICS

Str 16, **Dex** 13, **Con** 17, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +5; **CMB** +8 (+9 disarm, +9 grapple, +9 trip); **CMD** 20 (24 vs. trip)

Feats Endurance, Exotic Weapon Proficiency (greatsword)*, Extend the Bulwark^{MM}, Gunnery Squad^{PCS}, Improved Unarmed Strike, Practiced Automatic Wielder^{FTA}, Strong Jaw^{PCS}

Skills Bluff +0 (+1 fool someone), Diplomacy +9, Intimidate +8, Perception +11, Sense Motive +10, Survival +10; **Armor Check Penalty** -7

Traits reactionary^{APG,*}, trustworthy^{UCA,*}

Languages Common, Sylvan

SQ aid allies +3^{APG}, badge +2^{HOTS}, fingerless^{PCS}, mastery focus (ammunition focus, battery focus [2x] [3 charge/day], physical focus [2x])^{FTA}, order of the dragon^{APG}, physical prowess (Con +2)^{PU,*}, quick interrogator^{HOTS}, squad commander^{HOTS}

Gear *modified heavy scavenged armor* [attuned +1] (ballistic weave, bulky, reinforced, waterproof)^{FTA}, *jury rigged*^{FTA} greatsword [attuned +1]

(electric powered, extra damage)^{FTA}, modified snub pipe gun (automatic fire, extended magazine, greater extended magazine)^{FTA} with 4 magazines^{FTA}, bedroll, belt pouch, fishhooks (2), flint and steel, mug, pony saddle bags^{PCS}, powder horns^{UC} (2) with 20 doses of black powder^{UC}, saddle rack^{PCS}, sewing needle, signal whistle, soldier's uniform, string (50 ft.), trail rations (5), waterskin, whetstone

* The effects of this ability have already been calculated into Brave's statistics.

SPECIAL ABILITIES

Automatic Fire Brave Stomp's firearm has the automatic fire modification. As a full attack action, with a least half or more of his ammunition remaining, he may make a cone attack covering the first range increment of the weapon (40 ft.). All targets in range must make a Reflex saving throw against DC 12. On a success targets take half damage. He can't affect more targets than he has ammunition remaining in the weapon. Roll damage as normal for the weapon. Brave Stomp may also focus on one target, in which case he makes a single attack. On a hit, calculate the damage as if he had hit twice, but the damage is added together before applying DR or resistance. He can't hit more times than he has remaining ammunition in the weapon. A critical only applies to the first hit. In either event, all remaining ammunition in the weapon is expended.

Electric Powered Brave Stomp's greatsword has the electric powered modification, which allows him to spend a charge to deal electric damage with his greatsword instead of its normal damage type, or he may use the attack to stun (DC 15 Fortitude save). On a failure, the target is staggered for one round. On a success it is sickened for one round. The DC uses Strength or Dexterity, whichever is higher.

Brave Stomp

Medium fey (earth-bound, ponykind), neutral good fighter 1

Armor Class 14 (medium scavenged armor)

Hit Points 13 (1d10 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	8 (-1)	14 (+2)	10 (+0)

Saving Throws Str +4, Con +5

Skills Insight +4, Intimidation +2, Investigation +1, Persuasion +2, Survival +4

Damage Resistances poison

Senses passive Perception 12

Languages Common, Sylvan

Fingerless. Brave Stomp may use his mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Great Weapon Fighting. When Brave Stomp rolls a 1 or 2 on a damage die for an attack he makes with his greatsword, he can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Like a Weed. Brave Stomp has advantage on saving throws against poison.

Tougher than Magic. Brave Stomp has advantage on Strength, Dexterity, or Constitution saving throws against magic spells and effects.

Uncanny Purpose. Brave Stomp adds +1 to his death saving throw rolls.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Long Pipe Gun. *Ranged Weapon Attack:* +3 to hit, range 40/160 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Second Wind (Recharges after a Short or Long Rest). On his turn, Brave Stomp can use a bonus action to regain 1d10 + 1 hit points.

GEAR

Bedroll, common clothes, dagger, greatsword, hempen rope (50 feet), long pipe gun^{FTA}, manacles, medium scavenged armor^{FTA}, pony saddle bags^{PCS}, rations (10), saddle rack^{PCS}, scrap bullets^{FTA} (40), signal whistle, waterskin, whetstone.

Brave Stomp

Medium fey (earth-bound, ponykind), neutral good fighter (champion) 5

Armor Class 18 (modified heavy scavenged armor)

Hit Points 49 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	8 (-1)	14 (+2)	10 (+0)

Saving Throws Str +5, Con +6

Skills Insight +5, Intimidation +3, Investigation +2, Persuasion +3, Survival +5

Damage Resistances poison, sling bullets and firearms that deal piercing damage

Feats Unhinged Power^{FTA}

Senses passive Perception 12

Languages Common, Sylvan

Fingerless. Brave Stomp may use his mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Great Weapon Fighting. When Brave Stomp rolls a 1 or 2 on a damage die for an attack he makes with his greatsword, he can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Improved Critical. Brave Stomp's weapon attacks score a critical hit on a roll of 19 or 20.

Like a Weed. Brave Stomp has advantage on saving throws against poison.

Tougher than Magic. Brave Stomp has advantage on Strength, Dexterity, or Constitution saving throws against magic spells and effects.

Uncanny Purpose. Brave Stomp adds +1 to his death saving throw rolls.

ACTIONS

Multiattack. Brave Stomp can make two attacks with his weapons each round.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Jury Rigged Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (4d6 + 2) slashing damage.

Modified Snub Pipe Gun. *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Automatic Fire. As an action, provided he has at least half the capacity of his firearm remaining, Brave Stomp can attack a cone with a range of 40 feet. Those caught in the cone must make a Dexterity saving throw against DC 12 or take the gun's

damage. Success halves this damage. This action uses up all remaining ammunition in the gun at once.

Electric Powered. Brave Stomp's greatsword can deal lightning damage instead of its normal damage type. While activated, it bypasses resistance against its normal damage type, but may be affected by lightning resistance. Brave Stomp may declare he is attempting to stun the target before rolling to attack. If he lands the hit, he deals no damage, but the victim must make DC 13 Constitution saving throw. On a failure, the target is restrained for 1 round; on a success they are sickened and have disadvantage on attack rolls and ability checks for 1 round.

Action Surge (Recharges after a Short or Long Rest). On his turn, Brave Stomp can take one additional action on top of his regular action and a possible bonus action.

Second Wind (Recharges after a Short or Long Rest). On his turn, Brave Stomp can use a bonus action to regain 1d10 + 5 hit points.

GEAR

Bedroll, common clothes, dagger, hempen rope (50 feet), jury rigged^{FTA} greatsword (electric powered, extra damage), manacles, modified heavy scavenged armor^{FTA} (ballistic weave, bulky, reinforced, waterproof), modified snub pipe gun^{FTA} (automatic fire, extended magazine, greater extended magazine), pony saddle bags^{PCS}, rations (10), saddle rack^{PCS}, scrap bullets^{FTA} (40), signal whistle, waterskin, whetstone.



Brie Brightwing, Junk Smasher

Raised among other griffons and hippogriffs in Buzzard's Bluff, she rose to the top of the social structure there as a bully. With strength and savagery, she got her way. When she descended from their peak with a raiding party and ran across a beast fearsome enough to put some fear in her, things began to change. Still irritable, she claims she has put her rough past behind her and wanders the waste in search of things worthy of applying her anger against.



Brie Brightwing

CR 1/2

XP 200

Female griffon unchained barbarian (furious gunslinger) 1 (*Pathfinder RPG Pathfinder Unchained, Ponyfinder: Campaign Setting, Ponyfinder: From the Ashes*)

CN Medium fey (griffon)

Init +1; **Senses** low-light vision; Perception +5

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 14 (1d12+2)

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

OFFENSE

Speed 40 ft., bipedal 20 ft., fly 40 ft. (poor)

Melee spear +5 (1d8+6/x3) and bite +0 (1d6+2)

Ranged long pipe gun +2 (1d10/x4)

Special Attacks rage (6 rounds/day)^{PU}

TACTICS

Raging Statistics When raging, Brie's statistics are **AC** 12, touch 9, flat-footed 11; **hp** 16; **Will** +3; **Melee** spear +7 (1d8+8/x3) and bite +2 (1d6+4); **Ranged** long pipe gun +4 (1d10+2/x4); **CMD** 14 (18 vs. trip).

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** +5; **CMD** 16 (20 vs. trip)

Feats Intimidating Prowess

Skills Acrobatics +4 (+8 when jumping), Fly +0, Intimidate +9, Knowledge (nature) +5, Perception +5, Survival +5; **Armor Check Penalty** -1

Traits armor expert^{APG}, predator's roar^{GOE}

Languages Auran, Common

SQ cloud walker^{GOE}, fast movement^{PU}, mastery focus (ammunition focus)^{FTA}

Combat Gear alchemist's fire; **Other Gear** light scavenged armor^{FTA}, long pipe gun^{FTA} with 20 scrap bullets^{FTA}, spear, backpack, bedroll, belt pouch, explorer's outfit, flint and steel, mess kit^{UE}, pot, powder horn^{UC} with 10 doses of black powder^{UC}, silk rope (50 ft.), soap, torches (10), trail rations (5), waterskin



Brie Brightwing**CR 4****XP 1,200**

Female griffon unchained barbarian (furious gunslinger) 5 (*Pathfinder RPG Pathfinder Unchained, Ponyfinder: Campaign Setting, Ponyfinder: From the Ashes*)

CN Medium fey (griffon)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 19, touch 13, flat-footed 17 (+6 armor, +1 deflection, +2 Dex)

hp 54 (5d12+14)

Fort +7, **Ref** +4, **Will** +3

Defensive Abilities armor attunement +1^{PU}, danger sense +1^{PU}, deflection +1^{PU,*}, improved uncanny dodge, resistance +1^{PU,*}

OFFENSE

Speed 30 ft., fly 30 ft. (poor), bipedal 15 ft.

Melee *modified bayonet* [attuned +1] +10 (1d8+7+1d8) and bite +4 (1d6+2)

Ranged *modified long pipe gun* [attuned +1] +8 (2d8+1/x4)

Special Attacks rage (14 rounds/day)^{PU}, rage powers (no escape, strength stance^{PU}), weapon attunement +1^{PU}

TACTICS

During Combat When fighting in melee range, Brie uses Power Attack, giving her bayonet a -2 on attack rolls and a +6 on damage rolls, and giving her bite attack a -2 to attack rolls and a +4 to damage rolls.

Raging Statistics When raging, Brie's statistics are **AC** 17, touch 11, flat-footed 17; **hp** 64; **Will** +5; **Melee** *modified bayonet* [attuned +1] +12 (1d8+9) and bite +6 (1d6+4); **Ranged** *modified long pipe gun* [attuned +1] +10 (2d8+3/x4); **CMD** 20 (24 vs. trip).

STATISTICS

Str 19, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 22 (26 vs. trip)

Feats Intimidating Prowess*, Power Attack, Sudden Save^{GOE}

Skills Acrobatics +4, Fly +4, Intimidate +13, Knowledge (nature) +9, Perception +9, Survival +9; **Armor Check Penalty** -2

Traits armor expert^{APG,*}, predator's roar^{GOE}

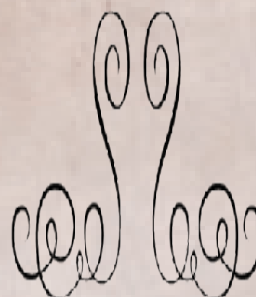
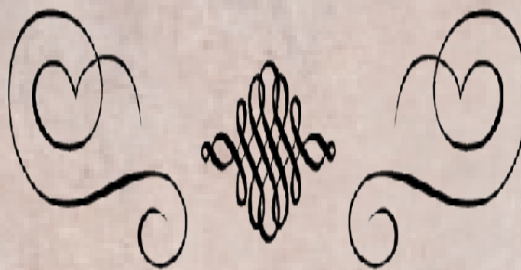
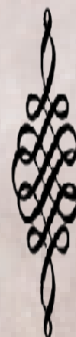
Languages Auran, Common

SQ cloud walker^{GOE}, fast movement^{PU,*}, mastery focus (ammunition focus [2x], mind vs body focus,

perception focus [2x]*, physical focus)^{FTA}, physical prowess (Dex +2)^{PU,*}

Combat Gear *potion of bear's endurance, potion of blur, potion of cure serious wounds, potion of delay poison, alchemist's fire; Other Gear* medium scavenged armor [attuned +1]^{FTA}, modified bayonet [attuned +1] (extra damage, heroic strength)^{FTA}, modified long pipe gun [attuned +1] (bayonet, extended magazine, extra damage, scattershot)^{FTA} with 3 magazines^{FTA}, backpack, bedroll, belt pouch, explorer's outfit, flint and steel, mess kit^{UE}, pot, silk rope (50 ft.), soap, torches (10), trail rations (5), waterskin

* The effects of this ability have already been calculated into Brie's statistics.



Brie Brightwing

Medium fey (griffon), chaotic neutral barbarian 1

Armor Class 14 (unarmored defense)

Hit Points 14 (1d12 + 2)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	8 (-1)

Saving Throws Str +4, Con +4

Skills Athletics +4, Intimidation +1, Nature +2, Perception +3

Senses passive Perception 13

Languages Common, Primordial, Sylvan

Cloud Walker. Brie Brightwing may treat fog or other clouds as solid objects.

Four Legged. Any roll to avoid becoming prone is made with advantage.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

Long Pipe Gun. *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Rage (2/Day). While raging, Brie Brightwing gains the following benefits if she isn't wearing heavy armor: she has advantage on Strength checks and Strength saving throws. When she makes a melee weapon attack using Strength, she gains a +2 bonus to the damage roll. She has resistance to bludgeoning, piercing, and slashing damage.

GEAR

Backpack, bedroll, common clothes, greataxe, hempen rope (50 feet), long pipe gun^{FTA}, mess kit, rations (10), scrap bullets^{FTA} (20), tinderbox, torches (10), waterskin.

Brie Brightwing

Medium fey (griffon), chaotic neutral barbarian (path of the berserker) 5

Armor Class 16 (modified medium scavenged armor)

Hit Points 50 (5d12 + 10)

Speed 40 ft. (30 ft. in heavy armor), fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	8 (-1)

Saving Throws Str +6, Con +5

Skills Athletics +6, Intimidation +2, Nature +3, Perception +4

Damage Resistances sling bullets and firearms that deal piercing damage

Senses passive Perception 14

Languages Common, Primordial, Sylvan

Cloud Walker. Brie Brightwing may treat fog or other clouds as solid objects.

Danger Sense. Brie Brightwing has advantage on Dexterity saving throws against effects that she can see, such traps and spells, so long as she is not blinded, deafened, or incapacitated.

Four Legged. Any roll to avoid becoming prone is made with advantage.

ACTIONS

Multiattack. Brie Brightwing can make two attacks with her weapons each round.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Modified Bayonet. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Modified Long Pipe Gun. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target and 5 ft. area. *Hit:* 14 (2d10 + 3) piercing damage.

Frenzy. When Brie Brightwing rages she can go into a frenzy. For the duration of her rage she can make a single melee weapon attack as a bonus action each turn. When her rage ends, she suffers one level of exhaustion.

Rage (3/Day). While raging, Brie Brightwing gains the following benefits if she isn't wearing heavy armor: she has advantage on Strength checks and Strength saving throws. When she makes a melee weapon attack using Strength, she gains a +2 bonus to the damage roll. She has resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. When Brie Brightwing makes her first attack on her turn, she can gain advantage on melee weapon attack rolls using Strength during her turn, but attack rolls against her have advantage



until her next turn.

Scattershot. Instead of firing a single bullet, Brie Brightwing's firearm discharges a hail of deadly shot. Whenever she uses the firearm, those within 5 feet of the target must make a Dexterity save against DC 14. Those who fail take half the rolled damage of the gun. If she miss her target, they also make a saving throw against the area effect, otherwise they just take the direct damage.

GEAR

Backpack, bedroll, common clothes, hempen rope (50 feet), mess kit, modified bayonet^{FTA} (extra damage, heroic strength), modified long pipe gun^{FTA} (bayonet, extended magazine, extra damage, scattershot), modified medium scavenged armor^{FTA} (ballistic weave, custom fit), *potion of healing*, rations (10), scrap bullets^{FTA} (20), tinderbox, torches (10), waterskin.



Crescent Star, Ashen Alchemist

Crescent Star is an alchemist unicorn gem pony. Crescent comes from a town that had a few trees still standing, cared for by the community. He prefers living on the outskirts of the settlement, only coming to trade with his healing tinctures and remedies. Crescent often finds himself adventuring out to exotic and different locations to find wild rare plants for better curatives. He has a general carefree demeanor and a knack for exploration.

Crescent Star

CR 1/2

XP 200

Male gem pony (unicorn) alchemist 1 (*Pathfinder RPG Advanced Player's Guide, Ponyfinder: Campaign Setting*)

NG Medium fey (earth, ponykind)

Init +1; **Senses** low-light vision; Perception +4

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 11 (1d8+3)

Fort +4, **Ref** +3, **Will** +0; +2 vs. fear and despair effects

Defensive Abilities crystalline form (+4 AC vs. ray attacks, deflect ray attack 1/day)^{PCS}, steady focus^{PCS}

OFFENSE

Speed 40 ft., bipedal 20 ft.

Melee club +2 (1d6+2)

Ranged bomb +2 (1d6+3 fire)

Special Attacks bomb 4/day (1d6+3 fire, DC 13)^{APG}

Unicorn Spell-Like Abilities (CL 1st, concentration +4)

3/day—*light*

2/day—*unseen servant*

Alchemist Extracts Prepared (CL 1st; concentration +4)

1st—*cure light wounds* (2)

STATISTICS

Str 14, **Dex** 12, **Con** 15, **Int** 16, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** +2; **CMD** 13 (17 vs. trip)

Feats Brew Potion, Lustrous Coat^{PCS}, Throw Anything

Skills Acrobatics -1 (+3 when jumping), Craft (alchemy) +7 (+8 to create alchemical items), Disable Device +3, Heal +6, Knowledge (arcana) +7, Perception +4, Sleight of Hand +3, Spellcraft +7; **Armor Check Penalty** -2

Traits a unicorn to light my way^{TOE}, medically trained^{FTA,*}

Languages Aquan, Common, Dwarven, Ignan, Sylvan

SQ alchemy (alchemy crafting +1)^{APG}, eternal hope (1/day)^{PCS}, fingerless^{PCS}, horn magic^{PCS}, mastery focus (alchemical focus 3/day)^{FTA}, mutagen (+4/-2, +2 natural armor, 10 minutes)^{APG}, steady focus^{PCS}

Gear light scavenged armor^{FTA}, club, alchemy crafting kit^{APG}, bedroll, belt pouch, flint and steel, formula book (contains all prepared extracts plus 4 more 1st-level extracts), ink, inkpens (2), mess kit^{UE}, pony saddle bags^{PCS}, pot, scholar's outfit, soap, torches (10), trail rations (5), waterskin

* The effects of this ability have already been calculated into Crescent's statistics.

Crescent Star

CR 4

XP 1,200

Male gem pony (unicorn) alchemist 5 (*Pathfinder RPG Advanced Player's Guide, Ponyfinder: Campaign Setting*)

NG Medium fey (earth, ponykind)

Init +1; **Senses** low-light vision; Perception +8

DEFENSE

AC 19, touch 13, flat-footed 18 (+5 armor, +1 deflection, +1 Dex, +2 shield)

hp 48 (5d8+20)

Fort +8 (+2 vs. hot environments), **Ref** +6, **Will** +2; +4 vs. poison, +2 vs. fear and despair effects

Defensive Abilities armor attunement +1/+1^{PU}, crystalline form (+4 AC vs. ray attacks, deflect ray attack 1/day)^{PCS}, deflection +1^{PU,*}, resistance +1^{PU,*}, steady focus^{PCS}

OFFENSE

Speed 40 ft., bipedal 20 ft.

Melee force morningstar [attuned +1] +8 (1d8+5)

Ranged bomb +5 (3d6+4 fire)

Special Attacks bomb 9/day (3d6+4 fire, DC 16)^{APG}, weapon attunement +1^{PU}

Unicorn Spell-Like Abilities (CL 5th, concentration +9)

3/day—*light*

2/day—*unseen servant*

Alchemist Extracts Prepared (CL 5th; concentration +9)

2nd—*ablative barrier*^{UC}, *cure moderate wounds* (2)

1st—*ant haul*^{APG}, *comprehend languages*, *cure light wounds* (2), *expeditious retreat*

STATISTICS

Str 14, **Dex** 12, **Con** 16, **Int** 18, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +5; **CMD** 17 (21 vs. trip)

Feats Blade of the Mind^{TOE}, Brew Potion, Lustrous Coat^{PCS}, Practiced Horn Magic^{PCS,*}, Throw Anything

Skills Acrobatics +0 (+4 when jumping), Craft (alchemy) +12 (+17 to create alchemical items), Diplomacy +6, Disable Device +8, Heal +10, Knowledge (arcana) +12, Perception +8, Sleight of Hand +8, Spellcraft +12; **Armor Check Penalty** -1

Traits a unicorn to light my way^{TOE}, medically trained^{FTA,*}

Languages Aquan, Big Mao, Common, Dwarven, Ignan, Sylvan

SQ alchemy (alchemy crafting +5)^{APG}, discoveries (infusion)^{APG}, eternal hope (1/day)^{PCS}, fingerless^{PCS}, horn magic^{PCS}, mastery focus (additional alchemical focus, alchemical focus 4/day, armor focus [3x], mental focus)^{FTA}, mental prowess (Int +2)^{PU,*}, mutagen (+4/-2, +2 natural armor, 50 minutes)^{APG}, poison use^{APG}, steady focus^{PCS}, swift alchemy^{APG}

Combat Gear *oil of invisibility, potion of barkskin, potion of shield of faith, wand of cure light wounds*; **Other Gear** *modified light scavenged armor [attuned +1]* (ballistic weave, custom fit, reinforced, waterproof, weather proofed [hot weather])^{FTA}, *buckler [attuned +1]*, *force morningstar [attuned +1]*, *boro bead*^{UE} (1st level) (2), *horn focus [attuned +1]*^{TOE}, alchemy crafting kit^{APG}, bedroll, belt pouch, flint and steel, formula book (contains all prepared extracts plus 3 more 1st-level extracts), ink, inkpens (2), masterwork mouth kit^{PCS}, mess kit^{UE}, pony saddle bags^{PCS}, pot, scholar's outfit, soap, torches (10), trail rations (5), waterskin

* The effects of this ability have already been calculated into Crescent's statistics.

Crescent Star

Medium fey (gem pony, ponykind, unicorn), neutral good fighter 1

Armor Class 16 (medium scavenged armor)

Hit Points 12 (1d10 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	16 (+3)	8 (-1)	11 (+0)

Saving Throws Str +3, Con, +4

Skills Acrobatics +4, Arcana +5, Medicine +1, Perception +1

Tools alchemist's supplies, herbalism kit

Senses passive Perception 11

Languages Common, Sylvan

Eternal Hope. When Crescent Star rolls a 1 on the d20 for an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Innate Spellcasting. Crescent Star's innate spellcasting ability is Intelligence (spell save DC 13). He can innately cast the following spells, requiring no components:

At will: *light, mage hand*

Fingerless. Crescent Star may use his mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Resolute. Crescent Star has advantage on saving throws against being frightened.

ACTIONS

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Pipe Pistol. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Second Wind (Recharges after a Short or Long Rest). On his turn, Crescent Star can use a bonus action to regain 1d10 + 1 hit points.

REACTIONS

Elegant Spellcaster. Crescent Star can use his reaction to gain advantage on Constitution saving throws to avoid losing concentration on a spell.

GEAR

Alchemist's supplies, bedroll, club, common clothes, flasks of alchemist's fire (2), hempen rope (50 feet), herbalism kit, medium scavenged armor^{FTA}, mess kit, pipe pistol^{FTA}, pony saddle bags^{PCS}, rations (10), scrap bullets^{FTA} (20), soap, tinderbox, torches (10), vials of acid (3), waterskin.

Crescent Star

Medium fey (gem pony, ponykind, unicorn), neutral good fighter (alchemical knight^{PCS}) 5

Armor Class 17 (medium scavenged armor)

Hit Points 44 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	16 (+3)	8 (-1)	11 (+0)

Saving Throws Str +4, Con, +5

Skills Acrobatics +5, Arcana +6, Medicine +2, Perception +2

Damage Resistances sling bullets and firearms that deal piercing damage

Tools alchemist's supplies, herbalism kit

Feats Practiced Horn Magic^{PCS}

Senses passive Perception 12

Languages Common, Sylvan

Alchemical Concentration. Crescent Star's alchemical knight spells that require concentration cannot be interrupted by taking damage or other effects that would call for such a check.

Eternal Hope. When Crescent Star rolls a 1 on the d20 for an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Innate Spellcasting. Crescent Star's innate spellcasting ability is Intelligence (spell save DC 14). He can innately cast the following spells, requiring no components:

Cantrips (at will): *light, mage hand*

Fingerless. Crescent Star may use his mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Resolute. Crescent Star has advantage on saving throws against being frightened.

Spellcasting. Crescent Star is a 5th level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Crescent Star may cast it without using a spell slot. He has the following alchemical knight spells prepared:

Cantrips (at will): *guidance, resistance*

1st level (4 slots): *cure wounds, jump, longstrider, mutating gift*^{PLGPP}

ACTIONS

Multiattack. Crescent Star can make two attacks with his weapons each round.

Force Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Grenade (Mk 3). *Thrown Weapon Attack:* +3 to hit, range 20/60 ft., 20-foot radius. *Hit:* 10 (3d6) fire damage.

Modified Long Pipe Gun. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Modified Long Pipe Gun (Grenade Launcher). *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., 20-foot radius. *Hit:* 10 (3d6) fire damage.

Action Surge (Recharges after a Short or Long Rest). On his turn, Crescent Star can take one additional action on top of his regular action and a possible bonus action.

Second Wind (Recharges after a Short or Long Rest). On his turn, Crescent Star can use a bonus action to regain 1d10 + 5 hit points.

REACTIONS

Elegant Spellcaster. Crescent Star can use his reaction to gain advantage on Constitution saving throws to avoid losing concentration on a spell.

GEAR

Alchemist's supplies, bedroll, common clothes, grenades (Mk 3)^{FTA} (10), hempen rope (50 feet), herbalism kit, *horn focus*^{A,TOE}, mess kit, modified long pipe gun^{FTA} (tolerant tube, under-barrel launcher), modified medium scavenged armor^{FTA} (ballistic weave, custom fit, reinforced, waterproof, weather proofed [hot weather]), pony saddle bags^{PCS}, *potion of healing* (3), rations (10), scrap bullets^{FTA} (20), soap, tinderbox, torches (10), vials of acid (3), waterskin.



Dawn Event, Dust Minister

The Ashen Age could do little to curb the way Dawn Event approached the world. The gods are many and mysterious, and that suits him just fine. Ever a pantheist, he calls out to any god that acknowledges ponykind and perhaps a few that don't, if they happen to fit the task he is endeavoring in. Devout despite his polytheistic ways, he takes his role as the agent of the gods quite seriously and stands ready to enact their will in these dark times.

Dawn Event

CR 1/2

XP 200

Male pony (earth-bound) cleric (dust minister) of the Pony Pantheon 1 (*Ponyfinder: Campaign Setting, Ponyfinder: From the Ashes*)

LN Medium fey (ponykind)

Init -1; **Senses** low-light vision; Perception +3

DEFENSE

AC 14, touch 9, flat-footed 14 (+5 armor, -1 Dex)
hp 14 (1d8+6)

Fort +4, **Ref** -1, **Will** +6; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 30 ft., bipedal 15 ft.

Melee scimitar +2 (1d6+2/18-20)

Ranged long pipe gun -1 (1d10/x4)

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

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

6/day—rebuke death (1d4)

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

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

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

D Domain spell; **Domains** friendship subdomain, healing

STATISTICS

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

Base Atk +0; **CMB** +2; **CMD** 11 (15 vs. trip)

Feats Endurance, Selective Channeling, Toughness*

Skills Diplomacy +6, Knowledge (religion) +4;

Armor Check Penalty -4

Traits focused mind^{APG,*}, indomitable faith^{UCA,*}

Languages Common, Sylvan

SQ fingerless^{PCS}, mastery focus (alchemical focus 3/day)^{FTA}, powerful bond (6/day)^{ISG}, spontaneous casting

Combat Gear sunrods (2); **Other Gear** medium scavenged armor^{FTA}, long pipe gun^{FTA} with 20 scrap bullets^{FTA}, scimitar, bedroll, belt pouch, candles (10), cleric's vestments, flint and steel, holy text (pony gods of Everglow), mess kit^{UE}, pony saddle bags^{PCS}, pot, powder horn^{UC} with 10 doses of black powder^{UC}, rope (50 ft.), soap, spell component pouch, torches (10), trail rations (5), waterskin, wooden holy symbol (sun and moon)

* The effects of this ability have already been calculated into Dawn's statistics.

Dawn Event

CR 4

XP 1,200

Male pony (earth-bound) cleric (dust minister) of the Pony Pantheon 5 (*Ponyfinder: Campaign Setting, Ponyfinder: From the Ashes*)

LN Medium fey (ponykind)

Init +0; **Senses** low-light vision; Perception +3

DEFENSE

AC 21, touch 11, flat-footed 21 (+8 armor, +1 deflection, +2 shield)

hp 48 (5d8+20)

Fort +7, **Ref** +2, **Will** +9; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities armor attunement +1^{PU}, deflection +1^{PU,*}, resistance +1^{PU,*}

OFFENSE

Speed 30 ft., bipedal 15 ft.

Melee masterwork scimitar +6 (1d6+2/18-20)

Ranged *modified long pipe gun [attuned +1]* +4 (1d10+1/x4)

Special Attacks channel positive energy 5/day (DC 14, 3d6), weapon attunement +1^{PU}

Magic Item Spell-Like Abilities (CL 1st)

At Will—*feather fall*

Domain Spell-Like Abilities (CL 5th; concentration +10)

6/day—rebuke death (1d4+2)

Cleric Spells Prepared (CL 5th; concentration +10)

3rd—*cure serious wounds*^D, *radiation buffer*^{FTA}

2nd—*bull's strength*, *cure moderate wounds*^D, *resist energy*, *spiritual weapon*

1st—*bless*, *cure light wounds*^D, *liberating command*^{UC}, *magic weapon*, *protection from evil*, *shield of faith*

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

D Domain spell; **Domains** friendship subdomain, healing

STATISTICS

Str 14, **Dex** 10, **Con** 14, **Int** 12, **Wis** 17, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 16 (30 vs. trip)

Feats Deep Healing^{TOE}, Deep Rooted^{TOE,*}, Endurance, Selective Channeling, Toughness*

Skills Diplomacy +10, Knowledge (religion) +9, Sense Motive +11; **Armor Check Penalty** -5

Traits focused mind^{APG,*}, indomitable faith^{UCA,*}

Languages Common, Dwarven, Sylvan

SQ fingerless^{PCS}, mastery focus (alchemical focus [2x] 3/day, ammunition focus, physical focus [2x])^{FTA}, physical prowess (Dex +2)^{PU,*}, powerful bond (6/day)^{ISG}, spontaneous casting

Combat Gear *potions of fly* (2), sunrods (2);

Other Gear *modified heavy scavenged armor [attuned +1]* (ballistic weave, custom fit, excellent joints, weapon mounts)^{FTA}, masterwork heavy wooden shield, *modified pipe pistol [attuned +1]* (extended magazine, greater extended magazine)^{FTA} with 2 magazines^{FTA}, masterwork scimitar, *pearl of power* (1st), *ring of feather falling*, bedroll, belt pouch, candles (10), cleric's vestments, flint and steel, holy text (pony gods of everglow), mess kit^{UE}, pony saddle bags^{PCS}, pot, rope (50 ft.), saddle rack^{PCS}, soap, spell component pouch, torches (10), trail rations (5), waterskin, wooden holy symbol (sun and moon)

* The effects of this ability have already been calculated into Dawn's statistics.



Dawn Event

Medium fey (earth-bound, ponykind), lawful neutral cleric (dust domain^{FTA}) 1

Armor Class 12 (medium scavenged armor)

Hit Points 10 (1d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	14 (+2)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Wis +5, Cha +4

Skills History +2, Insight +5, Persuasion +4, Religion +2

Damage Resistances poison

Senses passive Perception 13

Languages Celestial, Common, Dwarvish, Sylvan

Fingerless. Dawn Event may use his mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Like a Weed. Dawn Event has advantage on saving throws against poison.

Spellcasting. Dawn Event is a 1st level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Dawn Event may cast it without using a spell slot. He has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *spare the dying*
1st level (2 slots): *cure wounds*, *detect magic*, *fog cloud**, *healing word*, *sanctuary**

*Domain spells

Tougher than Magic. Dawn Event has advantage on Strength, Dexterity, or Constitution saving throws against magic spells and effects.

Uncanny Purpose. Dawn Event adds +1 to his death saving throw rolls.

ACTIONS

Long Pipe Gun . Ranged Weapon Attack: +1 to hit, range 40/160 ft., one target. *Hit:* 4 (1d10 - 1) piercing damage.

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Voice of the Wasteland (1/Day). Dawn Event can make a Charisma (Persuasion) check with advantage.

GEAR

Bedroll, candles (10), cleric's vestments, hempen rope (50 feet), holy symbol, long pipe gun^{FTA}, medium scavenged armor^{FTA}, mess kit, pony saddle bags^{PCS}, rations (10), scimitar, scrap bullets^{FTA} (20), soap, torches (10), waterskin.

Dawn Event

Medium fey (earth-bound, ponykind), lawful neutral cleric (dust domain^{FTA}) 5

Armor Class 16 (modified heavy scavenged armor)

Hit Points 38 (5d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	14 (+2)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Wis +6, Cha +5

Skills History +3, Insight +6, Perception +6, Persuasion +5, Religion +3

Damage Resistances poison, sling bullets and firearms that deal piercing damage

Feats Deep Healer^{TOE}

Senses passive Perception 16

Languages Celestial, Common, Dwarvish, Sylvan

Fingerless. Dawn Event may use his mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Like a Weed. Dawn Event has advantage on saving throws against poison.

Spellcasting. Dawn Event is a 5th level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Dawn Event may cast it without using a spell slot. He has the following cleric spells



prepared:

Cantrips (at will): *guidance*, *light*, *sacred flame*, *spare the dying***

1st level (4 slots): *cure wounds*, *detect magic*, *fog cloud**, *guiding bolt*, *healing word*, *sanctuary**

2nd level (3 slots): *aid*, *calm emotions**, *lesser restoration**, *spiritual weapon*

3rd level (2 slots): *beacon of hope**, *dispel magic*, *glyph of warding**, *mass healing ward*

*Domain spells, **From the Deep Healing feat

Tougher than Magic. Dawn Event has advantage on Strength, Dexterity, or Constitution saving throws against magic spells and effects.

Uncanny Purpose. Dawn Event adds +1 to his death saving throw rolls.

ACTIONS

Modified Long Pipe Gun. *Ranged Weapon*
Attack: +2 to hit, range 40/160 ft., one target. *Hit:* 4 (1d10 - 1) piercing damage.

Scimitar. *Melee Weapon* *Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Channel Divinity (Recharges after a Short or Long Rest). By channeling divine energy as an action, Dawn Event can perform one of the following:

Protection from Projectiles. Dawn Event creates a protective field that stretches 30 feet centered on him and moves with him. Each ally within this area gains resistance against ranged weapon attacks. This protection fades after 3 rounds.

Turn Undead. Each undead that can see or hear Dawn Event within 30 feet of him must make a DC 14 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. When an undead with a challenge rating of 1/2 or less fails its saving throw, it is instantly destroyed.

Voice of the Wasteland (Recharges after a Long Rest). Dawn Event can make a Charisma (Persuasion) check with advantage.

GEAR

Bedroll, candles (10), cleric's vestments, hempen rope (50 feet), mess kit, modified heavy scavenged armor^{FTA} (ballistic weave, weapon mounts), modified long pipe gun^{FTA} (extended magazine, greater extended magazine), *pearl of power*, pony saddle bags^{PCS}, potions of healing (3), rations (10), scimitar, scrap bullets^{FTA} (20), soap, torches (10), waterskin.



Dusk Hammer, Ashen Remnant

Dusk Hammer fought in the war before the Blaze. He was a Paladin who served in an order that worshiped the Sun Queen. He both had fame and infamy in almost equal measure. To many, he was kind, gentle, and just, almost an ideal Paladin. Those who fought against him learned just how wrong that was. In battle, he fought with extreme brutality with little to no mercy, or empathy, for his foes, and was willing to employ tactics that were considered inhumane. Though such tactics would normally land him in trouble with his order, his effectiveness in combat, and the dire nature of the war, caused his superiors to turn a blind eye to his actions. As he fought in the final battle, just before the Blaze was unleashed, he perished alongside everyone else. Whether the Sun Queen blessed or cursed him with new life was a question even he could not answer.

For all he knew, everyone he cared about was gone. The nation, and the world, he had fought so hard to protect was in ruin. Unwilling to stand idly as the world continued on, he dedicated himself to fight on. Though the war was over, the war between good and evil never ends. Evildoers would learn to fear Paladins again. Those who come across him as he wanders either feel his kindness or face his wrath. Dusk is normally impatient. He prefers to act, and though he can sit still when the need arises, he hates every minute of it. Though he is quite intelligent and charismatic, especially with mares, he often prefers using brute force to solve problems if he can. He often believes the direct solution is the better solution. Though he is a Paladin, he wasn't a very good one in terms of following the tenants of the Order. Though some aspects of it are hard-line rules for him, others are simply guidelines meant to be broken when the need arises.

Encounter Notes: One would think that one who had perished in the Blaze would be difficult to encounter, but so long as the ash stirs, so too can his untended soul. Saint or sinner, all the dead were equally abandoned when they outnumbered the living so suddenly with no god ready to receive them. Dusk Hammer may form from the ashes, still convinced the war rages on. He may appear with or without his unit, to the aid or detriment of the player party, depending on the situation.



Dusk Hammer

CR 1/2

XP 200

Male pony (earth-bound) paladin of the Sun Queen 1
(*Ponyfinder: Campaign Setting*)

LG Medium fey (ponykind)

Init +0; **Senses** low-light vision; Perception +1

DEFENSE

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

hp 13 (1d10+3)

Fort +4, **Ref** +0, **Will** +3; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 30 ft., bipedal 15 ft.

Melee bastard sword +4 (1d10+4/19-20)

Ranged pistol +1 (1d8/x4)

Special Attacks smite evil 1/day (+1 attack and AC, +1 damage)

Paladin Spell-Like Abilities (CL 1st)

At Will—*detect evil*

TACTICS

Ashen Creature If Dusk is encountered as an ashen remnant, apply the following modifications:

Type outsider (elemental, native, ponykind);

Senses darkvision 60 ft.

Reincarnated If Dusk is encountered as a reincarnated champion, replace his breastplate and pistol with magazine with medium scavenged armor and pipe pistol with 20 scrap bullets. He is also a paladin of the Brilliance rather than the Sun Queen. His statistics are modified as follows: **AC** 15, touch 10, flat-footed 15; **Ranged** pipe pistol +1 (1d8/x4).

STATISTICS

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

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

Feats Endurance, Exotic Weapon Proficiency (bastard sword)*, Strong Jaw^{PCS}

Skills Heal +5, Knowledge (engineering) +7, Profession (soldier) +5; **Armor Check Penalty** -4

Traits advanced education^{FTA,*}, axe to grind^{UCA}

Languages Celestial, Common, Sylvan

SQ aura (faint good), code of conduct, fingerless^{PCS}, mastery focus (ammunition focus)^{FTA}

Combat Gear *potions of cure light wounds* (2);

Other Gear breastplate, bastard sword, pistol^{FTA} with magazine^{FTA}, bedroll, belt pouch, canned food^{FTA} (5), canteen^{UE}, flint and steel, mess kit^{UE}, pony saddle bags^{PCS}, pot, powder horn^{UC} with

10 doses of black powder^{UC}, rope (50 ft.), soap, soldier's uniform^{UE}, torches (10), wooden holy symbol of the Sun Queen

* The effects of this ability have already been calculated into Dusk's statistics.

Dusk Hammer

CR 4

XP 1,200

Male pony (earth-bound) paladin of the Sun Queen 5
(*Ponyfinder: Campaign Setting*)

LG Medium fey (ponykind)

Init +0; **Senses** low-light vision; Perception +1

Aura courage (10 ft.)

DEFENSE

AC 22, touch 11, flat-footed 22 (+10 armor, +1 deflection, +1 natural)

hp 43 (5d10+11)

Fort +9, **Ref** +4, **Will** +8; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities armor attunement +1^{PU,*}, deflection +1^{PU,*}, resistance +1^{PU,*}; **Immune** disease, fear

OFFENSE

Speed 30 ft., bipedal 15 ft., fly 20 ft. (good)

Melee modified bastard sword [attuned +1] +10 (2d8+7/19-20)

Ranged masterwork pistol +6 (1d8/x4)

Special Attacks channel positive energy (DC 14, 3d6), smite evil 2/day (+2 attack and AC, +5 damage), weapon attunement +1^{PU,*}

Paladin Spell-Like Abilities (CL 5th)

At Will—*detect evil*

Paladin Spells Prepared (CL 2nd; concentration +4)

1st—*sun metal*^{UC} (DC 13), *tactical acumen*^{UC}

TACTICS

Ashen Creature If Dusk is encountered as an ashen remnant, apply the following modifications:

CR 5; **Type** outsider (elemental, native, ponykind); **Senses** darkvision 60 ft.; **Defensive Abilities** DR 3/—; **Special Attacks** Dusk's attacks deal an additional 1d2 Charisma damage. A

Will save (DC 14) will avoid the damage; a victim is immune to this effect if they have taken Charisma damage in this way since their last turn.

Reincarnated If Dusk is encountered as a reincarnated champion, replace his *restful full plate* and masterwork pistol with magazine with modified heavy scavenged armor (custom fit, pocketed) and masterwork pipe pistol with 20 scrap bullets. He is also a paladin of the Brilliance rather than the Sun Queen. His statistics are modified as follows: **AC** 20, touch 11, flat-footed 20; **Ranged** masterwork pipe pistol +6 (1d8/x4); **Armor Check Penalty** -4.

STATISTICS

Str 18, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 14

Base Atk +5; **CMB** +9; **CMD** 20 (34 vs. trip)

Feats Deep Rooted^{TOE,*}, Endurance, Exotic Weapon Proficiency (bastard sword)*, Strong Jaw^{PCS}, Tough as Rocks^{PCS,*}

Skills Heal +9, Knowledge (engineering) +11, Profession (soldier) +9; **Armor Check Penalty** -5

Traits advanced education^{FTA,*}, axe to grind^{UCA}

Languages Celestial, Common, Sylvan

SQ aura (strong good), code of conduct, divine bond (weapon +1, 1/day), fingerless^{PCS}, lay on hands (2d6, 4/day), mastery focus (ammunition focus, flight focus*, mind vs body focus, physical focus, precise flight*)^{FTA}, mercy (shaken), physical prowess (Str +2)^{PU,*}

Combat Gear *potions of cure light wounds* (2), *potions of cure moderate wounds* (2); **Other Gear** *restful full plate* [attuned +1], *jury rigged*^{FTA} bastard sword [attuned +1] (extra damage)^{FTA}, masterwork pistol^{FTA} with magazine^{FTA}, bedroll, belt pouch, canned food^{FTA} (5), canteen^{UE}, flint and steel, mess kit^{UE}, pony saddle bags^{PCS}, pot, powder horn^{UC} with 10 doses of black powder^{UC}, rope (50 ft.), soap, soldier's uniform^{UE}, torches (10), wooden holy symbol of the Sun Queen

* The effects of this ability have already been calculated into Dusk's statistics.

Dusk Hammer

Medium fey (earth-bound, ponykind), lawful good
paladin 1

Armor Class 16 (heavy scavenged armor)

Hit Points 13 (1d10 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	10 (+0)	12 (+1)	13 (+1)

Saving Throws Wis +3, Cha +3

Skills Athletics +5, Insight +3, Medicine +3,
Perception +3

Damage Resistances poison

Tools herbalism kit

Senses passive Perception 13

Languages Common, Sylvan

Fingerless. Dusk Hammer may use his mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Like a Weed. Dusk Hammer has advantage on saving throws against poison.

Tougher than Magic. Dusk Hammer has advantage on Strength, Dexterity, or Constitution saving throws against magic spells and effects.

Uncanny Purpose. Dusk Hammer adds +1 to his death saving throw rolls.

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Pipe Pistol. *Ranged Weapon Attack:* +1 to hit, range 30/120 ft., one target. *Hit:* 3 (1d8 - 1) piercing damage.

Divine Sense (2/Day). As an action, until the end of his next turn, Dusk Hammer knows the location of any celestial, fiend, or undead within 60 feet of him that is not behind total cover. He knows the type of any being whose presence he senses, but not its identity.

Lay on Hands (5 hp/Day). As an action, Dusk Hammer can touch a creature to restore a number of hit points to that creature, up to the maximum amount remaining in his pool. Alternatively, he can expend 5 hit points from his pool of healing to cure the target of one disease or neutralize one poison affecting it.

GEAR

Bedroll, common clothes, heavy scavenged armor^{FTA}, hempen rope (50 feet), herbalism kit, holy symbol, longsword, mess kit, pipe pistol^{FTA}, pony saddle bags^{PCS}, rations (10), scrap bullets^{FTA} (20), soap, torches (10), waterskin.

Dusk Hammer

Medium fey (earth-bound, ponykind), lawful good paladin (oath of devotion) 5

Armor Class 17 (modified heavy scavenged armor)

Hit Points 49 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	17 (+3)	10 (+0)	12 (+1)	13 (+1)

Saving Throws Wis +4, Cha +4

Skills Athletics +6, Insight +4, Medicine +4, Perception +4

Damage Resistances poison, sling bullets and firearms that deal piercing damage

Condition Immunities diseased

Tools herbalism kit

Feats Tough as Rocks^{PCS}

Senses passive Perception 14

Languages Common, Sylvan

Divine Smite. When Dusk Hammer hits a creature with a melee weapon attack, he can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Dueling. When Dusk Hammer is wielding a melee weapon in one hand and no other weapons, he gains a +2 bonus to damage rolls with that weapon.

Fingerless. Dusk Hammer may use his mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Like a Weed. Dusk Hammer has advantage on saving throws against poison.

Spellcasting. Dusk Hammer is a 5th level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Dusk Hammer may cast it without using a spell slot. He has the following paladin spells prepared:

1st level (4 slots): *cure wounds*, *emergency ammunition*^{FTA}, *protection from evil and good**, *sanctuary**

2nd level (2 slots): *lesser restoration**, *magic weapon*, *sanctuary**

*Oath spells

Tougher than Magic. Dusk Hammer has advantage on Strength, Dexterity, or Constitution saving throws against magic spells and effects.

Uncanny Purpose. Dusk Hammer adds +1 to his death saving throw rolls.

ACTIONS

Multiattack. Dusk Hammer can make two attacks with his weapons each round.

Jury Rigged Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Pipe Pistol. *Ranged Weapon Attack:* +2 to hit, range 30/120 ft., one target. *Hit:* 3 (1d8 - 1) piercing damage.

Channel Divinity. By channeling divine energy as an action, Dusk Hammer can perform one of the following:

Sacred Weapon. For 1 minute, he adds +1 to attack rolls made with that weapon. The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. He can end this effect on his turn as part of any other action. If he is no longer holding or carrying this weapon, or if he falls unconscious, this effect ends.

Turn the Unholy. Each fiend or undead that can see or hear Dusk Hammer within 30 feet of him must make a DC 14 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

Divine Sense (2/Day). As an action, until the end of his next turn, Dusk Hammer knows the location of any celestial, fiend, or undead within 60 feet of him that is not behind total cover. He knows the type of any being whose presence he senses, but not its identity.

Lay on Hands (25 hp/Day). As an action, Dusk Hammer can touch a creature to restore a number of hit points to that creature, up to the maximum amount remaining in his pool. Alternatively, he can expend 5 hit points from his pool of healing to cure the target of one disease or neutralize one poison affecting it.

GEAR

Bedroll, common clothes, hempen rope (50 feet), herbalism kit, holy symbol, jury rigged^{FTA} longsword (extra damage), mess kit, modified heavy scavenged armor^{FTA} (ballistic weave, pocketed, reinforced), pipe pistol^{FTA}, pony saddle bags^{PCS}, *potions of healing* (5), rations (10), scrap bullets (20), soap, torches (10), waterskin.



Fast Shadow, Lightning Lance

The Seekers are no more, but that has not diminished Fast Shadow's basic need to lead her fellows into danger and back out in one piece. A proud ash tender, she looks forward to delving into forgotten places, looking for scraps and clues that will lead the world out of the darkness and towards the light. Though she has no talent with magic, her passionate teamwork and loyalty has won her many friends among the tenders during their quest for answers.

Fast Shadow

CR 1/2

XP 200

Female pony (earth-bound) fighter 1 (*Ponyfinder: Campaign Setting*)

NG Medium fey (ponykind)

Init +6; **Senses** low-light vision; Perception +1

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 armor)

hp 16 (1d10+6)

Fort +4, **Ref** +0, **Will** +1; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 30 ft., bipedal 15 ft.

Melee lance +4 (1d8+3/x3) or striking horseshoe +4 (1d4+3)

Ranged pipe pistol +1 (1d8/x4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

STATISTICS

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

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

Feats Endurance, Exotic Weapon Proficiency (lance)*, Improved Initiative*, Toughness*

Skills Climb +3, Diplomacy +2, Intimidate +6, Survival +5; **Armor Check Penalty** -4

Traits day greeter (Diplomacy)^{PCS,*}, reactionary^{APG,*}

Languages Common, Sylvan, Terran

SQ fingerless^{PCS}, mastery focus (alchemical focus 3/day)^{FTA}

Combat Gear acid, alchemist's fire; **Other Gear** medium scavenged armor^{FTA}, lance, pipe pistol^{FTA} with 20 scrap bullets^{FTA}, striking horseshoe^{PCS}, caltrops (2), explorer's outfit, pony saddle bags^{PCS}, powder horns^{UC} (2) with 20 doses of black powder^{UC}, saddle rack^{PCS}, shovel, torches (4), trail rations (5), waterskin

* The effects of this ability have already been calculated into Fast's statistics.

Fast Shadow

CR 4

XP 1,200

Female pony (earth-bound) fighter 5 (*Ponyfinder: Campaign Setting*)

NG Medium fey (ponykind)

Init +7; **Senses** low-light vision; Perception +1

DEFENSE

AC 22, touch 12, flat-footed 21 (+7 armor, +1 deflection, +1 Dex, +1 natural, +2 shield)

hp 59 (5d10+25)

Fort +8, **Ref** +3, **Will** +5; +2 vs. poison, spells, and spell-like abilities, +1 vs. fear

Defensive Abilities armor attunement +1^{PU}, bravery +1*, deflection +1^{PU,*}, resistance +1^{PU,*}

OFFENSE

Speed 40 ft., bipedal 20 ft.

Melee jury rigged lance [attuned +1] +11 (2d6+5/x3) or masterwork striking horseshoe +9 (1d4+3)

Ranged modified masterwork pipe pistol +7 (2d6/x4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Special Attacks weapon attunement +1^{PU}, weapon training (spears +1)*

TACTICS

Before Combat At the start of each day Fast uses her battery focus to charge her lance, giving it 20 charges.

During Combat Fast charges into combat using Power Attack, giving her lance a -2 on attack rolls and a +6 on damage rolls. This counts as a mounted charge with a lance, granting +2 to the attack roll for a net +0, -2 to AC, and dealing double damage.

STATISTICS

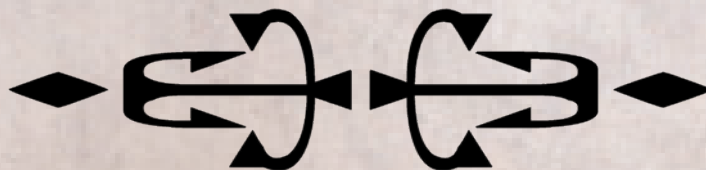
Str 16, **Dex** 12, **Con** 16, **Int** 13, **Wis** 12, **Cha** 12

Base Atk +5; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Endurance, Exotic Weapon Proficiency (lance)*, Improved Initiative*, Iron Will*, Power Attack, Tough as Rocks^{PCS,*}, Toughness*, Weapon Focus (lance)*

Skills Acrobatics -3 (+1 when jumping), Climb +7, Diplomacy +6, Intimidate +10, Survival +8;

Armor Check Penalty -4



Traits day greeter (Diplomacy)^{PCS,*}, reactionary^{APG,*}

Languages Common, Sylvan, Terran

SQ armor training 1*, fingerless^{PCS}, mastery focus (alchemical focus [3x] 3/day, battery focus [1 charge/day], mind vs body focus, physical focus)^{FTA}, physical prowess (Dex +2)^{PU,*}

Combat Gear *potions of fly* (2), acid, alchemist's fire; **Other Gear** *modified medium scavenged armor [attuned +1]* (reinforced, weapon mounts)^{FTA}, jury rigged^{FTA} masterwork heavy plastic shield (ballistic weave)^{FTA}, *jury rigged*^{FTA} lance [attuned +1] (electric powered, extra damage)^{FTA}, masterwork striking horseshoe^{PCS}, modified masterwork pipe pistol (extended magazine, extra damage)^{FTA} with 3 magazines^{FTA}, caltrops (2), explorer's outfit, pony saddle bags^{PCS}, shovel, torches (4), trail rations (5), waterskin

* The effects of this ability have already been calculated into Fast's statistics.

SPECIAL ABILITIES

Electric Powered Fast Shadow's lance has the electric powered modification, which allows her to spend a charge to deal electric damage with her lance instead of its normal damage type, or she may use the attack to stun (DC 15 Fortitude save). On a failure, the target is staggered for one round. On a success it is sickened for one round. The DC uses Strength or Dexterity, whichever is higher.

Fast Shadow

Medium fey (earth-bound, ponykind), neutral good fighter 1

Armor Class 14 (medium scavenged armor, shield)

Hit Points 12 (1d10 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	14 (+2)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +5, Intimidation +2, Perception +3, Persuasion +2, Survival +3

Damage Resistances poison

Tools cartographer's tools

Senses passive Perception 13

Languages Common, Sylvan

Fingerless. Fast Shadow may use her mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Like a Weed. Fast Shadow has advantage on saving throws against poison.

Tougher than Magic. Fast Shadow has advantage on Strength, Dexterity, or Constitution saving throws against magic spells and effects.

Uncanny Purpose. Fast Shadow adds +1 to his death saving throw rolls.

ACTIONS

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Pipe Pistol. *Ranged Weapon Attack:* +1 to hit, range 30/120 ft., one target. *Hit:* 3 (1d8 - 1) piercing damage.

Striking Horseshoe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Second Wind (Recharges after a Short or Long Rest). On her turn, Fast Shadow can use a bonus action to regain 1d10 + 1 hit points.

REACTIONS

Protection. When a creature Fast Shadow can see attacks a target other than her that is within 5 feet of her, she can use her reaction to impose disadvantage on the attack roll.

GEAR

Bedroll, caltrops (20), cartographer's tools, common clothes, flask of alchemist's fire, lance, medium scavenged armor^{FTA}, pipe pistol^{FTA}, pony saddle bags^{PCS}, rations (10), saddle rack^{PCS}, scrap bullets^{FTA} (20), shield, shovel, striking horseshoe^{PCS}, torches (10), vial of acid, waterskin.

Fast Shadow

Medium fey (earth-bound, ponykind), neutral good fighter (natural cavalier^{TAE}) 5

Armor Class 19 (modified heavy scavenged armor, jury rigged shield)

Hit Points 44 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	14 (+2)	12 (+1)	10 (+0)

Saving Throws Str +6, Con +5

Skills Athletics +6, Intimidation +3, Perception +4, Persuasion +3, Survival +4

Damage Resistances poison, sling bullets and firearms that deal piercing damage

Tools cartographer's tools

Feats Survivor^{FTA}

Senses passive Perception 14

Languages Common, Sylvan

Fingerless. Fast Shadow may use her mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Like a Weed. Fast Shadow has advantage on saving throws against poison.

Tougher than Magic. Fast Shadow has advantage on Strength, Dexterity, or Constitution saving throws against magic spells and effects.

Uncanny Purpose. Fast Shadow adds +1 to her death saving throw rolls.

ACTIONS

Multiattack. Fast Shadow can make two attacks with her weapons each round.

Jury Rigged Lance. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 16 (2d12 + 3) piercing damage.

Modified Pipe Pistol. *Ranged Weapon Attack:* +2 to hit, range 30/120 ft., one target. *Hit:* 83 (2d8 - 1) piercing damage.

Striking Horseshoe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Electric Powered. Fast Shadow's lance can deal lightning damage instead of its normal damage type. While activated, it bypasses resistance against its normal damage type, but may be affected by lightning resistance. Fast Shadow may declare she is attempting to stun the target before rolling to attack. If she lands the hit, she deals no damage, but the victim must make DC 14 Constitution saving throw. On a failure, the target is restrained for 1 round; on a

success they are sickened and have disadvantage on attack rolls and ability checks for 1 round.

Action Surge (Recharges after a Short or Long Rest). On her turn, Fast Shadow can take one additional action on top of her regular action and a possible bonus action.

Charging Strike. As an action, Fast Shadow may charge at a hostile creature 10 feet or further away. She may move up to her remaining movement towards the creature, plus additional movement equal to her speed. Once her movement has ended, if the target is within reach, she may make a melee weapon attack against the target with advantage.

Ride Alone. Fast Shadow is always considered to be mounted.

Second Wind (Recharges after a Short or Long Rest). On her turn, Fast Shadow can use a bonus action to regain 1d10 + 5 hit points.

REACTIONS

Protection. When a creature Fast Shadow can see attacks a target other than her that is within 5 feet of her, she can use her reaction to impose disadvantage on the attack roll.

GEAR

Bedroll, caltrops (20), cartographer's tools, common clothes, flask of alchemist's fire, jury rigged^{FTA} lance (electric powered, extra damage), jury rigged^{FTA} shield (ballistic weave), modified heavy scavenged armor^{FTA} (reinforced, weapon mounts), modified pipe pistol^{FTA} (extended magazine, extra damage), pony saddle bags^{PCS}, rations (10), scrap bullets^{FTA} (20), shovel, striking horseshoe^{PCS}, torches (10), vial of acid, waterskin.



Sonja the Tinkerer, Heavy Gunner

There was a certain irony in this new age. Her soul's hunger to toy with technology was never so satiated. Her desire to repair and modify things was seen as nothing but an asset by those around her. Her skill with a gun was lauded and encouraged by her father, even if he was a healer and preferred natural things over that of metal and mechanisms.

She has become an ally of the Kollektive, able and willing to repair their members in the field and be trusted to do so competently and discretely without asking too many awkward questions. Clockwork ponies occasionally accompany her in her travels, and some of her bits of armor or gear are gifts from them.



Sonja the Tinkerer

CR 1/2

XP 200

Female pony (zebra) gunslinger (mobile cannon) 1
(*Pathfinder RPG Ultimate Combat*, *Ponyfinder: Campaign Setting*)

LN Medium fey (ponykind)

Init +2; **Senses** low-light vision; Perception +5

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 12 (1d10+2)

Fort +3, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft., bipedal 15 ft.

Ranged masterwork long pipe gun +4 (1d10+2/x4)

STATISTICS

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

Base Atk +1; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Point-Blank Shot, Precise Shot

Skills Climb +2, Craft (clockwork) +7, Craft (firearms) +7, Disable Device +4, Knowledge (engineering) +7, Knowledge (local) +7, Perception +5; **Armor Check Penalty** -3

Traits deft dodger^{APG,*}, vagabond child (Disable Device)^{APG,*}

Languages Auran, Common, Dwarven, Elven, Sylvan

SQ deeds (deadeye, gunslinger's dodge, quick clear)^{UC}, fingerless^{PCS}, grit (1)^{UC}, gun training (long pipe gun +2)^{UC*}, mastery focus (ammunition focus)^{FTA}, poison use^{PCS}, quadrupedal reload^{PCS}

Combat Gear *potion of cure light wounds*; **Other Gear** light scavenged armor^{FTA}, masterwork long pipe gun^{FTA} with 20 scrap bullets^{FTA}, bedroll, belt pouch, flint and steel, gunsmith's kit^{UC}, mess kit^{UE}, mouth kit^{PCS}, pony saddle bags^{PCS}, pot, powder horn^{UC} with 10 doses of black powder^{UC}, rope (50 ft.), saddle rack^{PCS}, scholar's outfit, torches (10), trail rations (5), waterskin

* The effects of this ability have already been calculated into Sonja's statistics.

SPECIAL ABILITIES

Point Blank Shot When Sonja shoots at a target within a range of 30 ft., she adds +1 to her attack and damage rolls.

Sonja the Tinkerer**CR 4****XP 1,200**

Female pony (zebra) gunslinger (mobile cannon) 5
(Pathfinder RPG Ultimate Combat, Ponyfinder: Campaign Setting)

LN Medium fey (ponykind)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +3 Dex)

hp 49 (5d10+15)

Fort +7, **Ref** +9, **Will** +4

Defensive Abilities armor attunement +1^{PU}, deflection +1^{PU,*}, resistance +1^{PU,*}

OFFENSE

Speed 40 ft., bipedal 20 ft.

Ranged *modified Large long pipe gun* [attuned +1] +5 (2d8+4/x4)

Special Attacks weapon attunement +1^{PU}

TACTICS

During Combat If she has the time to take aim, Sonja uses Bullseye Shot and Deadly Aim to give her shot a +2 bonus to attack rolls and a +4 bonus to damage rolls.

STATISTICS

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

Base Atk +5; **CMB** +6; **CMD** 20 (24 vs. trip)

Feats Bullseye Shot^{FOP}, Deadly Aim, Point-Blank Shot, Precise Shot, Weapon Focus (long pipe gun)*

Skills Acrobatics +2 (+6 when jumping), Climb +8, Craft (clockwork) +10, Craft (firearms) +11, Disable Device +11, Knowledge (engineering) +11, Knowledge (local) +11, Linguistics +8, Perception +10; **Armor Check Penalty** -1

Traits deft dodger^{APG,*}, vagabond child (Disable Device)^{APG,*}

Languages Auran, Common, Dwarven, Elven, First Speech, Gnoll, Sylvan

SQ deeds (deadeye, gunslinger's dodge, gunslinger initiative, pistol-whip, quick clear, utility shot)^{UC}, fingerless^{PCS}, grit (2)^{UC}, gun training (long pipe gun +3)^{UC,*}, heavy calibre^{PCS,*}, mastery focus (ammunition focus [2x], mental focus, perception focus*, physical focus [2x])^{FTA}, mental prowess (Wis +2)^{PU,*}, physical prowess (Dex +2)^{PU,*}, poison use^{PCS}, quadrupedal reload^{PCS}

Combat Gear *potions of cure light wounds* (3), *potion of cure moderate wounds*, *potion of jump*, *potion of remove fear*, *potion of shield of faith*;

Other Gear *modified light scavenged armor* [attuned +1] (ballistic weave, clipped, pocketed)

^{FTA}, *modified Large long pipe gun* [attuned +1] (automatic fire, extended magazine, greater extended magazine)^{FTA} with 3 magazines^{FTA}, *muleback cords*^{APG}, backpack, bedroll, belt pouch, flint and steel, gunsmith's kit^{UC}, mess kit^{UE}, mouth kit^{PCS}, pot, powder horns^{UC} (3) with 30 doses of black powder^{UC}, rope (50 ft.), saddle rack^{PCS}, scholar's outfit, torches (10), trail rations (5), waterskin

* The effects of this ability have already been calculated into Sonja's statistics.

SPECIAL ABILITIES

Automatic Fire Sonja's firearm has the automatic fire modification. As a full attack action, with a least half or more of her ammunition remaining, she may make a cone attack covering the first range increment of the weapon (40 ft.). All targets in range must make a Reflex saving throw against DC 12. On a success targets take half damage. She can't affect more targets than she has ammunition remaining in the weapon. Roll damage as normal for the weapon. Sonja may also focus on one target, in which case she makes a single attack. On a hit, calculate the damage as if she had hit twice, but the damage is added together before applying DR or resistance. She can't hit more times than she has remaining ammunition in the weapon. A critical only applies to the first hit. In either event, all remaining ammunition in the weapon is expended.

Point-Blank Shot When Sonja shoots at a target within a range of 30 ft., she adds +1 to her attack and damage rolls.



Sonja the Tinkerer

Medium fey (ponykind, zebra), lawful neutral fighter 1

Armor Class 13 (light scavenged armor)

Hit Points 12 (1d10 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	16 (+3)	10 (+0)	12 (+1)

Saving Throws Str +2, Con +4

Skills Acrobatics +4, Athletics +2, Insight +2, Perception +2, Survival +2

Tools poisoner's kit, tinker's tools, thieves' tools

Senses passive Perception 12

Languages Common, Dwarvish, Elvish, Primordial, Sylvan

Archery. Sonja the Tinkerer gains a +2 bonus to attack rolls she makes with ranged weapons.

Fingerless. Sonja the Tinkerer may use her mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Natural Linguist. Sonja the Tinkerer gains advantage on any rolls to decipher written text.

Uncanny Purpose. Sonja the Tinkerer adds +1 to her death saving throw rolls.

ACTIONS

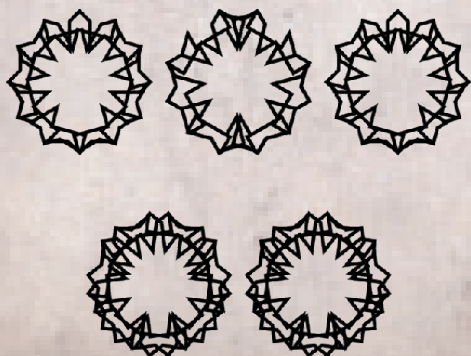
Long Pipe Gun. *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Striking Horseshoe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Second Wind (Recharges after a Short or Long Rest). On her turn, Sonja the Tinkerer can use a bonus action to regain 1d10 + 1 hit points.

GEAR

Bedroll, common clothes, hempen rope (50 feet), light scavenged armor^{FTA}, long pipe gun^{FTA}, mess kit, mouth kit^{PCS}, poisoner's kit, pony saddle bags^{PCS}, rations (10), saddle rack^{PCS}, scrap bullet^{FTA} (20), striking horseshoe^{PCS}, tinker's tools, torches (10), waterskin.



Sonja the Tinkerer

Medium fey (ponykind, zebra), lawful neutral fighter (mobile cannon^{PCS}) 5

Armor Class 15 (modified medium scavenged armor)

Hit Points 44 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	16 (+3)	10 (+0)	12 (+1)

Saving Throws Str +3, Con +5

Skills Acrobatics +6, Athletics +3, Insight +3, Perception +3, Survival +3

Damage Resistances sling bullets and firearms that deal piercing damage

Tools poisoner's kit, tinker's tools, thieves' tools

Senses passive Perception 13

Languages Common, Dwarvish, Elvish, Primordial, Sylvan

Archery. Sonja the Tinkerer gains a +2 bonus to attack rolls she makes with ranged weapons.

Fingerless. Sonja the Tinkerer may use her mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Natural Linguist. Sonja the Tinkerer gains advantage on any rolls to decipher written text.

Uncanny Purpose. Sonja the Tinkerer adds +1 to her death saving throw rolls.

ACTIONS

Multiattack. Sonja the Tinkerer can make two attacks with her weapons each round.

Modified Oversized Long Pipe Gun. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 14 (1d10 + 1d6 + 5) piercing damage.

Striking Horseshoe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Action Surge (Recharges after a Short or Long Rest). On her turn, Sonja the Tinkerer can take one additional action on top of her regular action and a possible bonus action.

Second Wind (Recharges after a Short or Long Rest). On her turn, Sonja the Tinkerer can use a bonus action to regain 1d10 + 5 hit points.

GEAR

Bedroll, common clothes, hempen rope (50 feet), mess kit, modified medium scavenged armor^{FTA} (ballistic weave, clipped, pocketed), modified oversized long pipe gun^{FTA} (automatic fire, extended magazine, greater extended magazine), mouth kit^{PCS}, poisoner's kit, pony saddle bags^{PCS}, *potions of healing* (4), rations (10), saddle rack^{PCS}, scrap bullet^{FTA} (20), striking horseshoe^{PCS}, tinker's tools, torches (10), waterskin.



Star Dancer, Ruins Explorer

Star Dancer of the Ashen Age is a worn traveler, roaming from town to ruin in search of bygone knowledge. Her black and white coat is stained with dust, and her mane and tail, though still long, have ragged ends. Her blue eyes still hold kindness, despite the dangers of the wastes, but her demeanor is cautious.

As with all her other incarnations, Star Dancer's primary concern is the preservation of the pony race and culture. In this age of ash, however, she seeks to restore what was lost rather than trying to rebuild for the future. Even against the dangers of the ashen wastes, she travels in search of the lost knowledge of the past; those small pieces of knowledge that made up the culture of the pony civilization in its heyday.

She carries with her a well-worn book that she refuses to let others see inside. Supposedly, she received it from the Scholar herself. Some say that it contains the secrets of higher magic that have been lost, others that it holds the key to unification for all races of ponies. The book itself is of modest size with nearly no distinctive markings, save for the timeworn embossing of what appears to have been a crescent moon and stars.

Encounter Notes: Star Dancer is likely to help a party of good or neutral alignment, especially if they prove themselves as such. She can be encountered just about anywhere, whether traveling, exploring, or assisting a settlement. Initially wary due to the nature of the waste, she will quickly warm up to those whom she perceives as kind, and she is willing to help all who show a genuine need.

Rumors of the contents of her book may attract the attention of those who wish to be powerful mages, or the Faithful Subjects seeking to improve their Coronation process. Depending on the requirements for the game, it may in fact contain such things, or some spells with the forgotten descriptor, or perhaps nothing at all, and the rumors are false.

Star Dancer

CR 1/2

XP 200

Female pony (unicorn) arcanist (dirty exploiter, white mage) 1 (*Pathfinder RPG Advanced Class Guide*, *Ponyfinder: Campaign Setting*, *Ponyfinder: From the Ashes*)

NG Medium fey (ponykind)

Init +1; **Senses** low-light vision; Perception +1

DEFENSE

AC 15, touch 11, flat-footed 14 (+3 armor, +1 Dex, +1 shield)

hp 7 (1d6+1)

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

Defensive Abilities steady focus^{PCS}

OFFENSE

Speed 40 ft., bipedal 20 ft.

Melee striking horseshoe +1 (1d4+1)

Ranged pipe pistol +1 (1d8/x4)

Special Attacks arcane reservoir (3/4)^{ACG}, consume spells (1/day)^{ACG}

Unicorn Spell-Like Abilities (CL 1st, concentration +5)

3/day—*light*

2/day—*unseen servant*

Arcanist Spells Prepared (CL 1st; concentration +5)

1st (2/day)—*force bands*^{TOE} (DC 15), *magic missile*
0 (at will)—*acid splash*, *detect magic*,
prestidigitation, *read magic*

STATISTICS

Str 12, **Dex** 12, **Con** 12, **Int** 18, **Wis** 10, **Cha** 13

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

Feats Computer Literate^{FTA}, Practiced Horn Magic^{PCS}

Skills Acrobatics -2 (+2 when jumping), Diplomacy +6, Disable Device +3, Intimidate +2, Knowledge (arcana) +8, Knowledge (history) +8, Perception +1, Perform (percussion instruments) +2, Spellcraft +8; **Armor Check Penalty** -3

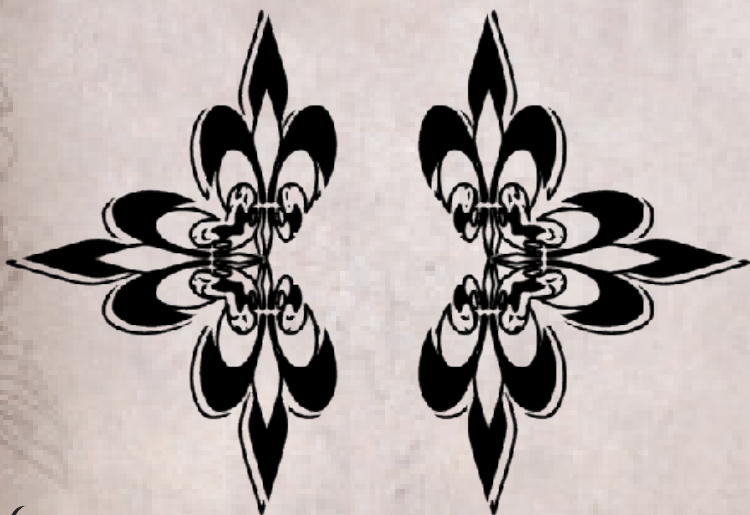
Traits alicorn maximus (Diplomacy)^{TOE,*}, trap finder^{POTS,*}

Languages Celestial, Common, Draconic, Dwarven, Protean, Sylvan

SQ dirty tricks^{FTA}, fingerless^{PCS}, horn magic^{PCS}, mastery focus (ammunition focus)^{FTA}, spontaneous healing^{ACG}, wasteland hardened^{FTA}

Combat Gear *potion of cure light wounds*;

Other Gear light scavenged armor^{FTA}, buckler, pipe pistol^{FTA}, striking horseshoe^{PCS}, bedroll, belt



pouch, canteen^{UE}, flint and steel, grooming kit^{UE}, ink, inkpen, mess kit^{UE}, pony saddle bags^{PCS}, spell component pouch, Star Dancer's novice spellbook (contains all prepared spells plus all 0-level spells; 1st—*feather fall*, *longshot*^{UC}, *mage armor*, *protection from evil*, *shield*, *shocking grasp*), Star Dancer's journal, torches (5), trail rations (5)

* The effects of this ability have already been calculated into Star's statistics.

Star Dancer

CR 4

XP 1,200

Female pony (unicorn) arcanist (dirty exploiter, white mage) 5 (*Pathfinder RPG Advanced Class Guide*, *Ponyfinder: Campaign Setting*, *Ponyfinder: From the Ashes*)

NG Medium fey (ponykind)

Init +1; **Senses** low-light vision; Perception +5

DEFENSE

AC 17, touch 12, flat-footed 16 (+4 armor, +1 deflection, +1 Dex, +1 shield)

hp 25 (5d6+5)

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

Defensive Abilities armor attunement +1^{PU,*}, deflection +1^{PU,*}, resistance +1^{PU,*}, steady focus^{PCS}

OFFENSE

Speed 40 ft., bipedal 20 ft.

Melee masterwork striking horseshoe +4 (1d4+1)

Ranged *unhinged modified pipe pistol [attuned]* +4 (2d6 fire/x4)

Special Attacks arcane reservoir (5/8)^{ACG}, arcanist exploits^{ACG} (dimensional slide, quick study, religious focus^{FTA}), consume spells (2/day)^{ACG}, weapon attunement +1^{PU,*}

Unicorn Spell-Like Abilities (CL 5th, concentration +10)

3/day—*light*

2/day—*unseen servant*

Arcanist Spells Prepared (CL 5th; concentration +10)

2nd (3/day)—*lesser angelic aspect*^{COP}, *magic gun*^{FTA}

1st (6/day)—*divine favor*, *force bands*^{TOE} (DC 16), *magic missile*, *shocking grasp*

0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *minor magic missile*^{TAE}, *prestidigitation*, *read magic*

TACTICS

Before Combat Star Dancer's pipe pistol uses battery charges rather than bullets. She can charge up to 60 shots per day, provided she doesn't use her battery focus for other things.

During Combat If she comes against an enemy that has fire resistance, Star Dancer will summon a standard pipe pistol using *magic gun*, loading it with ammunition from her ammunition focus ability. For particularly tough enemies, she will cast *divine favor* to bolster her accuracy, granting her weapons a +3 bonus to attack and damage rolls.

STATISTICS

Str 12, **Dex** 12, **Con** 12, **Int** 20, **Wis** 10, **Cha** 14

Base Atk +2; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Computer Hacker^{FTA}, Computer Literate^{FTA}, Practiced Horn Magic^{PCS}, Skill Focus (Diplomacy)

Skills Acrobatics +1 (+5 when jumping), Appraise +9, Craft (electronics) +10, Craft (firearms) +10, Craft (mechanical) +9, Diplomacy +14, Disable Device +10, Intimidate +3, Knowledge (arcana) +9, Knowledge (dungeoneering) +9, Knowledge (engineering) +9, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nature) +9, Knowledge (nobility) +9, Knowledge (planes) +9, Knowledge (religion) +9, Linguistics +9, Perception +5, Perform (percussion instruments) +3, Perform (sing) +3, Spellcraft +13, Survival +1

Traits alicorn maximus (Diplomacy)^{TOE,*}, trap finder^{POTS,*}

Languages Abyssal, Auran, Celestial, Common, Draconic, Dwarven, Sylvan, Terran

SQ dirty tricks^{FTA}, fingerless^{PCS}, horn magic^{PCS}, mastery focus (alchemical focus 3/day, ammunition focus, battery focus [2x] [3 charge/day], mental focus)^{FTA}, mental prowess (Int +2)^{PU,*}, spontaneous healing^{ACG}, wasteland hardened^{FTA}

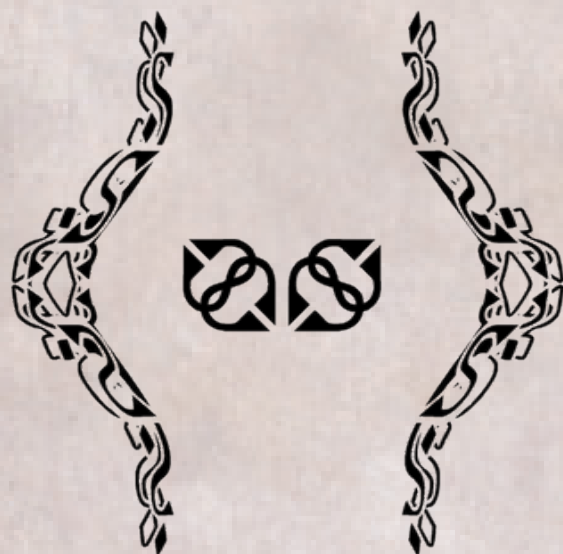
Combat Gear *potion of barkskin*, *potions of cure light wounds* (3), *potion of invisibility*, *potion of protection from evil*; **Other Gear** *modified light scavenged armor [attuned +1]* (ballistic weave, custom fit)^{FTA}, jury rigged^{FTA} masterwork buckler (ballistic weave), *unhinged modified pipe pistol [attuned]* (extra damage, laser powered, modular design, solid construction, supersonic ammunition, waterproof)^{FTA}, masterwork striking horseshoe^{PCS}, bedroll, belt pouch, broken Luminated Assistance Piece, canteen^{UE}, flint and steel, grooming kit^{UE}, ink, inkpen, mess kit^{UE}, pony saddle bags^{PCS}, spell component pouch, Star Dancer's novice spellbook (contains all prepared spells plus all

0-level spells; 1st—*ant haul*^{APG}, *bless*, *erase*, *feather fall*, *longshot*^{UC}, *mage armor*, *magic weapon*, *protection from evil*, *shield*; 2nd—*animal aspect*^{UC}, *burst of radiance*^{COP}, *force armor*^{TOE}, *lesser restoration*), Star Dancer's journal, trail rations (5)

* The effects of this ability have already been calculated into Star's statistics.

SPECIAL ABILITIES

Broken Equipment In her travels Star Dancer has come upon a partially functioning Luminated Assistance Piece. The locking mechanism has a 30% chance to come undone under vigorous activity, the map will show a wrong location 80% of the time, and the user diagnostic function will show incorrect information 25% of the time. The compass, flashlight, data cable, and media functions all work, though the media in the port has been jammed in and cannot be removed, and it can only play three songs.



Star Dancer

Medium fey (ponykind, unicorn), neutral good wizard 1

Armor Class 11 (14 with mage armor)

Hit Points 8 (1d6 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	17 (+3)	8 (-1)	14 (+2)

Saving Throws Int +5, Wis +1

Skills Arcana +5, History +5, Perception +1, Persuasion +4

Tools cartographer's tools, thieves' tools

Senses passive Perception 11

Languages Celestial, Common, Draconic, Sylvan

Arcane Recovery (1/Day; When finishing a Short Rest). Star Dancer can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half her wizard level (rounded up), and none of the slots can be 6th level or higher.

Fingerless. Star Dancer may use her mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Innate Spellcasting. Star Dancer's innate spellcasting ability is Intelligence (spell save DC 13). She can innately cast the following spells, requiring no components:

Cantrips (at will): *light*, *mage hand*

Spellcasting. Star Dancer is a 1st level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Star Dancer may cast it without using a spell slot. She has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *create bullet*^{FTA}, *prestidigitation*

1st level (2 slots): *force bands*, *mage armor*, *magic missile*, *thunderwave*

Uncanny Purpose. Star Dancer adds +1 to her death saving throw rolls.

ACTIONS

Pipe Pistol. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Striking Horseshoe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

REACTIONS

Elegant Spellcaster. Star Dancer can use her reaction to gain advantage on Constitution saving throws to avoid losing concentration on a spell.

GEAR

Bedroll, bottle of ink, ink pen, mess kit, pipe pistol^{FTA}, pony saddle bags^{PCS}, rations (10), scrap bullets^{FTA} (20), spellbook, striking horseshoe^{PCS}, torches (10), waterskin.

Star Dancer

*Medium fey (ponykind, unicorn), neutral good
rogue 1 / wizard (arcane physician) 4*

Armor Class 13 (modified light scavenged armor)

Hit Points 33 (4d6 + 1d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	17 (+3)	8 (-1)	14 (+2)

Saving Throws Int +6, Wis +2

Skills Arcana +6, History +6, Perception +2, Persuasion +8*, Stealth +4

Damage Resistances sling bullets and firearms that deal piercing damage

Tools cartographer's tools, thieves' tools*

Feats Computer Literate^{FTA}

Senses passive Perception 12

Languages Celestial, Common, Draconic, Sylvan

Arcane Recovery (1/Day; When finishing a Short Rest). Star Dancer can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half her wizard level (rounded up), and none of the slots can be 6th level or higher.

Expertise. Star Dancer's proficiency bonus is doubled for any ability check she makes that uses either Persuasion or thieves' tools (this bonus has been applied).

Fingerless. Star Dancer may use her mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Innate Spellcasting. Star Dancer's innate spellcasting ability is Intelligence (spell save DC 14). She can innately cast the following spells, requiring no components:

Cantrips (at will): *light, mage hand*

Sneak Attack. Once per turn, Star Dancer can deal

an extra 1d6 damage to one creature she hits with an attack if she has advantage on the attack roll.

Support Savant. When Star Dancer copies a concentration spell that can benefit creatures other than herself into her spellbook, the gold and time spent to do so is halved.

Spellcasting. Star Dancer is a 4th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Star Dancer may cast it without using a spell slot. She has the following wizard spells prepared:

Cantrips (at will): *acid splash, create bullet^{FTA}, fire bolt, prestidigitation*

1st level (4 slots): *cure wounds*, force bands, healing word*, magic missile, shield, thunderwave*

2nd level (3 slots): *force armor^{TOE}, lesser restoration*, magic gun^{FTA}, radiation buffer^{FTA}*

*Arcane Tradition spells

Uncanny Purpose. Star Dancer adds +1 to her death saving throw rolls.

ACTIONS

Modified Pipe Pistol. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. *Hit:* 10 (2d8 + 1) fire damage.

Striking Horseshoe. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

REACTIONS

Elegant Spellcaster. Star Dancer can use her reaction to gain advantage on Constitution saving throws to avoid losing concentration on a spell.

GEAR

Bedroll, broken Luminated Assistance Piece^{FTA}, bottle of ink, ink pen, mess kit, modified light scavenged armor^{FTA} (ballistic weave, reinforced), modified pipe pistol^{FTA} (extra damage, laser powered, modular design, waterproof), *pearl of power*, pony saddle bags^{PCS}, *potions of healing* (3), *potion of invisibility*, rations (10), scrap bullets^{FTA} (20), spellbook, striking horseshoe^{PCS}, torches (10), universal battery (Mk 1)^{FTA} (2), vials of acid (3), waterskin.







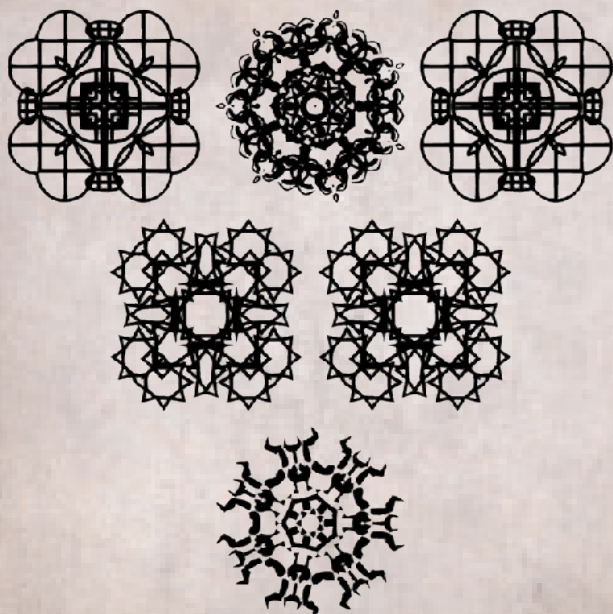
Steel Prism, the Red Wander

It is not often that his path will cross others, and those that do cross it learn little about him; but that doesn't stop the tales of the Red Wander that bears the marks of the ashes from his tail to his nose.

He is only seen when a pony needs help the most, coming out of the ashes like a ghost from the old age; a knight drawing his sword and striking down those that wish harm on the innocent. Bringing down one of his two longswords on the monster of the ashes and striking with magic that isn't seen anymore. His style of fighting is something that is odd to see in a time where one would rather reach for a gun than a sword. He does carry a single, old and worn pistol. Only one person has ever claimed to have seen it used, and it was only fired once. With that shot a whole town was wiped off the face of Everglow. How true this story is no one knows, but anyone seeing him reach for an item on his back are sure to take a step back for fear what it could do.

Often, he is gone as fast as he shows up, but the few times he has stayed around he has talked of odd things, such as a green Everglow, and an Empire ruled by a mighty and just Queen; or he acts like Everglow isn't the wasteland it is, but never goes into detail if questioned. This adds to the mystery and worry that their saviour will snap and cut them down just as he did to the monsters. The fact that he has a green robotic eye that can move on its own raises the question if this red unicorn is even a pony at all or the creation of a madman.

Encounter Notes: Steel Prism can show up just about anywhere but is more likely to appear if the PCs are in a tight spot. Usually close-lipped, if they can get him to talk then he may become a font of knowledge about the long-past pony Empire. The rumors about his gun may just be rumors, or it can be a powerful artifact that either the PCs, or those opposed to them, may be seeking.



Steel Prism

CR 1/2

XP 200

Male pony (unicorn) paladin (sacred servant) of the Sun Queen 1 (*Pathfinder RPG Advanced Player's Guide*, *Ponyfinder: Campaign Setting*)

LG Medium fey (ponykind)

Init +2; **Senses** low-light vision; Perception +0

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 armor)

hp 13 (1d10+3)

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

Defensive Abilities steady focus^{PCS}

OFFENSE

Speed 30 ft., bipedal 15 ft.

Melee longsword +5 (1d8+4/19-20)

Special Attacks smite evil 1/day (+1 attack and AC, +1 damage)

Paladin Spell-Like Abilities (CL 1st, concentration +5)

At Will—*detect evil*

Unicorn Spell-Like Abilities (CL 1st, concentration +5)

3/day—*light*

2/day—*unseen servant*

STATISTICS

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

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

Feats Exotic Weapon Proficiency (longsword)*, Practiced Horn Magic^{PCS,*}

Skills Diplomacy +5, Heal +4, Knowledge (religion) +8, Sense Motive +4, Spellcraft +8, Use Magic Device +6; **Armor Check Penalty** -4

Traits dangerously curious^{APG,*}, reactionary^{APG,*}

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

SQ aura (faint good), code of conduct, fingerless^{PCS}, horn magic^{PCS}, mastery focus (alchemical focus 3/day)^{FTA}

Gear medium scavenged armor^{FTA}, longsword, bedroll, belt pouch, canteen^{UE}, explorer's outfit, flint and steel, holy text^{UE}, mess kit^{UE}, pony saddle bags^{PCS}, pot, rope (50 ft.), soap, torches (10), trail rations (5), wooden holy symbol of the Sun Queen

* The effects of this ability have already been calculated into Steel's statistics.

Steel Prism**CR 4****XP 1,200**

Male pony (unicorn) paladin (sacred servant) of the Sun Queen 5 (*Pathfinder RPG Advanced Player's Guide, Ponyfinder: Campaign Setting*)

LG Medium fey (ponykind)

Init +2; **Senses** low-light vision; Perception +0

Aura courage (10 ft.)

DEFENSE

AC 22, touch 11, flat-footed 22 (+8 armor, +1 deflection, +3 shield)

hp 49 (5d10+15)

Fort +9, **Ref** +4, **Will** +7

Defensive Abilities armor attunement +1/+1^{PU,*}, deflection +1^{PU,*}, resistance +1^{PU,*}, steady focus^{PCS};

Immune disease, fear; **Resist** cold 5, fire 5

OFFENSE

Speed 30 ft., bipedal 15 ft.

Melee *masterwork longsword [attuned +1] +10* (1d8+5/19-20) or *masterwork cold iron longsword +10* (1d8+4/19-20) or *masterwork silver longsword +10* (1d8+3/19-20)

Ranged unhinged pipe pistol +5 (3d6/x4)

Special Attacks channel positive energy (DC 14, 3d6 [+2 vs. undead]), smite evil 1/day (+2 attack and AC, +5 damage), weapon attunement +1^{PU,*}

Paladin Spell-Like Abilities (CL 5th, concentration +9)

At Will—*detect evil*

Unicorn Spell-Like Abilities (CL 5th, concentration +9)

3/day—*light*

2/day—*unseen servant*

Paladin Spells Prepared (CL 2nd; concentration +4)

1st—*bless weapon*, *endure elements*^D, *veil of positive energy*^{APG}

D Domain spell; **Domain** sun

TACTICS

During Combat When using Power Attack, Steel's melee weapons receive a -2 penalty attack rolls and a +4 bonus to damage rolls.

STATISTICS

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

Base Atk +5; **CMB** +6; **CMD** 17 (21 vs. trip)

Feats Advanced Horn Magic^{PCS}, Exotic Weapon Proficiency (longsword)*, Power Attack, Practiced Horn Magic^{PCS,*}

Skills Diplomacy +10, Heal +8, Knowledge (religion) +12, Sense Motive +8, Spellcraft +12, Use Magic Device +11; **Armor Check Penalty** -5

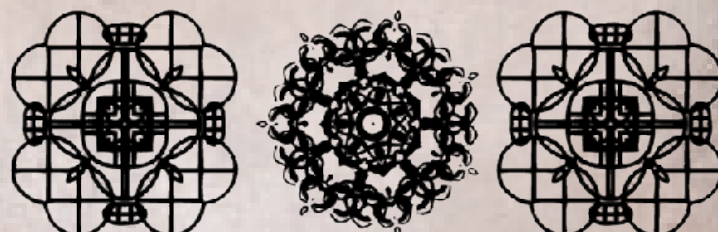
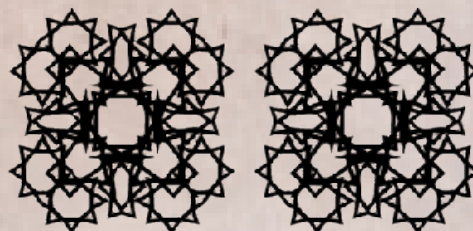
Traits dangerously curious^{APG,*}, reactionary^{APG,*}

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

SQ aura (strong good), code of conduct, divine bond (holy symbol +1, 1/day)^{APG}, fingerless^{PCS}, horn magic^{PCS}, lay on hands (2d6, 4/day), mastery focus (alchemical focus 3/day, armor focus [3x], battery focus [1 charge/day])^{FTA}, mercy (fatigued)

Combat Gear *potion of barkskin*, *potion of fly*, *potion of protection from evil*, *potion of resist fire*, *potion of shield of faith*; **Other Gear** *modified heavy scavenged armor [attuned +1]* (ballistic weave, custom fit, environmentally sealed)^{FTA}, *jury rigged heavy steel shield [attuned +1]* (ballistic weave)^{FTA}, *masterwork longsword [attuned +1]*, *masterwork cold iron longsword*, *masterwork silver longsword*, unhinged pipe pistol (bolt action, easy reloading, extra damage, heroic strength, supersonic ammunition, unhinged, oversized, tolerant tube)^{FTA}, *pearl of power* (1st), bedroll, belt pouch, canteen^{UE}, explorer's outfit, flint and steel, holy text^{UE}, mess kit^{UE}, pony saddle bags^{PCS}, pot, rope (50 ft.), silver holy symbol of the Sun Queen, soap, torches (10), trail rations (5)

* The effects of this ability have already been calculated into Steel's statistics.



Steel Prism

Medium fey (ponykind, unicorn), lawful good paladin 1

Armor Class 16 (heavy scavenged armor)

Hit Points 12 (1d10 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	15 (+2)	16 (+3)	10 (+0)	14 (+2)

Saving Throws Wis +2, Cha +4

Skills Arcana +5, Insight +2, Medicine +2, Persuasion +4, Religion +5

Tools herbalism kit

Senses passive Perception 10

Languages Common, Elven, Infernal, Primordial, Sylvan, Undercommon

Innate Spellcasting. Steel Prism's innate spellcasting ability is Intelligence (spell save DC 13). He can innately cast the following spells, requiring no components:

Cantrips (at will): *light, mage hand*

Fingerless. Steel Prism may use his mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Uncanny Purpose. Steel Prism adds +1 to his death saving throw rolls.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

Divine Sense (3/Day). As an action, until the end of his next turn, Steel Prism knows the location of any celestial, fiend, or undead within 60 feet of him that is not behind total cover. He knows the type of any being whose presence he senses, but not its identity.

Lay on Hands (5 hp/Day). As an action, Steel Prism can touch a creature to restore a number of hit points to that creature, up to the maximum amount remaining in his pool. Alternatively, he can expend 5 hit points from his pool of healing to cure the target of one disease or neutralize one poison affecting it.

REACTIONS

Elegant Spellcaster. Steel Prism can use his reaction to gain advantage on Constitution saving throws to avoid losing concentration on a spell.

GEAR

Bedroll, common clothes, heavy scavenged armor^{FTA}, hempen rope (50 feet), holy symbol, mess kit, pony saddle bags^{PCS}, rations (10), soap, torches (10), waterskin.

Steel Prism

Medium fey (ponykind, unicorn), lawful good paladin (queen's oath) 5

Armor Class 18 (modified heavy scavenged armor)

Hit Points 44 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	15 (+2)	16 (+3)	10 (+0)	14 (+2)

Saving Throws Wis +3, Cha +5

Skills Arcana +6, Insight +3, Medicine +3, Persuasion +5, Religion +6

Damage Resistances sling bullets and firearms that deal piercing damage

Damage Immunities fire, gas based poison (while empowered)

Condition Immunities diseased

Tools herbalism kit

Feats Martial Horn Magic (Dual Weapon)

Senses passive Perception 10

Languages Common, Elven, Infernal, Primordial, Sylvan, Undercommon

Defense. While Steel Prism is wearing armor, he gains a +1 bonus to AC.

Divine Smite. When Steel Prism hits a creature with a melee weapon attack, he can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Environmentally Sealed. Steel Prism's armor can use level 1 empowerment, which allows it to finish the sealing and produce its own air. On a battery, this lasts for an hour, and a level 1 battery will last for up to 10 uses. While active, he gains poison resistance and advantage against radiation saves and poison saves, provided the poison is gas based.

Innate Spellcasting. Steel Prism's innate spellcasting ability is Intelligence (spell save DC 13). He can innately cast the following spells, requiring no components:

Cantrips (at will): *light, mage hand*

Fingerless. Steel Prism may use his mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Spellcasting. Steel Prism is a 5th level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual

tag by 10 minutes, Steel Prism may cast it without using a spell slot. He has the following paladin spells prepared:

1st level (4 slots): *command**, *cure wounds*, *divine favor*, *protection from evil and good**, *remote presence*

2nd level (2 slots): *branding smite*, *detect thoughts**, *lesser restoration**

*Oath spells

Uncanny Purpose. Steel Prism adds +1 to his death saving throw rolls.

ACTIONS

Multiattack. Steel Prism can make two attacks with his weapons each round.

Jury Rigged Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Modified Pipe Pistol. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 20 (5d6 + 3) piercing damage.

Silvered Longsword (Off-hand). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage.

Channel Divinity. By channeling divine energy as an action, Steel Prism can perform one of the following:

Forceful Magistrate. Steel Prism can strike at all hostile creatures within 30 feet of him, making one melee attack roll and applying it to all eligible targets. Creatures he hits have disadvantage to hit any creature other than him until the start of his next turn. His attacks with this action deal no damage or other effects besides this effect.

In the Name of the Queen. Steel Prism can force a single creature to make a Charisma saving throw. A creature that loses this contest is charmed for 1 minute. The creature ceases to be charmed if it is dealt damage.

Divine Sense (2/Day). As an action, until the end of his next turn, Steel Prism knows the location of any celestial, fiend, or undead within 60 feet of him that is not behind total cover. He knows the type of any being whose presence he senses, but not its identity.

Lay on Hands (25 hp/Day). As an action, Steel Prism can touch a creature to restore a number of hit points to that creature, up to the maximum amount remaining in his pool. Alternatively, he can expend 5 hit points from his pool of healing to cure the target of one disease or neutralize one poison affecting it.

Standard Bearer (2/Day). Steel Prism can choose one ally in place of one of his attacks. That

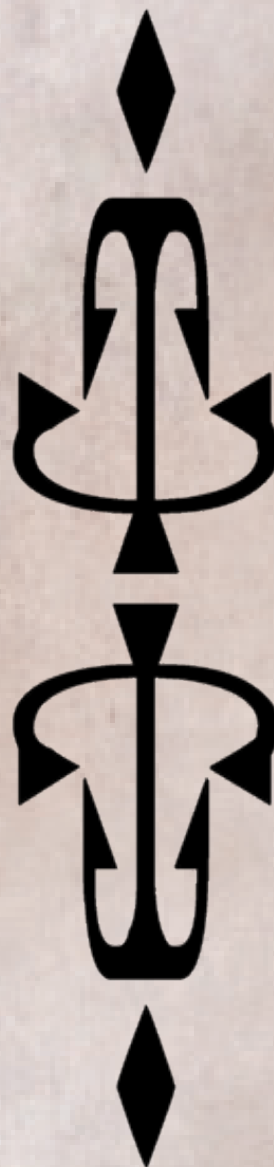
ally may make an attack as a reaction. Alternately, as an action, he may choose two allies. Those allies may move up to their movement as a reaction.

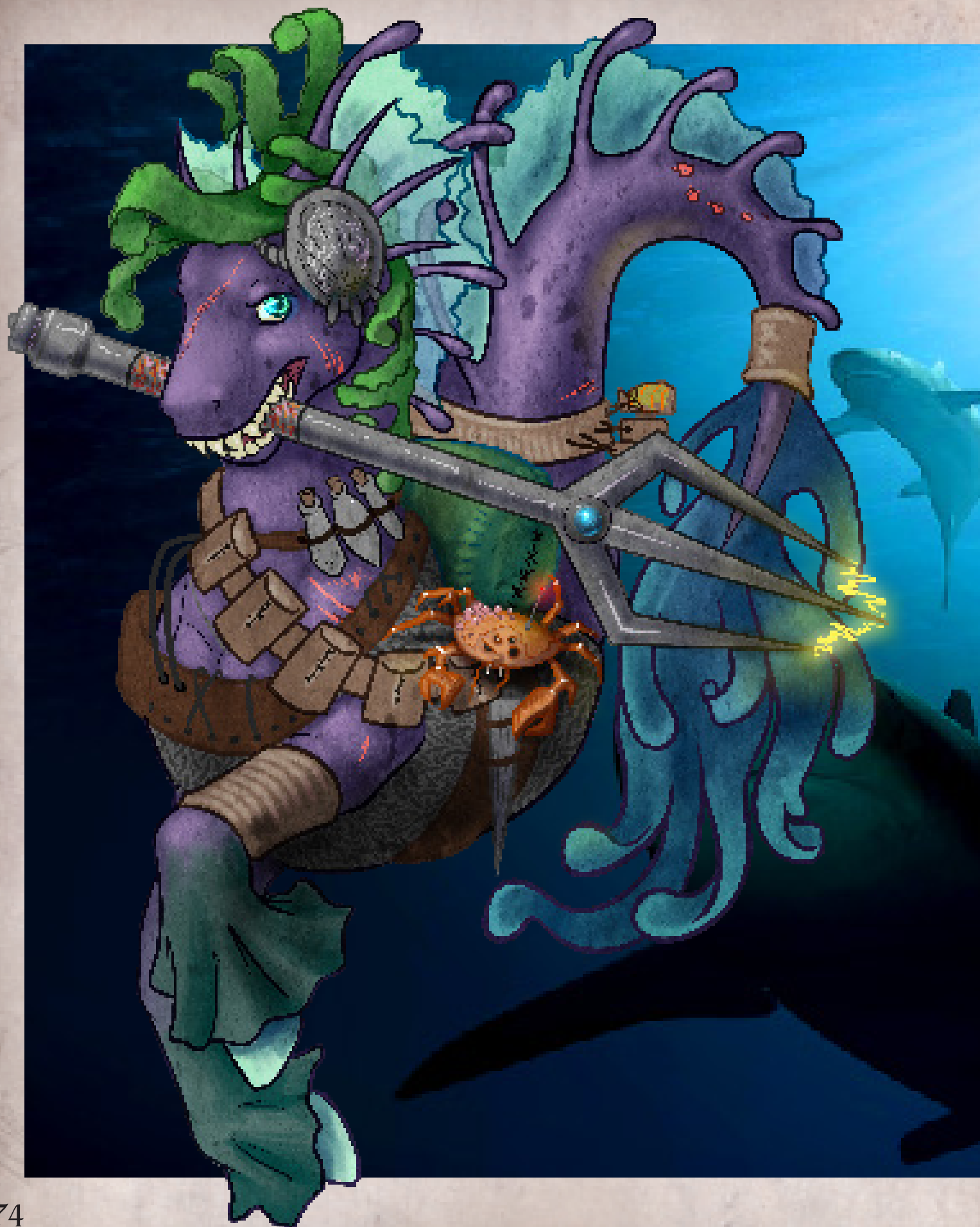
REACTIONS

Elegant Spellcaster. Steel Prism can use his reaction to gain advantage on Constitution saving throws to avoid losing concentration on a spell.

GEAR

Bedroll, common clothes, hempen rope (50 feet), holy symbol, jury rigged^{FTA} longsword (heroic strength), mess kit, modified heavy scavenged armor^{FTA} (ballistic weave, environmentally sealed, reinforced), modified pipe pistol^{FTA} (bolt action, easy reloading, extra damage, heroic strength, oversized, tolerant tube), *pearl of power*, pony saddle bags^{PCS}, *potions of healing* (5), rations (10), scrap bullets^{FTA} (20), silvered longsword, soap, torches (10), universal battery (Mk 1)^{FTA} (2), waterskin.





Still Current, Deeptide Scourge

The seas of Everglow were, in some ways, shielded from the horror of the Blaze, unable to penetrate very far in the brief but awe-inspiring time that it existed. However, falling ash and the unleashed energy were not entirely unnoticed, and the lack of sunlight changed things. The deeptides came to see what happened, and one of them dared to emerge onto the shore. Though she had been a throwback in prior lives, in the Ashen Age she rises as one of the forsaken deeptides, her teeth gleaming with the chance to prove her worth.

Though she prefers the comfort of water, she can emerge onto land, and has proven capable at getting around with a little technological assistance. Anything getting too close to her will discover that her trident works just as well whether she's in the water or not.

Still Current

CR 1/2

XP 200

Female pony (ancient sea horse) unchained barbarian (invulnerable rager) 1 (*Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Pathfinder Unchained*, *Ponyfinder: Campaign Setting*, *Ponyfinder: Tribes of Everglow*)

NG Medium fey (ponykind, water)

Init +0; **Senses** darkvision 90 ft., deepsight 120 ft., low-light vision; Perception +5

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 15 (1d12+3)

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

OFFENSE

Speed 20 ft., bipedal 20 ft., swim 70 ft.

Melee trident +0 (1d8+3) and tail slap -1 (1d4+1 plus grab) or tail slap +4 (1d4+4 plus grab)

Special Attacks rage (6 rounds/day)^{PU}

TACTICS

Raging Statistics When raging, Still's statistics are **AC** 11, touch 8, flat-footed 11; **hp** 17; **Will** +3; **Melee** trident +2 (1d8+5) and tail slap +1 (1d4+3 plus grab) or tail slap +6 (1d4+6 plus grab); **CMD** 12 (16 vs. trip).

STATISTICS

Str 17, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +1; **CMB** +4 (+9 to grapple with tail); **CMD** 14 (18 vs. trip)

Feats Perilous Balance^{TOE,*}

Skills Acrobatics +2 (-2 when jumping), Bluff +1 (+4 vs. deeptide horses), Climb +5, Diplomacy +1 (+4 vs. deeptide horses), Intimidate +5, Perception +5, Sense Motive +1 (+4 vs. deeptide horses), Survival +5, Swim +9; **Armor Check Penalty** -2

Traits natural-born leader^{APG}, tempted by the waves^{TOE,*}

Languages Aquan, Common, Sylvan

SQ child of the depths^{TOE}, fast movement*, fingerless^{PCS}, mastery focus (perception focus*)^{FTA}

Gear light scavenged armor^{FTA}, trident, belt pouch, pony saddle bags^{PCS}, rope (50 ft.), trail rations (5), waterskin

* The effects of this ability have already been calculated into Still's statistics.

Still Current**CR 4****XP 1,200**

Female pony (ancient sea horse) unchained barbarian (invulnerable rager) 5 (*Pathfinder RPG Advanced Player's Guide, Pathfinder RPG Pathfinder Unchained, Ponyfinder: Campaign Setting, Ponyfinder: Tribes of Everglow*)

NG Medium fey (ponykind, water)

Init +0; **Senses** darkvision 90 ft., deepsight 120 ft., low-light vision; Perception +9

DEFENSE

AC 15, touch 11, flat-footed 15 (+4 armor, +1 deflection)

hp 55 (5d12+15)

Fort +7, **Ref** +2, **Will** +3

Defensive Abilities armor attunement +1^{PU,*}, deflection +1^{PU,*}, resistance +1^{PU,*}; **DR** 2/—, 4/lethal; **Resist** electricity 5, extreme endurance^{APG}

OFFENSE

Speed 20 ft., bipedal 20 ft., swim 70 ft.

Melee jury rigged mithral trident [attuned +1] +11 (1d8+6) and tail slap +5 (1d4+2 plus grab) or bite +10 (1d6+5) and tail slap +10 (1d4+5 plus grab)

Special Attacks bleed (2), rage (14 rounds/day)^{PU}, rage powers (accurate stance +2^{PU}, night vision^{PU}), rake (2 claws +5, 1d4+2 plus bleed), weapon attunement +1^{PU,*}

TACTICS

Before Combat At the start of each day Still uses her battery focus to charge her trident, giving it 20 charges.

During Combat Still uses accurate stance when raging.

Raging Statistics When raging, Still's statistics are **Senses** darkvision 150 ft.; **AC** 13, touch 9, flat-footed 13; **hp** 65; **Will** +5; **Melee** jury rigged mithral trident [attuned +1] +15 (1d8+8) and tail slap +9 (1d4+4 plus grab) or bite +14 (1d6+7) and tail slap +14 (1d4+7 plus grab); **Special Attacks** rake (2 claws +9, 1d4+4 plus bleed); **CMD** 19 (23 vs. trip).

STATISTICS

Str 20, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +5; **CMB** +10 (+15 to grapple with tail); **CMD** 21 (25 vs. trip)

Feats Beast of the Depths^{TOE,*}, Exotic Weapon Proficiency (trident)*, Perilous Balance^{TOE,*}

Skills Acrobatics +7 (+3 when jumping), Bluff +1 (+4 vs. deeptide horses), Climb +12, Diplomacy +1 (+4 vs. deeptide horses), Intimidate +9, Knowledge (nature) +6, Perception +9, Sense Motive +1 (+4 vs. deeptide horses), Survival +7, Swim +12; **Armor Check Penalty** -1

Traits natural-born leader^{APG}, tempted by the waves^{TOE,*}

Languages Aquan, Common, Sylvan

SQ child of the depths^{TOE}, fast movement^{PU,*}, fingerless^{PCS}, mastery focus (alchemical focus [2x] 3/day, battery focus [1 charge/day], mind vs body focus, perception focus*, physical focus)^{FTA}, physical prowess (Str +2)^{PU,*}

Combat Gear potions of cure light wounds (3), potion of cure moderate wounds, potion of levitate, potion of protection from evil, potion of shield of faith; **Other Gear** modified light scavenged armor [attuned +1] (custom fit, insulated)^{FTA}, jury rigged^{FTA} mithral trident [attuned +1] (clipped, electric powered, waterproof)^{FTA}, belt pouch, pony saddle bags^{PCS}, rope (50 ft.), trail rations (5), waterskin

* The effects of this ability have already been calculated into Still's statistics.

SPECIAL ABILITIES

Electric Powered Still Current's trident has the electric powered modification, which allows her to spend a charge to deal electric damage with her trident instead of its normal damage type, or she may use the attack to stun (DC 17 Fortitude save). On a failure, the target is staggered for one round. On a success it is sickened for one round. The DC uses Strength or Dexterity, whichever is higher.

Still Current

Medium fey (ancient sea horse, ponykind), neutral good barbarian 1

Armor Class 14 (unarmored with shield)

Hit Points 15 (1d12 + 3)

Speed 40 ft., Swim 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +5, Con +5

Skills Athletics +5, Intimidation +3, Perception +4, Survival +4

Senses passive Perception 14

Languages Common, Elvish, Sylvan

Amphibious. Still Current can breathe air and water.

Child of the Depths. Water spells Still Current cast are considered to be one spell slot higher than the spell slot she uses to cast them.

Fingerless. Still Current may use her mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Unarmored Defense. While Still Current is not wearing any armor, her Armor Class equals 10 + her Dexterity modifier + her Constitution modifier. She can use a shield and still gain this benefit.

Momentum of the Waves. Still Current gains +1 to attack and damage while both she and her target are in contact with at least an inch of water.

ACTIONS

Trident. *Melee Weapon Attack:* +5 to hit, one target ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Rage (2/Day). While raging, Still Current gains the following benefits if she isn't wearing heavy armor: she has advantage on Strength checks and Strength saving throws. When she makes a melee weapon attack using Strength, she gains a +2 bonus to the damage roll. She has resistance to bludgeoning, piercing, and slashing damage.

GEAR

Hemp rope (50 feet), pony saddle bags^{PCS}, rations (10), saddle rack^{PCS}, shield, trident, waterskin.

Still Current

Medium fey (ancient sea horse, ponykind), neutral good barbarian (path of the berserker) 5

Armor Class 13 (modified light scavenged armor with shield)

Hit Points 55 (5d12 + 15)

Speed 50 ft., Swim 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +6, Con +6

Skills Athletics +6, Intimidation +4, Perception +5, Survival +5

Damage Resistances lightning

Feats Beast of the Depths

Senses passive Perception 15

Languages Common, Elvish, Sylvan

Amphibious. Still Current can breathe air and water.

Child of the Depths. Water spells Still Current cast are considered to be one spell slot higher than the spell slot she uses to cast them.

Danger Sense. Still Current has advantage on Dexterity saving throws against effects that she can see, such traps and spells, so long as she is not blinded, deafened, or incapacitated.

Fingerless. Still Current may use her mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Unarmored Defense. While Still Current is not wearing any armor, her Armor Class equals 10 + her Dexterity modifier + her Constitution modifier. She can use a shield and still gain this benefit.

Momentum of the Waves. Still Current gains +1 to attack and damage while both she and her target are in contact with at least an inch of water.

ACTIONS

Multiattack. Still Current can make two attacks with her weapons each round.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Clawed Hoof. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage; as a bonus action, an extra 2 (1d4) slashing damage on the next round.

Jury Rigged Silvered Trident. *Melee Weapon*
Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Electric Powered. Still Current's trident can deal lightning damage instead of its normal damage type. While activated, it bypasses resistance against its normal damage type, but may be affected by lightning resistance. Still Current may declare she is attempting to stun the target before rolling to attack. If she lands the hit, she deals no damage, but the victim must make DC 14 Constitution saving throw. On a failure, the target is restrained for 1 round; on a success they are sickened and have disadvantage on attack rolls and ability checks for 1 round.

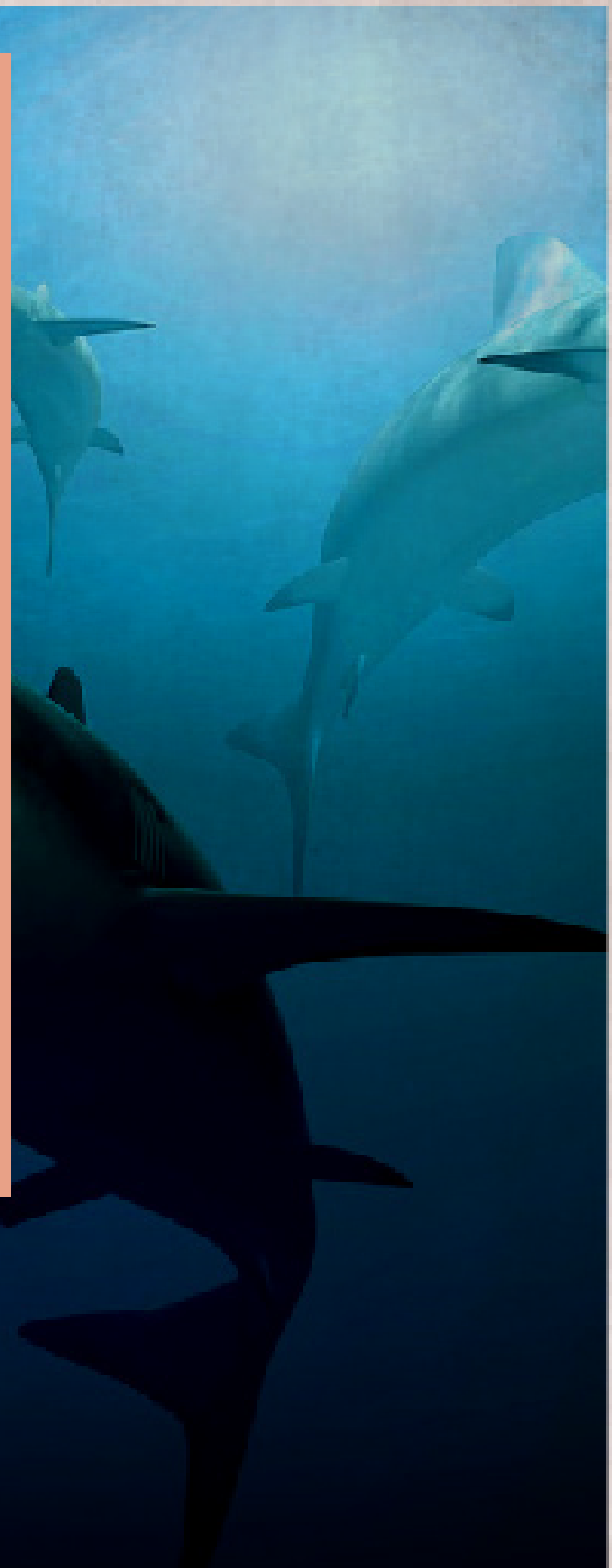
Frenzy. When Still Current rages she can go into a frenzy. For the duration of her rage she can make a single melee weapon attack as a bonus action each turn. When her rage ends, she suffers one level of exhaustion.

Rage (3/Day). While raging, Still Current gains the following benefits if she isn't wearing heavy armor: she has advantage on Strength checks and Strength saving throws. When she makes a melee weapon attack using Strength, she gains a +2 bonus to the damage roll. She has resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. When Still Current makes her first attack on her turn, she can gain advantage on melee weapon attack rolls using Strength during her turn, but attack rolls against her have advantage until her next turn.

GEAR

Hempen rope (50 feet), jury rigged^{FTA} silvered trident (clipped, electric powered waterproof), modified light scavenged armor^{FTA} (insulated, reinforced), pony saddle bags^{PCS}, *potions of healing* (5), rations (10), saddle rack^{PCS}, shield, universal battery (Mk1)^{FTA} (2), waterskin.



Tida, Roaming Soothsayer

Never content with staying in just one place, Tida roams from place to place helping the sick and injured as best as he can through the use of potions, technology and minor healing magic. He wishes that he could do more with magic, but because of the nature of the times, he can't, having to pair magic with technology to get the desired effects. In any case, he tries to make the ponies of the towns in the wasteland a little more comfortable living there, as he knows and understands the unforgiving nature of the place.

He looks like he has seen it all, with his sullen face and ragged features adorning his body. Though, that might not be far from the truth as it's said that sometimes, he claims to have seen vestiges of the gods and the pony civilization of old, as well as heard whispers from them on the winds, compelling him to do certain things, or to check out a certain place. Is it just another mad pony's ramblings, a hope for what once was before? Or does it hold some truth, that the gods are still here, waiting for whatever it is they're waiting for?



Tida	CR 1/2
XP 200	
Male pony (earth-bound) oracle (visionary of the wastes) 1 (<i>Pathfinder RPG Advanced Player's Guide, Ponyfinder: Campaign Setting, Ponyfinder: From the Ashes</i>)	
NG Medium fey (ponykind)	
Init +0; Senses low-light vision; Perception +0	
DEFENSE	
AC 14, touch 10, flat-footed 14 (+3 armor, +1 shield)	
hp 11 (1d8+3)	
Fort +2, Ref +0, Will +2; +2 vs. poison, spells, and spell-like abilities	
OFFENSE	
Speed 40 ft., bipedal 20 ft.	
Melee shortspear +1 (1d6+1)	
Ranged pipe pistol +0 (1d8/x4)	
Special Attacks channel positive energy 6/day (DC 13, 1d6)	
Oracle Spells Known (CL 1st; concentration +4)	
1st (2/day)— <i>bless, cure light wounds, endure elements</i>	
0 (at will)— <i>create water, detect magic, light, stabilize</i>	
Mystery life	
STATISTICS	
Str 13, Dex 10, Con 14, Int 12, Wis 10, Cha 17	
Base Atk +0; CMB +1; CMD 11 (15 vs. trip)	
Feats Endurance, Extra Channel*, Selective Channeling	
Skills Acrobatics -3 (+1 when jumping), Diplomacy +8, Heal +4, Intimidate +4, Knowledge (religion) +5, Sense Motive +4, Spellcraft +6; Armor Check Penalty -3	
Traits classically schooled ^{APG,*} , day greeter (Intimidate) ^{PCS,*}	
Languages Common, Dwarven, Ignan, Sylvan	
SQ fingerless ^{PCS} , mastery focus (alchemical focus 3/day) ^{FTA} , oracle's curse (tongues [ignan]) ^{APG} , revelations (channel) ^{APG}	
Gear light scavenged armor ^{FTA} , light plastic shield, pipe pistol ^{FTA} with 20 scrap bullets ^{FTA} , shortspear, bedroll, belt pouch, flint and steel, pony saddle bags ^{PCS} , pot, powder horn ^{UC} with 10 doses of black powder ^{UC} , soap, spell component pouch, trail rations (5), traveler's outfit, waterskin	
* The effects of this ability have already been calculated into Tida's statistics.	

Tida	CR 4
XP 1,200	
Male pony (earth-bound) oracle (visionary of the wastes) 5 (<i>Pathfinder RPG Advanced Player's Guide, Ponyfinder: Campaign Setting, Ponyfinder: From the Ashes</i>)	
NG Medium fey (ponykind)	
Init +1; Senses low-light vision; Perception +0	
DEFENSE	
AC 19, touch 12, flat-footed 18 (+6 armor, +1 deflection, +1 Dex, +1 shield)	
hp 39 (5d8+11)	
Fort +4 (+2 vs. hot environments), Ref +3, Will +5; +2 vs. poison, spells, and spell-like abilities	
Defensive Abilities armor attunement +1 ^{PU,*} , deflection +1 ^{PU,*} , resistance +1 ^{PU,*}	
OFFENSE	
Speed 50 ft., bipedal 15 ft.	
Melee masterwork shortspear +5 (1d6+1)	
Ranged <i>modified pipe pistol [attuned +1]</i> +6 (1d8+1/x4)	
Special Attacks channel positive energy 8/day (DC 18, 4d6), weapon attunement +1 ^{PU,*}	
Oracle Spells Known (CL 5th; concentration +10)	
2nd (3/day)— <i>cure moderate wounds, lesser restoration, make whole, spiritual weapon</i>	
1st (7/day)— <i>bless, cure light wounds, detect undead, endure elements, remove fear, shield of faith</i>	
0 (at will)— <i>create water, detect magic, light, mending, purify food and drink</i> (DC 15), <i>stabilize</i>	
Mystery life	
TACTICS	
During Combat To reach distant allies, Tida will load his pistol with cure spells using Arcane Shooting and Reach Spell metamagic.	
STATISTICS	
Str 13, Dex 12, Con 14, Int 12, Wis 10, Cha 20	
Base Atk +3; CMB +4; CMD 16 (20 vs. trip)	
Feats Arcane Shooting ^{FTA} , Endurance, Extra Channel*, Reach Spell ^{APG} , Selective Channeling, Weapon Focus (pipe pistol)*	
Skills Acrobatics -1 (+7 when jumping), Diplomacy +14, Heal +8, Intimidate +11, Knowledge (religion) +8, Sense Motive +4, Spellcraft +10, Swim +2;	
Armor Check Penalty -2	
Traits classically schooled ^{APG,*} , day greeter (Intimidate) ^{PCS,*}	

Languages Abyssal, Common, Dwarven, Ignan, Sylvan

SQ fingerless^{PCS}, mastery focus (additional alchemical focus [2x], alchemical focus 5/day, ammunition focus, mental focus, physical focus [2x])^{FTA}, mental prowess (Cha +2)^{PU,*}, muddled revelation (weapon mastery [pipe pistol])^{FTA}, oracle's curse (tongues [Abyssal, Ignan])^{APG}, physical prowess (Dex +2)^{PU,*}, revelations (channel, safe curing)^{APG}

Gear *modified medium scavenged armor [attuned +1]* (ballistic weave, custom fit, pocketed, weapon mounts, weather proofed [hot])^{FTA}, masterwork light plastic shield, *modified pipe pistol [attuned +1]* (bolt action, silenced, waterproof)^{FTA} with 20 scrap bullets^{FTA}, masterwork shortspear, *horseshoes of speed*, bedroll, belt pouch, flint and steel, medical kit^{FTA}, pony saddle bags^{PCS}, pot, powder horn^{UC} with 10 doses of black powder^{UC}, soap, spell component pouch, trail rations (5), traveler's outfit, waterskin

* The effects of this ability have already been calculated into Tida's statistics.



Tida

Medium fey (earth-bound, ponykind), neutral good cleric (life domain) 1

Armor Class 16 (medium scavenged armor with shield)

Hit Points 10 (1d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	15 (+2)	8 (-1)	16 (+3)	14 (+2)

Saving Throws Wis +5, Cha +4

Skills Arcana +1, Insight +5, Medicine +5, Persuasion +4, Religion +1

Damage Resistances poison

Senses passive Perception 13

Languages Common, Dwarvish, Primordial, Sylvan

Disciple of Life. Whenever Tida uses a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Fingerless. Tida may use his mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Like a Weed. Tida has advantage on saving throws against poison.

Spellcasting. Tida is a 1st level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Tida may cast it without using a spell slot. He has the following cleric spells prepared:

Cantrips (at will): *light, resistance, spare the dying*

1st level (2 slots): *bless**, *create or destroy water, cure wounds**, *healing word, purify food and drink, sanctuary*

*Domain spells

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

Uncanny Purpose. Tida adds +1 to his death saving throw rolls.

ACTIONS

Pipe Pistol. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage.

GEAR

Bedroll, common clothes, mess kit, medium scavenged armor^{FTA}, pipe pistol^{FTA}, pony saddle bags^{PCS}, rations (10), saddle rack^{PCS}, scrap bullets^{FTA} (20), shield, soap, spear, waterskin.

Tida

Medium fey (earth-bound, ponykind), neutral good cleric (life domain) 1

Armor Class 16 (modified medium scavenged armor with shield)

Hit Points 38 (5d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	15 (+2)	8 (-1)	16 (+3)	14 (+2)

Saving Throws Wis +6, Cha +5

Skills Arcana +2, Insight +6, Medicine +6, Persuasion +5, Religion +2

Damage Resistances poison, sling bullets and firearms that deal piercing damage

Tools medical kit

Feats Deep Heeling^{PCS}

Senses passive Perception 13

Languages Common, Dwarvish, Primordial, Sylvan

Disciple of Life. Whenever Tida uses a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Fingerless. Tida may use his mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Like a Weed. Tida has advantage on saving throws against poison.

Spellcasting. Tida is a 1st level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Tida may cast it without using a spell slot. He has the following cleric spells prepared:

Cantrips (at will): *light, mending, resistance, spare the dying*

1st level (4 slots): *bless*, create or destroy water, cure wounds*, healing word, purify food and drink, sanctuary*

2nd level (3 slots): *aid, lesser restoration*, radiation buffer^{FTA}, spiritual weapon*, warding bond*

3rd level (2 slots): *beacon of hope*, create food and water, revivify**

*Domain spells

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

Uncanny Purpose. Tida adds +1 to his death

saving throw rolls.

ACTIONS

Modified Pipe Pistol. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage.

Weather Proof. While wearing his armor, Tida gains advantage to saving throws against hot weather.

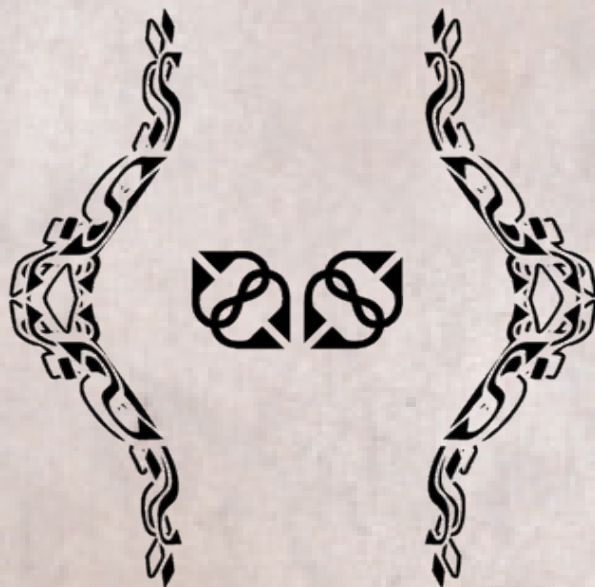
Channel Divinity (1/Recharges after a Short or Long Rest). By channeling divine energy as an action, Tida can perform one of the following:

Preserve Life. Tida can restore 25 hit points to any creatures within 30 feet of him, dividing those hit points among them. This feature can restore a creature to no more than half of its hit point maximum.

Turn Undead. Each undead that can see or hear Tida within 30 feet of him must make a DC 14 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. When an undead with a challenge rating of 1/2 or less fails its saving throw, it is instantly destroyed.

GEAR

Bedroll, common clothes, medical kit^{FTA}, mess kit, modified medium scavenged armor^{FTA} (ballistic weave, custom fit, pocketed, weapon mounts, weather proof [hot]), modified pipe pistol^{FTA} (bolt action, silenced, waterproof), pony saddle bags^{PCS}, rations (10), scrap bullets^{FTA} (20), shield, soap, spear, waterskin.





Under Score, Magic Shooter

Under has been labeled a priest in the past, a title he does not refute. He throws himself eagerly before the altar of knowledge. He worships the forgotten lore of lost books and prays feverishly to the Scholar that he may live forever seeking out the mysteries of the universe he is fortunate to inhabit (unaware that his wishes had been brought true). Using his razor mind to his advantage, Under has learned the art of elemental manipulation, and is not shy about putting it to work to dissuade those that would harm him or his allies. Toughened with the times, he understands that knowledge does not come free, and just because someone can do something does not always imply it should be done. He carries a pistol, just in case.



Under Score

CR 1/2

XP 200

Male pony (earth-bound) evoker (admixture^{APG}, arcane marksman) 1 (*Pathfinder RPG Advanced Player's Guide*, *Ponyfinder: Campaign Setting*, *Ponyfinder: From the Ashes*)

NG Medium fey (ponykind)

Init +3; **Senses** low-light vision; Perception +2

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 9 (1d6+3)

Fort +2, **Ref** +1, **Will** +3; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 30 ft., bipedal 15 ft.

Melee masterwork club +2 (1d6+1)

Ranged pipe pistol +1 (1d8/x4)

Special Attacks intense spells (+1 damage)

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

1st—*burning hands* (DC 15), *magic missile*, *shocking grasp*

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

Opposition Schools illusion, necromancy

STATISTICS

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

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

Feats Endurance, Point-Blank Shot, Spell Focus (evocation)*

Skills Knowledge (arcana) +7, Knowledge (planes) +7, Linguistics +7, Perception +2, Spellcraft +7;

Armor Check Penalty -3

Traits focused mind^{APG,*}, reactionary^{APG,*}

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

SQ arcane bond (masterwork club), fingerless^{PCS}, mastery focus (alchemical focus 3/day)^{FTA}, versatile evocation (6/day)^{APG}

Gear light scavenged armor^{FTA}, pipe pistol^{FTA} with 20 scrap bullets^{FTA}, masterwork club, bedroll, belt pouch, flint and steel, ink, inkpen, mess kit^{UE}, pony saddle bags^{PCS}, pot, powder horn^{UC} with 10 doses of black powder^{UC}, saddle rack^{PCS}, scholar's outfit, soap, spellbook, spell component pouch, torches (10), trail rations (5), waterskin

* The effects of this ability have already been calculated into Under's statistics.

SPECIAL ABILITIES

Point-Blank Shot When Under shoots at a target within a range of 30 ft., he adds +1 to his attack and damage rolls. This also affects his ranged touch spells.

Under Score**CR 4****XP 1,200**

Male pony (earth-bound) evoker (admixture^{APG}, arcane marksman) 5 (*Pathfinder RPG Advanced Player's Guide*, *Ponyfinder: Campaign Setting*, *Ponyfinder: From the Ashes*)

NG Medium fey (ponykind)

Init +4; **Senses** low-light vision; Perception +6

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +2 Dex)

hp 37 (5d6+15)

Fort +4 (+2 vs. cold environments), **Ref** +4, **Will** +6; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities armor attunement +1^{PU,*}, deflection +1^{PU,*}, resistance +1^{PU,*}

OFFENSE

Speed 30 ft., bipedal 15 ft.

Ranged machine pistol [attuned +1] +5 (1d8+1/x4)

Special Attacks intense spells (+2 damage), weapon attunement +1^{PU,*}

Staff Spells (CL 5th)

3 charges—*wall of fire*

2 charges—*fireball* (DC 18)

1 charge—*burning hands* (DC 16)

Wizard Spells Prepared (CL 5th; concentration +11)

3rd—*fireball* (2) (DC 18), *lightning bolt* (DC 18)

2nd—*flaming sphere* (3) (DC 17), *levitate*

1st—*burning hands* (2) (DC 16), *feather fall*, *magic missile*, *shocking grasp*

0 (at will)—*detect magic*, *emergency ammunition*^{FTA}, *light*, *read magic*

Opposition Schools illusion, necromancy

STATISTICS

Str 12, **Dex** 14, **Con** 14, **Int** 19, **Wis** 13, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** 16 (20 vs. trip)

Feats Arcane Shooting^{FTA}, Endurance, Merciful Spell^{APG}, Point-Blank Shot, Spell Focus (evocation)*, Spell Penetration

Skills Knowledge (arcana) +12, Knowledge (planes) +12, Knowledge (religion) +12, Linguistics +12, Perception +6, Spellcraft +12; **Armor Check Penalty** -3

Traits focused mind^{APG,*}, reactionary^{APG,*}

Languages Aquan, Auran, Big Mao, Celestial, Common, Dwarven, Elven, Gnome, Ignan, Sylvan, Terran

SQ arcane bond (*staff of fire*), fingerless^{PCS}, mastery focus (ammunition focus [2x], battery focus [1 charge/day], mental focus, physical focus [2x])^{FTA}, mental prowess (Int +2)^{PU,*}, physical prowess (Dex +2)^{PU,*}, versatile evocation (7/day)^{APG}

Combat Gear *staff of fire*; **Other Gear** *modified light scavenged armor* [attuned +1] (ballistic weave, weapon mounts, weather proofed [cold])^{FTA}, *machine pistol* [attuned +1]^{FTA} with 20 scrap bullets^{FTA}, bedroll, belt pouch, flint and steel, ink, inkpen, mess kit^{UE}, pony saddle bags^{PCS}, pot, powder horn^{UC} with 10 doses of black powder^{UC}, scholar's outfit, soap, spellbook, spell component pouch, torches (10), trail rations (5), waterskin

* The effects of this ability have already been calculated into Under's statistics.

SPECIAL ABILITIES

Point-Blank Shot When Under shoots at a target within a range of 30 ft., he adds +1 to his attack and damage rolls. This also affects his ranged touch spells.

Under Score

Medium fey (earth-bound, ponykind), neutral good wizard 1

Armor Class 11 (unarmored)

Hit Points 9 (1d6 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	16 (+3)	13 (+1)	8 (-1)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5, Investigation +5, Nature +5, Perception +3

Damage Resistances poison

Senses passive Perception 13

Languages Celestial, Common, Dwarvish, Elvish, Primordial, Sylvan

Arcane Recovery (1/Day; When finishing a Short Rest). Under Score can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half her wizard level (rounded up), and none of the slots can be 6th level or higher.

Fingerless. Under Score may use his mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Like a Weed. Under Score has advantage on saving throws against poison.

Spellcasting. Under Score is a 1st level spellcaster. His spellcasting ability is Intelligence (spell save DC

13, +5 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Under Score may cast it without using a spell slot. He has the following cleric spells prepared:

Cantrips (at will): *create bullet*^{FTA}, *light*, *ray of frost*

1st level (2 slots): *burning hands*, *detect magic*, *magic missile*, *remote presence*^{FTA}

Tougher than Magic. Under Score has advantage on Strength, Dexterity, or Constitution saving throws against magic spells and effects.

Uncanny Purpose. Under Score adds +1 to his death saving throw rolls.

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Pipe Pistol. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

GEAR

Bedroll, bottle of ink, club, common clothes, ink pen, mess kit, pipe pistol^{FTA}, pony saddle bags^{PCS}, rations (10), saddle rack^{PCS}, scrap bullets^{FTA} (20), soap, spellbook, torches (10), waterskin.

Under Score

Medium fey (earth-bound, ponykind), neutral good wizard (arcane marksman^{FTA}) 1

Armor Class 11 (unarmored)

Hit Points 37 (5d6 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	18 (+4)	13 (+1)	8 (-1)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7, Investigation +7, Nature +7, Perception +4

Damage Resistances poison, sling bullets and firearms that deal piercing damage

Senses passive Perception 14

Languages Big Mao, Celestial, Common, Dwarvish, Elvish, Gnomish, Primordial, Sylvan

Ability Score Improvement. Under Score increased his Intelligence by 2.

Arcane Recovery (1/Day; When finishing a Short Rest). Under Score can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half her wizard level (rounded up), and none of the slots can be 6th level or higher.

Fingerless. Under Score may use his mouth as one hand.

Four Legged. Any roll to avoid becoming prone is made with advantage.

Like a Weed. Under Score has advantage on saving throws against poison.

Spellcasting. Under Score is a 5th level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Under Score may cast it without using a spell slot. He has the following cleric spells prepared:

Cantrips (at will): *create bullet*^{FTA}, *light*, *ray of frost*, *shocking grasp*

1st level (4 slots): *burning hands*, *detect magic*, *magic missile*, *remote presence*^{FTA}, *thunderwave*

2nd level (3 slots): *flaming sphere*, *levitate*

3rd level (2 slots): *fireball*, *lightning bolt*

Tougher than Magic. Under Score has advantage on Strength, Dexterity, or Constitution saving throws against magic spells and effects.

Uncanny Purpose. Under Score adds +1 to his death saving throw rolls.

ACTIONS

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Machine Pistol. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Guided Bullet (Recharges after a Short or Long Rest). Under Score can use his bonus action to gain advantage on his next ranged weapon attack with a firearm, and his attack ignores up to half cover.

Automatic Fire. As an action, provided he has at least half the capacity of his firearm remaining, Under Score can attack a cone with a range of 40 feet. Those caught in the cone must make a Dexterity saving throw against DC 12 or take the gun's damage. Success halves this damage. This action uses up all remaining ammunition in the gun at once.

GEAR

Bedroll, bottle of ink, club, ink pen, jury rigged^{FTA} clothes (ballistic weave), machine pistol^{FTA}, mess kit, pony saddle bags^{PCS}, rations (10), saddle rack^{PCS}, scrap bullets^{FTA} (20), soap, spellbook, torches (10), waterskin.



Wandering Note, Wasteland Pilgrim

He was raised in a perfectly functional town to two goats that were quite content with their lot in life. Alas, he was not. He felt the call of the wastes. Even as others warned him that there would be pain and death beyond the borders of their community, he set out with a little smile and a song on his lips. Polite and unassuming, even xenophobic communities can be talked into allowing him to pass through in peace, perhaps with an exchanged song along the way. He does odd jobs when he can, looking for great secrets to add to his collection of stories.

Wandering Note

CR 1/2

XP 200

Male cloven bard 1 (*Ponyfinder: Campaign Setting*)
LN Medium fey (cloven)

Init +1; **Senses** low-light vision; Perception +5

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 10 (1d8+2)

Fort +1, **Ref** +3, **Will** +4; +1 vs. poison

OFFENSE

Speed 40 ft., bipedal 20 ft.

Melee whip +1 (1d3+1) and gore -4 (1d4) or gore +1 (1d4+1)

Ranged pipe pistol +1 (1d8/x4)

Space 5 ft.; **Reach** 5 ft. (15 ft. with whip)

Special Attacks bardic performance 6 rounds/day (countersong, distraction, fascinate, inspire courage +1)

Bard Spells Known (CL 1st; concentration +5)

1st (2/day)—*cure light wounds*, *hideous laughter* (DC 13)

o (at will)—*detect magic*, *ghost sound* (DC 12), *light*, *read magic*

STATISTICS

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

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

Feats Combat Expertise

Skills Acrobatics -1 (+3 when jumping), Appraise +5, Bluff +6, Diplomacy +6, Knowledge (geography) +8, Knowledge (local) +8, Knowledge (untrained) +4, Linguistics +7, Perception +5 (+7 to determine whether food is spoiled, +7 to find hidden objects, +7 to identify a potion by taste), Perform (wind) +6, Sense Motive +5, Spellcraft +7; **Armor Check Penalty** -2

Traits focused mind^{APG,*}, indomitable faith^{UCA,*}

Languages Common, Elven, Gnome, Sylvan, Terran

SQ bardic knowledge +1, fingerless^{PCS}, mastery focus (ammunition focus)^{FTA}, mountaineer^{PCS}

Gear light scavenged armor^{FTA}, pipe pistol^{FTA} with 20 scrap bullets^{FTA}, whip, bedroll, belt pouch, candles (10), entertainer's outfit, flint and steel, flute, mess kit, pony saddle bags^{PCS}, powder horn^{UC} with 10 doses of black powder^{UC}, rope (50 ft.), soap, spell component pouch, trail rations (5), waterskin

* The effects of this ability have already been calculated into Wandering's statistics.

Wandering Note

CR 4

XP 1,200

Male cloven bard 5 (*Ponyfinder: Campaign Setting*)
LN Medium fey (cloven)

Init +2; **Senses** low-light vision; Perception +9

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +2 Dex)

hp 34 (5d8+6)

Fort +3, **Ref** +7, **Will** +7; +5 vs. poison, +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities armor attunement +1^{PU,*}, deflection +1^{PU,*}, resistance +1^{PU,*}

OFFENSE

Speed 40 ft., bipedal 20 ft.

Melee *deadly whip [attuned]* +6 (1d3+2) and gore +0 (1d4+1) or gore +5 (1d4+3)

Ranged modified masterwork pipe pistol +6 (1d8/x4)

Space 5 ft.; **Reach** 5 ft. (15 ft. with whip)

Special Attacks bardic performance 14 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2), weapon attunement +1^{PU,*}

Bard Spells Known (CL 5th; concentration +9)

2nd (3/day)—*invisibility*, *mirror image*, *sound burst* (DC 14)

1st (5/day)—*cure light wounds*, *hideous laughter* (DC 13), *liberating command*^{UC}, *remove fear*

o (at will)—*detect magic*, *ghost sound* (DC 12), *light*, *open/close* (DC 12), *prestidigitation*, *read magic*

STATISTICS

Str 14, **Dex** 15, **Con** 12, **Int** 16, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +5 (+7 disarm, +7 trip); **CMD** 18 (20 vs. disarm, 24 vs. trip)

Feats Combat Expertise, Improved Disarm*, Improved Trip*

Skills Acrobatics +7 (+11 when jumping), Appraise +5, Bluff +10, Climb +8, Diplomacy +10, Knowledge (geography) +13, Knowledge (local) +13, Knowledge (untrained) +5, Linguistics +11, Perception +9 (+11 to determine whether food is spoiled, +11 to find hidden objects, +11 to identify a potion by taste), Perform (oratory) +9, Perform (wind) +10, Spellcraft +11

Traits focused mind^{APG,*}, indomitable faith^{UCA,*}

Languages Aquan, Auran, Common, Draconic, Dwarven, Elven, Gnome, Sylvan, Terran

SQ bardic knowledge +2, fingerless^{PCS}, lore master 1/day, mastery focus (ammunition focus, battery focus [2x] [3 charge/day], physical focus [2x])^{FTA}, mountaineer^{PCS}, physical prowess (Dex +2)^{PU,*}, versatile performance (oratory)

Combat Gear *potions of cure moderate wounds* (2), *potion of Fly*; **Other Gear** *modified light scavenged armor [attuned +1]* (ballistic weave, custom fit, jet propelled)^{FTA}, *deadly*^{APG} *whip [attuned]*, masterwork pipe pistol^{FTA} with 20 scrap bullets^{FTA}, bedroll, belt pouch, candles (10), entertainer's outfit, flint and steel, flute, mess kit, pony saddle bags^{PCS}, powder horn^{UC} with 10 doses of black powder^{UC}, rope (50 ft.), soap, spell component pouch, trail rations (5), waterskin

* The effects of this ability have already been calculated into Wandering's statistics.

Wandering Note

Medium fey (cloven), lawful neutral bard 1

Armor Class 13 (light scavenged armor)

Hit Points 8 (1d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	15 (+2)	8 (-1)	14 (+2)

Saving Throws Dex +4, Cha +4

Skills Arcana +4, Deception +4, Insight +1, Perception +1, Performance +4

Damage Resistances poison

Condition Immunities altitude sickness

Tools flute, horn, pan flute

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish, Gnomish, Primordial, Sylvan

Cloven Resilience. Wandering Note has advantage on saving throws against poison.

Cloven Watchfulness. Wandering Note is considered proficient when he makes ability checks to find hidden objects, secret doors, to discern the inherent value of an object, or to discern whether food is spoiled or poisoned by taste.

Mountain Footed. Wandering Note can ignore difficult terrain when it is a rocky or uneven surface.

Spellcasting. Wandering Note is a 1st level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Wandering Note may cast it without using a spell slot. He has the following cleric spells prepared:

Cantrips (at will): *light*, *minor illusion*

1st level (2 slots): *cure wounds*, *detect magic*, *feather fall*, *hideous laughter*

ACTIONS

Gore. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

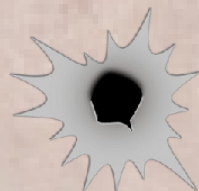
Pipe Pistol. *Ranged Weapon Attack:* +4 to hit, one target ft., range 30/120. *Hit:* 6 (1d8 + 2) piercing damage.

Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Bardic Inspiration (2/Day). Wandering Note can use a bonus action on his turn to choose one creature other than himself within 60 feet who can hear him. That creature gains one Bardic Inspiration die (d6).

GEAR

Bedroll, candles (10), common clothes, flute, hempen rope (50 feet), horn, light scavenged armor^{FTA}, mess kit, pan flute, pipe pistol^{FTA}, pony saddle bags^{PCS}, rations (10), scrap bullets^{FTA} (20), soap, waterskin, whip.



Wandering Note

Medium fey (cloven), lawful neutral bard (college of lore) 5

Armor Class 14 (modified light scavenged armor)

Hit Points 828 (5d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	15 (+2)	8 (-1)	16 (+3)

Saving Throws Dex +5, Cha +6

Skills Arcana +5, Athletics +4, Deception +6, Insight +2, Investigation +8*, Perception +2, Performance +9*, Persuasion +6

Damage Resistances poison, sling bullets and firearms that deal piercing damage

Condition Immunities altitude sickness

Tools flute, horn, pan flute

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Dwarvish, Elvish, Gnomish, Primordial, Sylvan

Ability Score Improvement. Wandering Note increased his Charisma by 2.

Cloven Resilience. Wandering Note has advantage on saving throws against poison.

Cloven Watchfulness. Wandering Note is considered proficient when he makes ability checks to find hidden objects, secret doors, to discern the inherent value of an object, or to discern whether food is spoiled or poisoned by taste.

Expertise. Wandering Note's proficiency bonus is doubled for any ability check he makes that uses either Investigation or Performance (this bonus has been applied).

Jack of All Trades. Wandering Note can add half his proficiency bonus, rounded down, to any ability check he makes that doesn't already include that bonus.

Jet Propelled. Wandering Note's armor is jet-propelled. This modification requires level 2 empowerment to gain 10 charges. Starting to fly takes a charge and grants a fly speed of 30 feet for one minute. If he is still airborne when the duration expires, the modification will automatically expend another charge for an additional minute of uninterrupted flight time.

Mountain Footed. Wandering Note can ignore difficult terrain when it is a rocky or uneven surface.

Song of Rest. Wandering Note can use soothing music or oration to help revitalize your wounded allies during a short rest. Friendly creatures who regain any hit points at the end of the short rest by spending one or more Hit Dice regain an extra 1d6

hit points.

Spellcasting. Wandering Note is a 5th level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). By increasing the casting time of any prepared spell with the Ritual tag by 10 minutes, Wandering Note may cast it without using a spell slot. He has the following cleric spells prepared:

Cantrips (at will): *light, minor illusion, prestidigitation*

1st level (4 slots): *cure wounds, detect magic, feather fall, grazing^{PCS}, hideous laughter*

2nd level (3 slots): *calm emotions, invisibility*

3rd level (2 slots): *major image*

ACTIONS

Gore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Jury Rigged Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Modified Pipe Pistol. *Ranged Weapon Attack:* +5 to hit, one target ft., range 30/120. *Hit:* 11 (2d8 + 2) piercing damage.

Bardic Inspiration (3/Recharges after a Short or Long Rest). Wandering Note can use a bonus action on his turn to choose one creature other than himself within 60 feet who can hear him. That creature gains one Bardic Inspiration die (d8).

REACTIONS

Cutting Words. Wandering Note can use his reaction to expend one of his uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the roll of a creature within 60 feet of him when they make an attack roll, an ability check, or a damage roll.

GEAR

Bedroll, candles (10), common clothes, flute, hempen rope (50 feet), horn, jury rigged^{FTA} whip (heroic strength), mess kit, modified light scavenged armor^{FTA} (ballistic weave, jet propelled, reinforced), modified pipe pistol^{FTA} (extended magazine, extra damage), pan flute, pony saddle bags^{PCS}, *potions of healing*, rations (10), scrap bullets^{FTA} (20), soap, universal battery (Mk 2)^{FTA}, waterskin.

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People of the Ash

Apple Crisp

As a child, Apple Crisp would always be collecting trinkets and bits of scrap and making toys out of them. That is why it came to no great surprise that Crisp grew up to be a tinkerer. After numerous failed inventions (and a couple explosions), Apple Crisp managed to open his own shop of interesting little devices and repairs. Occasionally Apple Crisp will hire some adventurers, close shop, and go scavenging across Everglow. When asked, all he will say on the matter is that he's got a big project he's working on.



Apple Crisp is a driven inventor. He's a bit too eager when it comes to new gadgets and ideas, and it's gotten him into trouble on more than one occasion. One idea in particular, *flight*, has been his goal since he was a child, and he will pursue it almost to the point of obsession. If he was offered the chance to finish his prosthetic wings, there is very little he wouldn't trade. Apple Crisp has spent his life honing his craft, and through study has learned a great deal of seemingly random tidbits of information. He is no stranger to ruins or the occasional trap, but in battle he relies on his gadgets and the protection of his hired party.

GM Note: A tinkerer by nature, Apple Crisp's attention is easily won by even the promise of advancing his designs, especially if flight is even tangentially involved.

Not hard to draw the attention of, he is unlikely to join any adventuring party for too long, eventually getting new ideas or worrying too much for his shop back home. While he is present, he gladly supports the team with various devices and tinctures, proving his worth as an alchemical engineer.

Ardent Shield

Ardent Shield is a dark gray unicorn trained in the ways of the monk. Beneath his light brown mane lie sharp blue eyes over a cocky smirk. He is prone to snide remarks, though he is quick to apologize for them as well. As a wandering monk, Ardent likes to serve those that are less fortunate and protect those that cannot protect themselves. For those that are unfortunate enough to go up against his tactical mind and his elemental punches, few have survived the encounter.

Some say he learned his style by communing with nature in the mountains. Others, a hidden dojo in the middle of the desert. Still others don't believe that with a flick of his hooves, he can call the elements to swirl around his hooves to grant him their power.

GM Note: Despite the great loss Ardent Shield has experienced in the wastes, he still works to help those that are less fortunate. If the PCs can befriend him, or convince him of their need, Ardent can be a staunch and loyal ally; his honor and sense of duty calls for no less. However, he can become an adversary to the PCs as well, should he be protecting someone he has come to care for.



Aura Shade

Born in the ramshackle huts of Trash Heap, Aura Shade learned quickly how a unicorn could defend herself. She started with an abandoned sword, but with her firm horn magic and an unwavering desire to succeed even with the lousy starting hand life delivered her, she pushed on. She earned the respect of other thugs and knaves and became known as someone willing to put a sword or spell into anything, for the right price. A mercenary or bounty hunter, she proved to be effective at the task, and enjoyed the lifestyle it could afford her.

GM Note: Should the PCs anger the wrong people, Aura may be called to settle a price on their heads. Similarly, they may run into her if she's guarding something they may be trying to attack or even as a guard of a caravan they are traveling with. She is eager to accept assignments if the money is right, but she is very unlikely to join the party for any longer than it takes to get the job done. She is a spellsword, a magus, by trade and takes pride in her blending of swordplay and arcane might.

Blood Trotter

The Blood Trotter is a broken and twisted impure with a mix of brown and black fur stained in blood. He has a muzzle full of broken sharp teeth and his left eye is scarred over and useless and a glowing right eye of greenish yellow. This matches the chunk of greenish yellow crystal stabbed into his back leading to glowing vein throughout his body. Blood Trotter started out as an impure called Wheat. His life of toil on farms suddenly changed when he lost his family during a raider attack. The raiders were ponies blaming them for the apocalypse and only he emerged still breathing from the assault.

Afterwards, he was enslaved by gem gnolls and forced to mine as a slave for years until he gained mutation powers from a sizable but unnoticed protrusion of yellow twisted crystal when it fell upon him. It has twisted his mind and fed on his suffering and hate until it gave rise to a cruel, blood hungry split personality called Ahwet, which he perceives as a new god of vengeance.

After slaughtering the gnolls and pony slaves in the caves while freeing all he perceived as worthy; he set out to make a place for the impure and their fellow outcasts in this world by forming a raider gang/cult while at the same time seeking to wipe out all ponies, gnolls, and especially the Author for abandoning the impure for ponies. Ponies hear tales of a crazed impure which rips ponies apart with teeth and hooves while singing insane sermons of hate and renewal to Ahwet, a god only he knows and hears, while being followed by mutants he has created and impure tired of the order of the world. Where he trots blood soon follows.

GM Note: Filled with bitterness from his sour life, Blood Trotter can easily end up as an antagonistic force

for most player parties, unless they are entirely pony and gnoll free. This donkey has his eye on two goals, one clear and one far more unrealistic. None even know the face of the Author, let alone know how to reach her, but he struggles, and will pay, for clues on how to make this impossibility become reality for him. His followers are faithful to him and mistrust most others.

Blue Mist

Blue Mist, a half-otter griffin, reflects the environment where he survives. He is quiet and seemingly unfriendly, moving unseen as a ghost in the swamp around his hidden village. He is friendly and a hero to those with a kind heart or that take the time and have the respect to learn of the swamp and of its gloomy guardian.

There are fragments of songs from before the end-times, before the Ash, ancient tales that keep the flame of hope burning in people's hearts; one such fragment is of a bloodline of heroes, adorned with the blue feathers. Blue Mist inherited the blue feathers, noble heart and water magic of his ancestors, yet the present era demands all to adapt. Thus, Blue Mist learned the ways of the swamp, and the plant magic that flows through its gloomy mangroves and moss. He, like his father and the line of heroes of his ancestors, are keepers; guardians of the half-otter kin, tending to the fickle flame of hope in such bleak times of little joy.

He uses his magic to help the hidden village, purifying water and coaxing trees to grow and bear fruit. He guides those travelers that show respect to the swamp and its creatures—either granting them safe passage or



leading them to the village. Those kind-hearted or respectful folk are the most likely to spread the name of the swamp guardian of the village of gloom and mists. He also uses his magic to protect his people against attackers and the black-hearted; turning root, water and beast against them, causing them to wander in circles

among the dangers of the swamp, or to become lost into thick mist. Those that grow sense and flee speak of the ghost in the mists, the blue terror from the swamp.

GM Note: Called by some a shaman of the swamp or a channeler of natural energies, Blue Mist is a druid in a time when such is a difficult job. A party of PCs traveling through a swampy area may run into him, either as an ally if they are good aligned or know to mind their manners, or as an adversary should they be evil and provoke his ire. If they manage to get in his good graces, he might also deign to train them in the ways of the druids, if they are so inclined. No matter the reason, he is unlikely to leave his home; the swamp and his village are his life.

Brouhaha

Brouhaha was born from a couple of ghost ponies, and as per ghost pony tradition, she was escorted to the nearest and safest group of ponies, a merchant caravan, and then left there. Brouhaha was always curious and exuberant. One day she wandered away from the caravan into the wasteland. Once she understood that she was lost it was already night.

Stricken with fear she began to cry and prayed to whatever god would listen to help her and, to her sur-

prise, something shone brightly in the night: a silver symbol of the Jester. The light quickly detached from the symbol and started dancing in the night sky and Brouhaha soon found herself amused by the lights; she was less amused when some of the caravan's adults found her and chastised her... yet Brouhaha was still happy because she kept the symbol.

In the following years, Brouhaha learned how to cast arcane spells through the Jester's symbol and shortly after left the caravan in search of adventures. In one such adventure, she reached Tempus and ended back in time before the Blaze. She was amazed at how much the world changed and frankly became less fun, so after some planning and amassing a lot of arcane knowledge in a pink plastic binder, she traveled to the ethereal plane and waited for the day her past self entered Tempus to come back to the material plane and enact her plan: end the Ashen Age and bring forth the Era of Funsies.

Brouhaha might be seen wandering the wastes without a care in the world, which can be bad since in her following more of the Unspoken one's creed of randomness she became a fifteen-meter-tall behemoth and might not notice smaller beings. That said she is friendly with strangers and might help them if their goals co-



incide, or if she finds the idea fun.

GM Note: A dangerous blend of magical ability and loyalty to the Jester without all of the restraint that the random one has learned by watching the world burn. Brouhaha could be an ally or an antagonist. She is unlikely to be an outright enemy, her whims not allowing for such long-term relationships, but she could as easily help or harm a group of players as they go about their business. She could become a source of direction if the party is devoted to clearing away the Ashen Age.

Comet Light

Comet Light is a pinto leather wing mare, with a light grey coat and silver markings. Her mane and tail are midnight blue with ice blue stripes running through them. She has amber cat-like eyes and silver wings. Her brand of destiny resembles the holy symbol of the Moon Princess, leading her to seek training as a cleric. At first glance, it appears to be a comet wreathed in blue and white flames, but on closer inspection, one can see that the comet's head is actually a full moon with a pony's shadow on it. Born post-Empire to an isolated earth-bound village, she had an awkward but loving upbringing.

Leaving home to learn more about herself and the rest of ponykind, she seeks to improve lives wherever she goes. Usually covered by a cloak to avoid scaring ponies, she is shy and wary, but curious, and willing to protect and aid any who need it. Those that do see her are at times frightened by her eyes and dazzled by her coloring. During a research trip to Tempus, she stayed too long and was flung forward through time into the Ashen Age. Walking into and out of the city has yet to send her back to her proper time, so for now, she researches this new world and helps those she can, all the while seeking a means to help her Everglow timeline possibly avoid this future wasteland.

GM Note: A worshipper of a changed goddess, she is awkward around those who pay heed to the Huntress, still trying to reconcile the differences that the years have brought to what should be unchanging. Despite this, she is more than willing to live up to the tenets of her faith, which means she is ready to face danger to keep the night safe for others. She is against killing for the sake of it, seeking better ways to resolve things, even when monsters are involved. Comet loses all sense of self-preservation when children or true innocents are involved.

Crystal Treasure

Born and raised in Bright Night, before the Blaze, Crystal Treasure is the elder daughter of an earth-bound scribe and a unicorn wizard. Although the sorcerous blood of her mother's line gifted her with magic, her father's insistence on a "proper arcane education" set her on the path of the arcanist. She narrowly survived the

end of days, helping other lucky spellcasters to weather the Age of Numbness. She enjoys studying magic of all sorts, believing the best way to counter something is to understand it completely. A kind and caring pony, Crystal nevertheless has little tolerance for those who commit evil acts and will often go out of her way to punish those who offend her. An accomplished conjurer and illusionist, she wields her magic with finesse to the detriment of her foes. Her earth-bound blood proved true. When death came for her, she rose again, sprouting like a tough plant to walk the ashes once more.

GM Note: Kind by nature, Crystal has resisted the pain of the injured world in her revivals. She prefers to not speak of it, but she is not haunted as some can be. With a smile, she is ready to wield her arcane magic for the good of the world. If the party seems aligned with her goals, she could be talked into joining them. She will become interested immediately if a way to bring the world out of the Ashen Age is hinted at.



Javolt, Dr.

"You do not make demands of science; science makes demands of you!"

There is science, the rational and methodical advancement of knowledge of the universe through controlled experimentation. There's *science*, the process

of trying multiple things to see what works and what doesn't. And then there's **SCIENCE!**, which basically consists of smacking together whatever works and making use of it.

Doctor Bluejay Javolt Truthseeker happens to be a practitioner of all three, and the crazed antics of his adventures litter his wandering journeys to educate and assist those around him. A great explosion robbed him of half an ear, an entire foreleg, control of his facial muscles, both his eyes, and a lot of his memory; Doctor Javolt has replaced his leg with an extendo-claw hoof, his eyes with a set camera goggles, and his memories with new memories of helping others out. Still, seeing his unwavering smile as he rigs up his electro-cape can be unnerving... and getting to know him and his proclivity for unusual ideas can be more unnerving still.

GM Note: Though good aligned, the forces of law are a distant concern, if not at times entirely a nemesis of the good doctor. He wishes well of those he runs across, but rarely does he consider the consequences of his actions, as extreme as they can be. He can be talked into joining a party, if they seem to need and appreciate his genius, but that same genius will need constant care to make sure it is used for the benefit of the group.

Dark Flare

Dark Flare is a large and mighty griffon. His fur and feathers black as the night and red as rage itself. His eyes a bold and bright crimson, matching the brighter patches of his pelt. He was born of the cursed aspect. Black crystals with red centers growing along the inside of his wings and the tip of his tail showcase his heritage. Dark Flare rose from the ashes a former skycrown of griffon kind. With not but a mockery of his position, he wandered to gather griffons to band against the new ashen age.

After forming a small traveling band of other griffons called the Black Fire Talons, he began to wander with them seeking to aid anyone he could find in need of his assistance. Pony, griffon or humanoid, no race mattered to him any longer. Everyone was in need during these dark times; he offers hope and salvation to those with nowhere else to turn, he gives what food and water he has to spare to travelers, but he never lets his guard down, despite seeming unarmed.

The griffon is never without his greatest weapon, his mind. Embracing his psionic heritage, he has honed himself as a mindblade. His iconic spell, the Greater Dark Fire Bolt, is a true sight to see, however his weapon of choice comes from within. He can summon a halberd of griffon craft out of his psionic energy. Tales of his black and red burning halberd, magic, and his hospitality spread along the Ashen Age. Some believe him to be a legend, others claim to have seen him and his Black Fire Talons in person. The stories all say he knows you before you before you even take in his appearance. He

will call you by name, seeming to be a friend far before you know he is one. He and his Black Fire Talons rush into battle to protect those in need.

GM Note: Though he had a less-than-ideal beginning, he has turned that around into a life of trying to ensure others don't have to suffer the same fate. Though he may run into the player party when they happen on him and his crew, he is unlikely to sign on for any longer than a single battle, and only then if he can reasonably involve his people. If he has information that could lead to the improvement of the Ashes he will share it, often without a fee, so long as the person getting it seems like the sort that will act on it.



False Prophet

False Prophet, the dark doppelganger, is a smug stallion who presents himself as a sort of messianic figure and goes by his last name, Prophet, exclusively. He inspires others to follow him by using the power of his personal ancient relic, which he has dubbed the Frozen Heart, to replenish his little corner of the dying world, giving it new life. Then, he feasts on the love and admiration his followers have for him; gaining immense power from the huge influx of love they give him, as well as a slave army of obedient followers. He's been doing this for centuries, using the love others have for him to unnaturally extend his lifespan. He likes to posture as royalty, or else be overcome with "visions," and he hates doing anything himself, usually sending out mindless slaves to do his bidding. This is fortunate for most; if

somepony seriously threatens him, a mere wave of his hoof is all it takes to destroy most who oppose him.

As a young colt, he narrowly escaped the war, and wandered alone for many years. Desperate for comfort, nourishment, and a sense of belonging, he went north, where he found a strange and beautiful crystal sculpted into the shape of a heart that glowed with power. It took years, but he eventually figured out how to channel its power, drawing on the love stored within to enhance his own capabilities. Doubtless, he assumed, this was a blessing from the goddess Lashtada, and he should be wise in its use. He did not do this, instead electing to use it to conquer the world. His conquest started small; he'd present himself as a young prophet who'd heard the words of the goddess Lashtada long after she'd passed, and "proved" his veracity by making a bouquet of flowers bloom, or something else simple like that. He quickly gained a devoted following of ponies who just wanted a strong leader, and his miracles gained power accordingly. Now, he is the seemingly-benevolent dictator of a land that's only gaining power under his rule. Honestly, it wouldn't be so bad if it weren't for the total loss of free will under his reign!

False Prophet has big plans for the future. Currently, his base of operations is limited to one small city in the far north, but his missionaries spread the good news of his arrival far and wide, so it would be pretty easy to

hear about him and his "Crystal Kingdom," as he calls it. Eventually, he intends to conquer the entire world, gaining immortality and complete control over every pony under his vast empire. With his incredible charisma, massive army, and near-limitless power, he just might do it... but to be deprived of his beloved Frozen Heart would be to lose everything.

GM Note: Manipulative and rallying others to his flag, False Prophet is more likely to be encountered as an antagonist than as a potential ally. On a more constructive angle, he may seek the aid of the players to achieve his ends, but how long until it becomes clear that those who he rules have little say of their own? One is much more likely to run into his subordinates long before encountering him directly.

Flint Flicker

Flint Flicker is a gunslinging gunsmith, always ready to cook up a little something to make his fire starters much more effective. His first interest in these weapons came about when his caretaker brought him to Griffonport, a lively harbor filled with all sorts of curiosities and swashbuckling stories. He wasn't interested in the people, but the devices that shot bearings instead of arrows. Flint soon trained under a dwarf named Borrace, who shared Flint's sentiments about those curiosities.

It was a long and grueling process, one that took 10



years, but from the age of 16 to now, Flint had found his calling of repairing and modifying firearms. Flint is as much a sailor as any sailor can be, and shoots straighter than any arrow, getting to the point and never rattling off on unimportant small talk. If talking isn't an option, you'll be staring down the barrels of Ivory and Ebony, grey and charcoal pistols with the abilities to blind and stun his foes.

He came to a settlement near the ruins of Camp Nickelvee, curious about the new metals and resources that he could forge his weapons with. He owns a small smithy in the dregs of this place, considered to be the best of the best smiths. Due to his location and odd practice though, he's never had many customers.

GM Note: Given to research and building, Flint Flicker is much more likely to be a source of information or direction for the average party. Still, his romantic ideals of swashbuckling have not fled him. If taunted carefully, he could be talked back into action, if the adventure sounds stirring and epic enough to make a story about.

Fulgurant

Fulgurant of the House of Firmament. Unicorn. He comes from a large family of unicorns who claim to be noble, trying to pass themselves off as having been a great house in Tramplevania before the Blaze, though no book of heraldry corroborated this story even before the event. Regardless of the past, though, they're trying to claim as much power as they can in the aftermath. Fulgurant, the youngest of the immediate main branch of the family, cares not for the petty (and not so petty) politics, preferring instead to gather his own personal, more tangible power. He seeks out magical items and artifacts for the purpose of furthering his own name and power, and if his family's name enjoys a boost because of it... well, that's not a total loss.

Fulgurant is abrasive and doesn't work well with others because he considers most his inferiors unless their reputation is sufficiently great, or they prove themselves powerful to him. As such, he mostly works alone, though he does sometimes hire others and even (rarely) hires himself out for money or to further his quest for power. Any times where he finds himself working with others (rather than over or under others) tend to be short lived and not too rarely end in at least one attempt on his life. Fortunately for him (less so for others), he does have a fair measure of magical might already. His specialty is the manipulation of lightning.

GM Note: Depending on the needs of the situation, Fulgurant can be a high level kineticist, usually with the greater air shroud and wings of flight utility wild talents, with his blast talents focused mostly around dealing as much damage as possible to as many things as possible, or he could be a stormborn bloodline sorcerer, with spells focused mainly on offense and affecting a

large area. And even when his supernatural or magical abilities are blocked, he can make efficient use of his greatsword; while looking more ceremonial or symbolic than anything else, it is quite functional. He will likely be an antagonist for the PCs, seeking a treasure or artifact that the PCs are also looking for, though it is possible he and the PCs could be working for the same employer as well.



Gavin (the Gas Vulture)

Gavin emerged neck first and never stopped. Though curious, possibly to a fault, his pragmatism was always the stronger influence. He eagerly dabbled with strange and exotic chemicals, but gaining them was not a matter for him to go and risk his own lovely bare neck, oh no. There was always a thrill-seeker waiting to earn a favor and eager to score some scrap along the way. Why not pay them for the trouble?

An alchemist by trade, he makes himself useful to travelers who pass by his town. He lives on the fringe

of it, far enough away that he may be the first sign of society that anyone sees, and there he will be, out with his stand and a smile under his gasmask. He'll offer curative potions, hot dogs (don't ask what's in them), and stories, and all he needs are idle hands that were going to get themselves into trouble anyway.

GM Note: An ideal quest starter, Gavin will gladly hire the players to go get things done, which can result in more things being required. If the matter is urgent and his home threatened, Gavin can be talked into helping out, and is a capable alchemist both in trade and in battle. With exotic chemical grenades, he makes an explosive impression on any battlefield he deigns to grace with his presence. Would you like mustard with that?

Gearbox

Gearbox is an eccentric sort who loves nothing more than testing out a new invention, even if it means getting hurt in the process. This payed off when he drove off several invaders from his hometown with scrap parts put together to fashion crude firearms and weapons (ironically this was the first time the exploding spear worked correctly). Now a well-traveled scrapper, he spends his time moving from place to place finding new knickknacks and do-dads to create crazier weaponry. It is thanks to Gearbox that many popular weapon mods exist today, such as the supersonic head pulverizer gun barrel or the "my ears are bleeding" thunder landmine. He treasures each of his creations but is all too happy to



share his creations with others. He will often buy useless trash and scrap in exchange for them to have the materials to try to make something else.

When he's not traveling, he's in his workshop in his hometown (found simply by observing where all the other townsfolk avoid, or by following the occasional explosion). One thing to note is while he's not the smartest, he has a photographic memory and exceptional understanding on how things work, able to create or remake something he has seen only once provided he has the right materials. Though fair in his pricing, he has a bad habit of holding grudges, and might end up giving an extra "kick" into a mod bought by someone who runs their tab too high. Even so there are very few who can create the things he can, and he is always willing to jump back into the thick of things when the time comes (otherwise what else is a giant mechanical dragon with chainsaws for arms supposed to do? Be a paperweight?)

GM Note: Generally found either on the road between towns or in his workshop, Gearbox will usually be a good source of strange mechanics and mods, or an easy way to sell off unwanted scrap. If he happens to be out adventuring, expect many bombs and mechanical monstrosities. He will be more likely to assist a party than not, especially if they are delving into a ruin where he can find new inspiration for designs, or at least a lot of spare parts.

Gloomy Pen

Gloomy Pen is someone who habitually talks in somber tones about what was lost when the world went to ash, but despite this he tries to learn from the past to ensure its mistakes are not repeated. This does, however, mean that his humor at times runs dark. His mother was the head jailor/sheriff of a small town and his father was the town doctor.

Gloomy is driven by the idea that there is a grand unified theory of magic, and that if he solves it he could not only bring this Ashen Age to an end, but bring ponykind to new heights. In pursuit of this goal he has created his own arcane meta-language that he calls the Luminace Script; a combination of several modified runic scripts gathered from previous groups that he keeps in an ever-growing lexicon on a portable computer that he always has near him. It has grown to massive size already, such that if he were to print out all his notes it would be on volume 37, and he has yet to see the finish line.

GM Note: Gloomy Pen could be a great resource to a party of adventurers, of both the history before the Blaze and all manner of arcane disciplines. He could also be a source of adventure, sending the PCs off into a dangerous (or not so dangerous) location in search of some previously lost arcane knowledge.



Golden Starlight

Golden Starlight styles herself as a princess of the old days, with exquisite outfits and a courtly mannerism, complete with a royal "We" when referring to herself. Although her tendency to flaunt her vocabulary might be taken as sheer arrogance, in practice it is part of a verbal dance as she veils insults with compliments, and her demands are shaped as cautious requests. Yet ponies find themselves silent as she speaks and considering her proposals with care.

Exactly whence she originates is unknown as she doesn't share her history (which has led to rampant speculation and rumours). However, the start of her career of meddling in local politics occurred over a decade ago when she met a certain mercenary mare, Midnight Gleam. This grizzled veteran was the daughter of a raider boss and had left after a dispute had ended taking her mother's life. Together the two mares gathered allies both within the tribe and a small band of friends, and during one fateful night under the full moon they struck. When the dawn came and the ground was dyed crimson Midnight announced that the tribe would be reshaped into a mercenary company, "The Daughters of the Moon," with a new banner of a white full moon on a dark blue sky. Throughout the next few years the members were trained according to ancient manuscripts, and with Starlight's diplomatic talents, they arranged permanent contracts with several caravans. Whilst the Daughters prospered and grew in fame, the two mares had a dispute and Starlight left in silence.

In the wastes alone she gazed at the Stars and prayed

for guidance and power. And in the ashes of a lost civilization, the stars answered. Her latent empathy awoke, she could not only sense every mood and whim, but also control and break. She also found herself filled with purpose. Ponykind needed a saviour and Starlight found herself desiring a throne.

Not long after that, the small town of Goldstar, set within the ruins of an ancient castle, got a visitor: a well-dressed and highly eloquent mare seeking an audience with the local ruler. When they met, she declared that he was to abdicate, and in the face of laughter her horn flared. Her words echoed throughout the halls and everypony found themselves in a state of awe and fear. Throughout the next few years the town was transformed, as the new monarch assumed control of the means of production, stockpiled resources and made sure nopony starved or lacked treatment. She made a public declaration that everypony deserved a second chance, with former raiders as well as refugees flocking to the tale of the mysterious unicorn princess. With the promise of safety and an actual future for foals and grandfoals, the town grew. Scavengers and caravans

show up at the gates in increasing numbers, hoping to sell ancient artifacts and books, whilst soldiers of fortune find reliable and profitable contracts. The Daughters however, completely refuse to work with the mare or her subjects.

It is, however, not all sunshine and cupcakes. The determined princess finds herself preferring to expand her influence through clandestine means. Sending mercenaries to ambush scavengers, arming tribes fighting her rivals or usurping local authorities at every opportunity. Innocent and guilty blood alike is shed, as she finds herself unsure if it is for the good of ponykind or a thirst for power. Hoping that the lives saved might be enough to redeem her in the end, none the less the machinations continue.

GM Note: One thing Golden Starlight is very fond of is arming young adventurous scavengers and would be heroes, sending them away with encouragement, weapons and a promise of further contracts. More experienced travellers might find themselves caught in a conspiracy as they encounter her ruthless agents. Assuming, of course, they aren't said agents themselves.



Lazarus “Gunsmoke” Xenakis

Lazarus “Gunsmoke” Xenakis was born to a fairly well-off family of weapon makers and sellers, specifically guns even in the Ashen Age because of his ancestor, Zelos Xenakis’ contribution to gun technology when the pony empire existed in Everglow. Zelos had a vision that guns would have been the next biggest thing, constantly tinkering and upgrading guns and similar weaponry even though others thought that he was delusional, not knowing how right he would be.

Lazarus was not satisfied with being safe and having everything that he could have, as that was boring to him and his inquisitive mind. He would much rather do what he had heard Zelos had done from stories that were passed down through the Xenakis family, such as scale a mountain using only daggers to do so, or to fight and help seal a demon lord in an underground temple using guns infused with forgotten techniques.

With all of the stories that he had heard about him, he couldn’t help but idolize him and want to do what he had done in his life, as his family was content with everything staying the way it was. However, his family wanted him to do what their family had done for generations: be on top of weaponry technology and sell them to expand the family’s influence, instead of chasing delusions of grandeur.

He detested it, and knew that if he stayed with his family, he would be chained to his family’s legacy until he died. With that, one night he took the Xenakis heirloom, which was his coat and armor, and the gun that Zelos himself crafted with his bare hands, as well as a few other weaponry and gear, and decided to run away from his family to do the things that Zelos had done when he was alive and live life to the fullest instead of just living and being alive: to be an adventurer and explore this frightening and deadly time in Everglow’s history.

Of course, he had no idea just how dangerous and deadly it was outside of the walls of his family’s protection. With the guns he took, he took care of the things that tried to kill him with ease but ran into the problem of not having the ammunition or materials for the ammunition at his disposal. He was lucky to have an inquisitive, thinking mind as he was able to make the necessary ammunition from scrap wherever he could find it. While being able to make bullets was all fine and dandy, he still had a very hard time finding the key material for them: gunpowder.

Ever the businessman, he sold his services of repairing, building, and selling guns and weaponry in exchange for the materials that he sought, as well as other things such as food and lodging. Now, he hopes that he could be like his ancestor and follow in his footsteps.

GM Note: A bored and relatively well-off survivor

from a young age, he never learned what it meant to be truly hungry or desperate. This can lead to optimism, which is helpful at times, but also to foolish bravado and over-calculation of his own skills. He’ll sign on with most things that sound fun to do but will wander away almost as quickly when the fun stops.



Queen Longshot

Queen Longshot was born Still Longshot, a ranger and markspony. Earth-bound originally, she was surprised when the Faithful Subjects first approached her. They spun pretty tales of the old empire and how ponies once were strong and united. It sounded like a wonderful place, and she liked the idea of trying to bring it back. She never advanced far, not holding to most of their more extreme ideals. She had friends with two legs, and some that didn't even have fur.

Despite this, she was chosen as a good candidate for coronation. It was determined that she had latent unification blood waiting to be set free, and she could become a fine queen. The fact that she had already preferred to be identified as a female, despite being physically male, was seen as a mark in her favor. So they showered her in gifts and set the crown on her brow. When it was done, she was a False Queen, like too many others. Horrified with what she had become, she immediately looked for ways to escape. To her credit, she kept her revulsion quiet, and they thought they had a successful queen, until she vanished.

She wandered the wastes, barely surviving on her skills until she found the failing town of Turves, which she declared her kingdom. Though the people were uncertain at first, she proved to be a capable leader, and soon had the town back on the path towards prosperity. In a curious twisting of the faithful subjects, she became a queen that could lead her people, but she not only rejected their naked racism, she encouraged any person with a decent heart to join her community.

GM Note: Queen Longshot is a protection-purposed Queen that has taken on the commanding purpose and wields both with pride for the betterment of the people of Turves. She regularly trains with her guns, ready to join the defense force of the town at a moment's notice. During the peaceful times, she tours regularly, looking for places where things can be refined or improved. Despite being quite attached to being a queen, she treats her 'subjects' with respect, and they return her sincere desire to improve their lives with respect and admiration of their own. Despite not being a bard or a professional player, she owns a full-sized cello and enjoys playing a tune when other duties are not demanding her attention.



Lost Index

Lost Index was an apprentice mechanic in a small village and was best friends since childhood with the village scout, Ashen Sprig. One day, Sprig brought a strange group who called themselves the Faithful Subjects. After claiming that Sprig was possibly the queen that they long sought, they negotiated with the village to have her join them in exchange for supplies that the village had needed. While both Index and Sprig were unsure of the situation, they obeyed their village and Ashen Sprig left with the faithful subjects.

After Sprig left, Lost Index began having nightmares, all of them depicting horrible fates befalling her. Soon it was too much, and he gathered up supplies in secret to brave the ashen wastes. Under cover of night, Index followed the trail that the faithful subjects had left, using a trick or two he had learned from Sprig. After a couple of close calls, he came upon their complex and saw the newly crowned Queen Sprig. He called out to his old friend, only to be captured by the faithful subjects. What they had planned for him isn't known as Queen Sprig herself freed her old friend.



Together they managed to escape, but not as quietly as they would have hoped. Together they travel the ashen wastes, with Index often acting as though he was a faithful subject to avoid drawing attention. Unfortunately, Queen Sprig's purpose was to be a Vain Queen and she had a pathological need to be noticed. They deal with it as best as they can, but many times they've had to beat a hasty retreat. Index's goal right now is to delve into ruins of the ages lost and try and find something that, even if it can't restore Queen Sprig's form, at least free her mind from this compulsion.

To this end, he has devoted himself to the Scholar, whom he hopes will provide him with the knowledge to save his friend. While Queen Sprig is a gregarious, straightforward pony, Lost Index is often anxious and slow to trust, since he and Sprig are on the run and he is the only one of stable mind. But if you can prove to him that you are trustworthy, he can be an unshakable friend.

GM Note: Lost Index is an easy jumping point for action against the Faithful Subjects or delving into the process of how false queens are made or how to potentially remove their cursed condition. He is less likely to join in the action portion of any given quest, caring for his friend and built more for study than excitement. Still, he can become a loyal friend of the party and a valuable source of information.

Lunarquills

Lunarquills is Turves' local gunsmith and gun for hire. He was just passing through during a festival that Turves was having when the Sheriff Queen Longshot called for help with some bandits outside of town. Lunarquills now stays while working for Queen Longshot whenever she asks. When he is not busy working for her, he is making firearms and other odd jobs if the pay is good enough. He is a Griffin with a kind heart hidden behind a survivalist exterior that contains hints of sarcasm and hard logic for what's best to live to see another day of the ashen wastes. Often forgotten among his talents, he can put a medical kit to good use, saving lives under his skillful talons.

GM Note: Owning a priceless electrocycle with a self-recharging magic engine, Lunarquills is ready to ride out to adventure, should a fair price be offered. He does not sign on for permanent engagements, enjoying his home in Turves too much to want to travel anywhere if returning home isn't the next thing to do. Besides making guns, he's quite talented at using them to keep monsters, raiders, and others from harming himself or his allies. He can come off a bit gruff at first meeting, but does genuinely want the best for people, even if they annoy him.

Midnight Gypsy

Midnight Gypsy is a somewhat elderly alchemist with a very inquisitive nature. The dark blue and white piebald coat of this gem pony unicorn sparkles in the sun, offset by his white mane and dark colored tail. His aged hooves are painted with the colors of the day, one each of them enameled with sunrise gold, noonday blue, sunset orange-red, and midnight purple-black. He does this mainly to protect his hooves, and maybe also for a bit of show. He will often elaborate the colors on days of celebration with a tapestry of colors and additional enameled bits.

Within a town or village setting, Midnight can often be seen wearing a bright blue cloak that fades to white at the edges, his eyes peering out of the hood and a smile on his face as he goes about his business. In larger towns or in locations that require more than just a cloak and saddlebags, he wears a fine vest of woven bands of cloth, usually in hues of soothing colors, with long lengths of cloth in contrasting colors decorating his flanks, mane, and tail; each color representing a particular element or technique of modern alchemy. Intertwined throughout are chained segments patterned with knots, bobbles of colored metal, and resin bits representing complex mixes and recipes Midnight as learned over the years.

Midnight travels from town to town, many side pouches clustered across his mid flanks and sides, each overfilled with bobbles and trinkets of the past that he is looking to trade or seek information about. In the towns that he commonly visits, it is not rare to see him walking about with a few small stuffed toys peeking out of his lower bags, begging offers of trade for sweets and hugs with the local foals and children. At night he will find a place and unpack, offering simple puppet plays of legendary figures and events of the past; on days of celebration embellishing his storytelling with small magics and simple alchemy. Later, after the young ones have fallen asleep, he turns to their elders and passes news of the world and events from other nearby towns.

Midnight had a rough early life, throwing himself into mastering the intricacies of alchemy and the base, elemental magics. He scoffed at any who questioned his search for more research materials, which he would lay into with an almost neurotic fervor. It was his firm belief that the power of alchemy was the only true magic left.

Among his closest friends was an earth-bound pony engineer, though anyone seeing them together would be hard-pressed to see it past their bickering. Midnight would argue with her about the great things that alchemy could bring, and she would reply by stating, "Until you can make me a battery that never runs out..." and "you should help out more... make a difference." Despite their arguments, Midnight found himself quite charmed by her. Later, after he had been away for a

time, he found his friend bedridden from an attack by an unknown, horrible beast. The injuries she received had left her rear legs paralyzed; none of the magic available or any of his alchemy could cure her. He stayed by her side, providing what aid he could with his alchemy to ease her pain, and during this time they fell in love. Unfortunately, they had only a short few years together, as a terrible taint from her injury spread, and eventually she passed away in her sleep.

It was during this time while staying close by and looking for work that he took up crafting small toys and plush animals for the local children. Often, he would use some simple alchemy to enhance the toys for more coin. Over the years, while staying with his love, he discovered the true reason that she so often dismissed his skill as an alchemist. It was all an attempt to push him further and to open his eyes to the plight of others, and to see what good his skills could do for them. Though this is now years in the past, thoughts of Midnight's love still bring a smile to his lips and a tear to his eye.

GM Note: Although Midnight is willing to listen to the issues of others and offer what wisdom or help he can, he will quickly turn and walk away from those who remind him of his neurotic past, knowing that attempting to convince them to slow down and look at the whole picture is a worthless endeavor. Despite this outlook, he is willing to trade with those who will pay him. He has a soft spot for the downtrodden; he will fight for them if necessary, mustering those around him to harden their resolve and do the same.

Moonlight Scales

Moonlight Scales is strong willed and loves to help others in need. She is kind, but one is advised to not get on her bad side and test her foul temper. She was raised by her parents in a small village on a mountain range with a river running down the side. Her mother, a silver unicorn pony, taught her how to read, write, how to heal herself and others as well as how to tell right from wrong. Her father, a deep black dragon, taught her how to fight using wing blades, swords and armor. He also taught her how to use a forge, making armor and weaponry to help herself and others.



She was raised to have a strong moral compass like her father but be kind like her mother. After she was old enough, she went and joined a passing paladin order to train and learn more about how to protect and heal others. Her abilities are to use rune magic, swords of all types, daggers, and force all manner of items.

In the Ashen Age she moves from settlement to settlement helping those that need help. When not doing that, she is out fighting monsters and others that wish to do harm to the world and those that live in it. Most find out about her from the lips of those she helped and moved on past.

GM Note: Cheerful, even in the face of strangers, Moonlight is committed to performing acts of good for the sake of goodness, as befits a paladin in these troubled times. Though she meets with suspicion and scorn in many places, she does not let it get her down. She can easily be convinced to join a group on a righteous task, possibly permanently, provided their goals continue to be uplifting for the wastes. Even if not recruited, she can be talked into performing repairs and upgrades for the needy, only requiring the materials to work with, and sometimes not even that if the cause is great enough.

No Name

Even in the ashen wastes, one would be hard pressed to find an odder pair than the unspoken-spawned beast, No Name, and his pint-sized, spunky automaton companion, Bullette Bell. The Eternal Jester seems to have taken a nearly unholy glee in sculpting this giant beast into a horrific parody of ponykind. The casual observer could be forgiven if they never realized the creature was a pony at all. It is sometimes unclear if he is a giant pony with snakes in his mouth, or a knot of snakes that rides inside a giant pony. Despite his appearance, No Name is generally friendly and helpful in demeanor, though possessed of a moody temper and prone to fits of sulky destruction of private property when angered. To his young companion he is one part adopted big-brother, one part best friend, and one part faithful steed.

Bullette Belle, by contrast, is possibly the cutest force of destruction in the ashen wastes. She is cheerful, enthusiastic, friendly, and armed to the teeth. Despite her young age, she is a proficient gunslinger and a veritable walking cannon. She believes there are two kinds of people in the wasteland: friends, and designated targets. When not searching the wasteland for her missing sisters Gun Blossom and Metric Zoom with her guardian/best friend No Name, she likes to work on her romantic comedy novel, "Not-Metal Filly and the Kissy-Face Subroutine". The fact that the "comedy" aspect is entirely accidental does not bother the little steelheart filly in the least. Her other favorite hobby is to pretend that she herself is a "for-real-unicorn-filly"... in fact it's somehow hard to tell just how seriously she takes this game.

GM Note: No Name and Bullette are known troublemakers with a reputation for causing mischief, mayhem, and thrilling destruction of property both private and public when provoked. They (and by extension anyone traveling with them) will only be allowed in most settlements reluctantly and closely monitored by the local guard. In fact, they have been completely banned from Murrage following an unfortunate... incident. Though no one was injured, the offending shop was completely destroyed, and the resulting fire caused considerable damage to surrounding businesses. The pair have agreed to never speak of it again, and should the subject ever come up, they will casually inform any other travelling companions, "We're not going to Murrage."



Riten Once

Riten Once was the companion of Sweet Harps and began adventuring with her as a young silver dragon. Seeing the pain and suffering of the land and residents (pony and otherwise) she learned how to heal. When a settlement she was deeply involved in grew from a town to a city, she quickly became the chamberlain. After Sweet Harps vanished, she became steward and set immediately on researching magic that could protect entire settlements. When not tending to the government she can be seen healing the good and smiting evil. If characters are good and humble enough, they can receive free healing and even resurrections. Though she might have had much grander designs in engineering had she lived in happier timelines, she endeavors to use her razor mind regardless.

GM Note: The chance of meeting Riten is low while moving from place to place, but she could be found working in the upper echelons of a settlement. Though she is a dragon by birth, she does not share that knowledge, and will approach as a human. Though often dis-

tracted by the arcane, she cares about the suffering of others, especially those that live within her city. Those who seek to improve, or threaten, them have her attention.



Scattered Lore

Scattered Lore is a steelheart stallion who works for the Kollektive's history reclamation division. Obsessed with collecting and cataloging the information of the past, he wanders from place to place, entering ruins and disturbing the graves of those lost in the Blaze in search of new pieces to place in the Kollektive's museum. No

artifact of the past is too distant or too well guarded to deter Lore's fixation of collecting every last piece for posterity.

Crafted in the factories before the Ashen Age, Lore has a unique viewpoint from which to observe those terrible events of the past. He has lived through it, though perhaps not all of his original design has done so. Was he always so passionate in his desire to amass the items of antiquity, or is this a mania brought about from living through the Age of Numbness? Perhaps he will tell all if asked, or perhaps such information has been lost to time, and it is that knowledge that he seeks so fervently.

Originally trained in the classical arts of wizardry, Scattered Lore has in this Ashen Age given up some of the power he once wielded, discarded as too dangerous in favor of advanced training in integrated firearms. That is not to say he is not still dangerous to his foes; anyone who stands in the way of the knowledge and artifacts he seeks will taste wrath like they've never seen.

GM Note: Scattered Lore may be found by a party of PCs within some old ruins, researching them and perhaps even willing to disseminate such knowledge that he has available, given the right motivation. He could also be someone hiring a party to assist him in such research. He is unlikely to be an antagonist unless the PCs that cross him are engaging in wonton destruction of his current obsession.

Shield Blitzer

Shield Blitzer is a unicorn stallion with a light brown coat and blue green mane and tail. His brand of destiny depicts a black and gray weapon over a light blue shield.

Before the fall of the Empire, Shield Blitzer served as a legionnaire field officer in the Empress' army. When the Empire fell, however, he was among the first to pledge his loyalty to whomever seemed to be taking the throne, putting his own desire for military power over the good of the people. At the same time, he also sent out agents to search for a way to prolong his life;



if he couldn't serve the army, perhaps he could outlive it. It seems he was successful, at least partially. Now, hundreds of years later, he is attempting to once again build his legion, recruiting soldiers into his own, personal, army. He claims that even in this age of ash, he will rebuild the Empire to its former glory, one military engagement at a time.

Shield Blitzer has no small amount of experience with magic; his own defensive capabilities are nothing to scoff at. When his protections fail, he charges into battle with his custom weapon.

GM Note: Shield Blitzer is likely to attempt to recruit any powerful PCs, seeing himself as the best way to restore the old pony way. He could be a possible source of adventuring missions to a party of PCs or he could become an antagonist should a party scorn his offer. Depending on how powerful he sees a party of PCs as, this may mean anywhere from assassins being sent after them to a full-scale war waged against them. His long life has likely afforded him the resources that few can match, including the secret to immortality, or something equivalent. However he has managed to live so long, it's probably a closely guarded secret.

Silent Direction

Silent Direction is a navy-blue unicorn with steel grey mane and tail and sky-blue eyes, marked with an ancient gold colored compass rose.

Born before the Blaze, he made his living as an adventurer; skulking around ruins left in the time since the old Empire and collecting artifacts to sell to the highest bidder. Of course, he kept the best pieces for himself.

It was during his last adventure just before the time of the Blaze that he hoped to make it big from the riches of an abandoned temple. Whatever actually happened there, he won't speak of it, but he wasn't seen again until nearly 200 years later, climbing his way down a hill of ash.

Even though he hails from the zenith of Everglow, he usually does not carry a lot of tech around with him. Anything more advanced than his semi-automatic pistol he sneers at with disdain, expecting it to fail at the worst time. He much prefers to use what nature and magic can provide, as is obviously what the gods intended.

GM Note: Silent Direction will most likely be encountered in the midst of some ruins, attempting to collect a treasure to sell. If the PCs aren't likely to interfere with him, him may ignore them completely, or try to get them to help with whatever he's looking for. In the event that he becomes hostile, he is most likely to attack spellcasters first, believing them to be the biggest threat, while almost completely ignoring anyone who seems to be relying on technological items, firm in his belief that their technology will fail or be easy to bypass.



Sleep Dep

In the ashen wastes, there is a caravan that roams, scavenging and trading for what it can; looting and hunting for what it can't. It is the home of a collection of doppelgangers as old as legend and frequented by one as secretive as the fate of Blevik itself.

The rarely seen 'Sleep Dep' is a smallish, lime green, winged unicorn with amber eyes and a mop of unruly white mane kept under a weather-beaten leather cap. Though small, Sleep Dep commands the respect of the caravan and most doppelgangers who stumble across her.

Legends say she once headed a vast criminal organization that spanned the breadth of Everglow, that she hunted the mythical ballywhoop to extinction, and that she politely declined Soft Whisper's request to join her on no less than twelve occasions. Legends say a lot of things, but the fact remains: documented sightings of her have gone back centuries and no one yet has been able to keep her dead for very long.

Though it is known that she frequents the caravan, she doesn't appear to actually be a part of it. Instead, she wanders in and out of the ash clouds that sweep the region, coming and going as she sees fit, and trading as the fancy strikes her.

Sleep Dep, in contrast to her notorious history, has apparently turned over a new leaf in recent years. While certainly elusive, she has taken to trading small pouches of soil, skins of water, dried fruits, and even druid blessed seeds when the need is great. Where she obtains such things is unknown, and her supply never great, but the fact that she is giving such things in exchange for trinkets speaks for itself.

Likewise, In a rare sign of trust, the caravan has taken in what appears to be a personal friend of Sleep Dep, the unspoken spawn named Split. The spawn, a sandy colored mare with a chitinous face and stony hooves, possesses an unfortunate split jaw and prehensile mouth tentacles reminiscent of the great worms that roam the wastes. Though gruff, Split will frequently hold messages or ferry packages for when Sleep Dep makes an appearance.

GM note: Sleep Dep is as much her legacy as she is her character. Descended from a very long line of sorcerers, Sleep Dep has practiced her entire life to play her role as the immortal Sleep Dep of Blevik. Just as all the other Sleep Deps before her. Yet, where her ancestors kept a large criminal network that funneled goods across Everglow, the current Sleep Dep has seen the horrors of the current age and has turned what remained of that network into a system to collect and distribute supplies.

Using those same contacts, she has been carefully cultivating friendships with those who still possess critical

resources and making sure to lend her aid where it is most needed. A dead world, after all, isn't much of an investment.

Sleep Dep will listen to pleas for help, decent trades, and rumors of the world recovering, though little else seems to interest her at this point.

Split is Sleep Dep's public face. Where Sleep Dep has receded into the ashes for the most part, Split is more than willing to converse with any intrepid traveler or weary wanderer that stumbles across the caravan. Offering dried fruits and water, Split will happily listen to news of the 'outside' world or trade stories or trinkets. Split can even be convinced to tag along for a time, though she will seek out the caravan again... it is her home after all. Split prefers to use bludgeons and her hooves in combat, though a sneakily hidden spell is not out of the question. Sleep Dep, if she is ever engaged, will try to escape. If she cannot, or is pursued, she will defend herself with extreme prejudice, employing simple weapons and even complex spells if pushed.

The caravan is nothing more than a rallying point for Sleep Dep's closest allies, trailing back generations. Each member, a doppelgänger who has taken on the mantle of their predecessor. If any ever fall ill or perish, another of their number will take up their name and character within the month... a 'recovery' time in which the individual is polished to a perfect semblance of their role. After all, the highest respect a doppelgänger can ever receive is to replace their target seamlessly and assume the role in every manner imaginable.

The caravan maintains supplies of water and preserved foods as well as a small stock of high-quality firearms and enchanted items — all carefully disguised as improvised tools. Let it never be said that several hundred years of criminal activity doesn't have at least a few benefits.

Sleep Dep's brand of destiny, when she reveals it at all, always contains a wisp of white, hidden among the image. Split's brand is a steaming loaf of rustic looking bread.

Sondra

Sondra is a clockwork pony of a long line that claims to be able to trace itself back to either Sonja the Tinkerer herself, or one of her companions, depending on who is telling the tale. As the direct descendant of one of the founders of the current town of Stone Cross after the cataclysm, she takes her position and place in life very seriously. In keeping with her brand of a shield, she was one of the town's defenders from a siege attempt early on.

She has since become not only one of the youngest members of the town leadership, but also one of the primary guards of the city. She is known for charging into battle with her shield in front of her, often simply ram-

ming into one of the enemy with piston-powered legs, trusting in her tough steel hide to protect her from retaliation. She is well-loved by most of the other guards for her willingness to go into battle alongside them, even as they may joke about her not leaving anything for them.

Sondra is considered by many to be an obvious next choice for the mayor of the town, but is unlikely to want to take it, as getting away from the front lines and having to deal with diplomacy is not something she really wants. Sondra is one of the few ponies in Stone Cross who knows about the Steelheart factory and considers it part of her job to make sure that any others who might get curious get properly distracted away from it.

GM Note: Though ready to lend her efforts in a fight that affects her people, Sondra is unlikely to wander far from Stone Cross. Her destiny is there, and she is happy to serve as their guardian and steward. Players who visit Stone Cross may run into her. If they don't cause her people trouble or concern, she is likely to be a friendly contact. In the future, she may be in charge of the settlement, changing the dynamic with which she is approached. She is aware of the Kollektive but chooses to not get heavily involved with them.

Spiced Rum

He was once a member of a city guard, serving with and under Steel Prism. After Steel set out to pursue his own destiny, Spiced Rum left shortly thereafter. He set out into the wastelands looking for survivors who were in need of assistance and help if he could, but he's much happier when there are raiders to stop. Though he abandoned his post, he believes he is helping his people by making the world safer.

His preferred methods usually involve subterfuge, sneaking into their camps at night and stealing their supplies or killing their leaders silently. Any supplies he finds are given away when he can, but useful gear he will keep for himself. Those who hear tales would be from either from survivors of raided camps or the lucky few he's able to save out in the wastes.

GM Note: Though he knew Steel Prism, he was unaware of his Champion status. As far as he knows, Steel went off to bravely die for some good cause. That was fine, in a sense, but Spiced didn't want to *die* for a good cause. Smart people made other people die for good causes. Driven and vigilant, he scours the wastes and may run into the player party either in or out of a town. He is likely as much an outcast as any of them, having no true 'home' anymore. If the party seems to be of good heart, he may be talked into joining and lending his roguelike talents.

Supercell

Supercell is a stormborn sorcerer pegasus. He is a master of the storm, fierce and swift as the winds of a hurricane, and wields deadly lightning as his weapon.

Born to nomadic pegasi parents, he was on the move constantly from a young age, exposed from the start to the full rigors of the Ashen Age. He is a thrill seeker, as he goes from one dangerous situation to another, whether it be showing up in the midst of a battle or following the storms which are his namesake.

GM Note: When he joins battle, he chooses one side or the other to aid, usually favoring the underdog as the greater risk is the greater thrill. After such a thing, he may stay for a while to talk with those he helped, but always leaves in the end in search of his next thrill.

Swift Gadget

Swift Gadget is a pegasus that just loves to tinker with anything and everything possible. She will take anything apart and put it back together, often in better working order than before. The harder it is to take apart the more of a challenge she sees it as and will often go looking for things on which to test her skills of engineering, ship building and siege engines. As much as she likes building and making things, her one dream is to be a captain of a ship. Not just any sort of ship, a flying one.

It took many years of working in settlements till she heard rumors of a shipwreck, but that was all she needed to pack up shop and hire some guards to help her get to the ship. It was a hard travel, and took a number of years, but she found the wreck and she set to her work to get the ship airborne. It was going to take many parts and repairs and she is always looking to hire people to look for these parts or buy them if she learns that someone has one. If any person or group helps her finish her dream, then she will be more than happy to fly them wherever they wanted to go.

GM Note: Encountered mid-quest, Swift Gadget is eager to join any party that may wander where there are ancient parts that can be scavenged and recovered. If the target is ripe enough, she may even work entirely for free, for first pick of the technological parts that are unearthed. While working with a group, she is happy to tinker on things, improve equipment, and repair what needs upkeep, but she is not too eager to join a fight if it can be avoided.



Techno Blue

Techno Blue is a lawful neutral unicorn that is known for being generally grouchy. When given something to experiment with, this can turn around, seeming almost happy as he works. He likes to experiment by combining magic with science. He's a tinkerer and likes making contraptions, occasionally selling them off for others to use. He doesn't make weapons for those he doesn't know. Since his horn is broken, he can't use magic externally. His remaining power is focused through his mechanical arms. Working like hands, he does most of his actions through them. The whole suit and mech arms weigh next to nothing (when powered) for ease of travel, but this doesn't apply to things he carries in them. The mechanical arms aren't overly long but can still startle opponents by reaching just a bit further than most expect.

Any spare mech arm not currently doing anything will usually act as an extra leg, improving balance and stability. Removed from his suit, he is quite weak. If he doesn't change the gem in his chest harness either after a strenuous task or every day, the arms power down and

drag on the ground. This makes moving a lot slower and tripping chances increase.

Occasionally he can be seen holding an old street sign from before the destruction, using it as a makeshift melee weapon. His favourite being a 'STOP' sign. Others would describe him as closed off. Mean on the outside, but once someone has been around long enough, he'll care about them. If someone needs a job done, he won't do it without advance payment. He has practically no charisma. He has been known to make some replacement body parts. He has given at least given one pegasus a mechanical wing. He lives in a thriving city, on a busy street but keeps to himself a lot of the time.

GM Note: Eager to learn, Techno is not above getting his hooves, mechanical or not, dirty in the name of science or progress. He cares little for those around himself outside of a seemingly utilitarian bent but can serve as an able and willing addition to any party willing to put up with his thirst for knowledge and is able to help him uncover new secrets to expand his mechanical reach.



Um-Okazi

Um-Okazi is a green giraffe. It is said that the Author was insatiable in her desire to blend animal and humanity and create the perfect race. She thought giraffes would have the perspective to see the world as a whole and appreciate their part in it. She blessed them with the special power to extend their neck and other limbs. When their head is up in the sky, they can indirectly control the weather by eating or expelling clouds.

He first appeared in Everglow-proper many years distant, traveling the ashen wastes from the far east. He set himself to the task of restoration after spending some time in consideration. He began to smash the oppressors that were hoarding water, while encouraging more rainfall with his natural abilities. With his talents, he drew those seeking a better chance and formed a small but growing military kingdom in a valley, forming the small but vibrant state of Manzanania.

GM Note: His settlement is a known source of food, competing with Turves to be the number one source in Everglow. He is likely to be encountered if the players visit his settlement, or if they happen to be at the same place where people are exploiting the resources of the land. He is unlikely to join a party longer than a single task, always returning to his people to keep the water coming and the crops sprouting thick and healthily. Those of the Ash Tenders are likely to have heard of him and his settlement. It resists the ash and shows clear signs of recovery. It is certainly worth exploring.

Votary Notary

Though he began as a low-born son of laborers, he learned and grew ready for bigger things. It was the priests of Night Mare's shrine that whispered that he carried ancient pony blood of great potency. He had the blood of rulers and would one day be called to task for it. His time came when a great raiding camp descended from Trash Heap, guns blazing. Even as the guards fought bravely, Votary gathered the noncombatants and got them away to safety. The town was lost, but its people were not.

They began to follow him. His reading of politics paid off with his ability to soothe frictions and keep their group coherent. His faith to the Night Mare was shared with them, and soon they formed "The Cult of the Night", visiting settlements to bring the good word of the dark mistress and the protections she could offer those who knew how to defend themselves.

GM Note: Risen to the task of leadership, Votary values his people and his faith. He sees himself as a shepherd of them and will not accept any harm that befalls them as anything less than an abject failure on his part. The Night Mare provides... for those who have the strength, and he intends to do her proud. He actively spreads the word of his patron and seeks out 'false'

gods; cults of unknown things or demon lords (such as Apep), trying to purify the ashes in his own way. He is likely to cross paths with the players along such lines, bringing tidings from his goddess or being in motion to act against false gods or protect his people. Though he does some good, he is evil in practice, and only regards the saving of noncombatants as a bonus in his crusade.

Whisper

An undead pegasus, he does not recall his name, but has taken up the new title of Whisper after others gave the name to him. He was created during the Blaze that started the Ashen Age. As the cataclysmic power stole across the land it infused the body of a pegasus that had frozen to death on an ice-covered mountain. Who was he? Why was he there? He no longer remembers... so he searches for answers, a purpose, or even just hope.

His behavior tends towards guarded, but hopeful. He knows he is different and has figured out the hard way what ponies think of the undead. He will help those in front of him, but he will not seek out those in trouble. Unfortunately, trouble does end up finding him more



often than not. His abilities include being able to see and converse with the recently deceased. He cannot touch them or command them.

As an accidental lich his powers are still evolving but remain stunted at the current time. He can still move any part that is unattached from his main body up to ten feet away. Anything past ten feet he can still sense but will be unable to move. He cannot eat as food will just rot in his body, but he does sleep after a fashion. He stops moving and allows his mind to wander and dream, with disjointed snatches of his old memories.

His phylactery is a horn ring he keeps on a small chain around his neck. He does not know why he has the ring, only that it was important to him before and even more so now. His natural pegasus magic is much weaker than it was in life. Whether it is due to the accidental nature of his creation, or simply because he is an undead is unclear; however, the fact remains that he cannot make full use of his pegasus heritage, including any cloud walking magic. His travels have taken him all over much of Everglow, and still he searches.

This has led to rumors and ghost stories of a strange stallion that one might meet on the road. A stallion that covers themselves from head to hoof might one day ask

to share the road with you on your travels. If you agree, he will accompany you for a time and ask you about your journey. If you refuse, he will apologize for his selfish request, and wish you well on your journey. Normally this would be a forgettable occurrence; however, when the stallion approaches one who has suffered a tragic loss he will pause in the middle of his entreaty before suddenly apologizing for the loss they have suffered. The stallion will know the name of the deceased as well as when they died. The stallion even will know things only the dead will know. He is seen by some as a bad omen, a reaper, but others see him as a helpful spirit to help the dead convey their thoughts to their loved ones.

GM Note: Initially quiet and non-hostile by default, Whisper watches and learns. An investigator by trade, he tries to not act without knowing what he is doing. When he does make a misstep, he often feels embarrassed and flustered, resulting in his awkward social motions whenever the conversation reveals he was taking the wrong tact. Though undead, his soul is both present and fully aware. He does not seethe with corrupted energy and is free of any darker impulses such creatures are known to exhibit. Positive energy still harms him, just as negative energy aids his undead form, but he is not made evil by it.



hazards of the Ash

While a hurricane, tornado, or lightning storm is still a perfectly valid and worrying weather pattern, the world has been injured, and makes its feelings known. While most of these are to the detriment of any group or settlement they happen to, some of the elemental outlashings can prove beneficial or even just dazzling in their effects.

Ashfall

The ash of the age is how it got its name, so it comes as no surprise to most that one encounters it constantly. While many settlements make it a point to clear out the most common roads of the stuff, it comes back just as easily when the wind picks up. During rain, ash reacts strangely, refusing to become wet or change in consistency. The water will affect the ground beneath the ash, while leaving the sooty layer untouched.

Ash produced recently, such as from a burning fire, does not join this collection. Only the ash created in the Blaze exhibits this strange behavior. Moving through thick ash is not precarious but will slow someone down (as difficult terrain).

Active

Activated ash occurs when the spirits of those destroyed in the ash have become roused. Though they display no individual sapience as a whole, as a collective, the ash can show uncanny amounts of anger, empathy, or even despair. Howls that echo in the wind, or a gentle guiding eddy that leads the lost back home are both possible, though acts of anguish and anger are more likely.

These should be treated as a haunt, with the exception that the site of the haunt is the ash itself. If the ash is blown or otherwise moved, the haunt goes with it. This allows those that can move ash effectively to use it as a weapon or a boon to those they wish.

Wind

Even unactivated ash can pose a serious threat. While entirely walled communities can keep the majority of ash from blowing in and across their living areas, every-

one else has to deal with the fact that any strong wind will carry the foul stuff. If the wind is strong enough to force a saving throw, make a Fortitude check for every minute spent breathing the ash. On a failure, the unfortunate becomes sickened for ten minutes. If they were already sickened, they become nauseated for 1d4 rounds in a massive fit of coughing. The first check is made immediately on first being exposed to the ash winds. This is an inhaled poison effect.

Awakened Weather

The weather itself can host an intelligence these days. Any weather pattern that one might expect, such as a rainstorm, thunderclouds, tornado, or other effects can be possessed with a will and seek to impress the world with it. In some cases, this can be beneficial, as a raincloud takes pride in quenching the drought of an area or making plants blossom under its gentle touch. In many, it can prove extremely hazardous, as tornadoes actively chase down anything it perceives, trying to cause damage with a malignancy that only an elemental bent on the task could provide.

Such effects can be dispelled or dismissed with weather controlling magic. Cloud walkers capable of dispersing clouds can attempt to fight such effects directly with a Fly check (DC 5 for light weather, 10 for moderate, 15 for strong, 25 for severe, and 35 for storms/tornadoes). The cloud walker must be within reach of the effect before attempting.

Elemental Balance

With the balance of the world out of order, it is not uncommon for elements to draw out of alignment with one another, in the wild or in settlements with equal ease. Some of them can prove quite debilitating, while others need extra caution to avoid harm.

False Earth

The power of the unhinged elements is vast and terrible. A field of dirt or grass suddenly betrays a traveler, causing them to sink into it like quicksand, or it may prove unnaturally rubber-like, causing each step to send the user a foot into the air, constantly bounc-

Table: Ash Wind Effects

d%	Wind Strength	Wind Speed	Visual Penalty	Save DC
1-50	Light	0-10 mph	—	—
51-80	Moderate	11-20 mph	Concealment after 20 feet.	5
81-90	Strong	21-30 mph	Concealment after 10 feet. Total Concealment after 20 feet.	10
91-95	Severe	31-50 mph	Concealment within 10 feet. Total Concealment after 10 feet.	15
96-100	Windstorm	51+ mph	Concealment within 5 feet. Total Concealment after 5 feet.	20

Table: Elemental Effects

Element	Effect	
Fire	Minor Strength	Fires begin more easily and will spread if given even a moment's chance.
	Major Strength	Flammable materials have a 10% chance of igniting without cause, requiring constant vigilance.
	Minor Weakness	It takes twice as long to start a fire, and they burn significantly softer, making steam and cooking both difficult prospects.
	Major Weakness	Fire becomes impossible, stymying the firing of bullets or other explosives. Fire spells deal half their usual damage.
Water	Minor Strength	Water seems to condense more easily. Exposed electronics are in danger of shorting.
	Major Strength	Humid and miserable, any local water sources will expand from their normal boundaries, potentially flooding things. Fire spells deal 25% less damage.
	Minor Weakness	Everything feels parched. People need half again as much water to be comfortable. Extended durations of this imbalance will cause even ashen plants to wither.
	Major Weakness	Water is the element of life, and it is absent. Every hour, a Fortitude save vs. DC 20 is required to avoid becoming fatigued and taking 1d6 damage if one has any need to drink to survive. If the person has drunk a day's worth of water within the hour, they pass the check automatically. Crops are doomed.
Earth	Minor Strength	Non-living things move hesitantly. Doors squeak, vehicles and constructs move 25% slower.
	Major Strength	Even living things feel the press of otherworldly pressure on them. All things move at half their usual speed. On the positive side, the strength of the earth sustains them, giving them DR 5/—.
	Minor Weakness	Everything feels somehow flimsier. The hardness of all objects in the area is reduced by 5.
	Major Weakness	Everything seems to be coming apart. The hardness of all objects is reduced by 10, which is enough to cause many structures and vehicles to collapse under their own weight and usual operation. Move on pins, or be buried under yielding, but still just as heavy, steel.
Air	Minor Strength	The wind picks up two stages, likely causing an ashfall.
	Major Strength	The wind picks up another two stages, virtually guaranteeing an ashfall and misery for those caught in wind's grip.
	Minor Weakness	Wind, if any, decreases by two stages. The air is unusually still. Sound rings clearly through the eerie silence, decreasing range penalties for hearing-based Perception checks by half.
	Major Weakness	All wind ceases, even if a tornado had been in progress. Magic attempts to cause wind must succeed a Caster Level check against DC 25 or the spell is lost. Such a spell will only persist half as long, even if successfully cast. All people present are subjected to low air pressure as if traveling at high peak altitudes.

ing awkwardly. Or, the entire field could be as hot as fire. The worst part of such patches, which may be as small as ten feet across or as vast as a hundred, is that they can pass at any moment. Those caught inside the altered terrain become stuck, having to dig themselves out. If they were beneath the surface, suffocation is a very real possibility.

False earth can effectively be any normal hazard, with the added danger of it being almost impossible to spot until the user is already experiencing the effect of it. Increase the Perception or Survival DC to notice such hazards by 10.

Cloudbreak

The ashen clouds are thick and impenetrable. Even a flyer with an air supply will find no top to it, just endless darkness through which the light of the sun only dimly penetrates, chasing away the utter darkness of the night. Still, there are times when the lucky are allowed a glimpse at the universe that exists outside of Everglow. Even at night, things brighten noticeably as the sun, moon, or stars become visible, glittering and burning in the sky, reminding that there was a time before the ash, and there will be a time after the ash.

It is considered a sign of extreme fortune to be born beneath such a cloudbreak, however unlikely the odds are. Even for those already alive, such an event can be inspiring. Those who witness such a thing enjoy a +1 morale bonus to all skill checks and saving throws for a full day. It is not without its hazards. Unaccustomed to daylight, those exposed to the abrupt brilliance of the sun become dazzled for ten minutes.

Drying Dust

Often confused with ashfall, travelers will shield their eyes and wear filters, thinking they are protecting themselves, but this dust is subtly different in appearance (Survival DC 25). Every hour that an unwary traveler is exposed to the dust, one day's worth of food will be dried to uselessness, unrecoverable and lost. A completely sealed container will be unaffected, but most travelers don't have entirely airtight backpacks. If no food is available to dry, water goes next, then other liquids. Even magic potions can be affected, though they get a saving throw using the user's Fortitude save against DC 15.

Mirage

Sometimes, Everglow itself seems to reach out to

those who wander it. A traveler through the waste will see just what they wanted. It's not always an immediate need, such as food, water, or shelter, but they may come across a friendly merchant who will exchange news and pleasantries, breaking the monotony and isolation of travel. Whatever the form of the mirage, it will fade. If the traveler doesn't stop, they may never realize the false thing they interacted with.

If they consumed the mirage, they will have a very real consequence in the form of a very upset stomach. A Fortitude save against DC 25 keeps it to an uncomfortable reminder to be cautious. A failure renders the victim staggered for 1d2 full hours, during which it feels like their insides want to get out. This is an ingested poison.

Tales are told of people meeting others, speaking for hours, making friends or enemies, only to have them fade away. Some say they are echoes of those who died in the Blaze, seeking one final chance at life. Whatever they are, they are considered a worrisome, but usually not dangerous, part of the wastes. Just don't accept the food or water from those you don't know.

Neverwhere

The rumors of people becoming lost between here and there are not entirely due to hungry beasts, arcane creatures, and greedy raiders. Some get caught in the webs of the broken elements themselves. Such unfortunate beings travel the same small plot of land endlessly until they find their way free, run out of supplies, or meet some other unfortunate end. Such nowhere storms can last anywhere from minutes to days to months. A Survival check can be attempted when entering a nowhere and at the start of each day attempting to navigate it. A success allows the traveler to move at regular speed that day, possibly escaping the nowhere.

Victims most often notice they are caught in a nowhere when a landmark seems to not move, as if it was the thing that was caught. Though the ground beneath them seems to move with their efforts, the landmark will remain unchanging, no matter how close it might be.

Table: Neverwhere

d%	Intensity	Travel Speed	Survival DC
1-50	None	100%	—
51-80	Light	50%	15
81-90	Moderate	20%	20
91-95	Severe	10%	25
96-100	Stasis	0%	30

Past Echo

While the previous ages are gone, their ghosts refuse to be entirely forgotten, not just yet. There is a reason people consider cities and remnants of the past to be terribly haunted places, besides whatever hostile fauna

and flora may inhabit them. When around old buildings or old machinery, it is possible for a past echo to overwhelm the area.

When an echo is triggered, a complete illusion blankets the area, masking it for all the senses. One can hear the past, see the past, touch it, smell it, taste it, and more. The only problem is that this illusion is only so powerful. Should a potential victim walk out into space, supported only by this illusion, they fall unless they have the ability to walk on water (or can otherwise support themselves in the air).

So long as the echo remains, one can interact with the past, possibly speaking to the people that once lived, pressing buttons on machines that long ago quit. They may see reactions, but to little effect outside of altering the illusion. An illusory computer may open an illusory door, but if there is a real door, or rubble, in the way, that will not allow them past.

Besides the danger of what appears to be there, but is not, or things that appear to not be there, but are, past echoes are magnets for actual spirits, ghosts, and other phantoms. If any are in the vicinity, they are often compelled to play a part in the illusion, but their alignment does not change. An evil ghost will likely seek to do harm to living people it finds in the illusion, even if it is pretending to be a truck driver at the time.

Greater

Greater Past Echoes are rare and fabulous. Interactions with them affect the world, provided the same thing that is moved both existed in the past and still exists the present. A door that is opened through interactions with the illusion becomes open in reality if the door remains. Such echoes can also cause direct harm to those exploring them, subjecting them to all manner of effects with their powerful magic. If one is immune to illusions, it is treated as a phantom, continuing to be 30% effective despite seeing through it.

Prismatic haze

While the elements of the world struggle to find a new equilibrium, there are places where they clash and mix in chaotic messes. These places can typically be spotted from a distance, as the ash and dust in the area will sparkle with flashes of all the elements involved, creating a colorful, and dangerous, warning of what is to come to those about to enter.

Such places are considered a Wild Zone (PF: See *Pathfinder Unchained*, Spell Alterations: Wild Magic). Magic used by and against anyone in such a place is a roll of the dice, literally. Technological devices are also thrown askew. Any time they would expend a charge, they trigger a wild magic surge with unpredictable effects, with themselves considered both caster and effect.

This hazard is often sedentary, forming in a place and remaining there for weeks or months before the local

elements fall out of the delicate balance that allows for it. It can form on or in settlements, making life 'interesting' for those who live in it. Though the onset of the haze can be quite dangerous, once people are aware of it and electronics are deactivated, a population can manage without magic and wait for it to pass, hopefully.

Radiation

the Blaze was not, itself, radioactive. At least, not most of it. All the elements were thrown into a fury, and while small pockets of intense radiation occurred, most of it manifested in other equally destructive ways. The technology of the time, however, made use of magic and radiation, often together, to provide power to an expanding population of the world. When those generation points were subjected to the Blaze, some of them reacted just as violently in return, only adding to the devastation.

Radiation is a deadly threat to those who would explore technological ruins or ruins of advanced civilizations, and even in areas that appear devoid of strange artifacts, the land, the water, or the local flora and fauna may be irradiated. At the GM's discretion, adventurers may even be affected by the cumulative effects of mild levels of radiation that would be harmless if encountered briefly but may build into dangerous levels over sustained or repeated periods of exposure.

Radiation is a poison effect whose initial effect causes Constitution drain and secondary effect causes Strength damage. Radiation dangers are organized into four categories: low, medium, high, and severe.

Area of Effect: Radiation suffuses a spherical area of effect that can extend into solid objects. The closer one gets to the center of an area of radiation, the stronger the radiation effect becomes. Radiation entries list the maximum level of radiation in an area, as well as the radius out to which this radiation level applies. Each increment up to an equal length beyond that radius degrades the radiation strength by one level. For example, a spherical area of high radiation with a radius of 20 feet creates a zone of medium radiation 21 feet to 40 feet from the center in all directions, and a similar zone of low radiation from 41 to 60 feet.

Initial Effect:

- **PF&SF:** Radiation initially deals Constitution drain unless the exposed character succeeds at a Fortitude saving throw. A new saving throw must be attempted to resist the radiation's initial damage each round a victim remains exposed to it.

- **5e:** Radiation initially deals Constitution damage unless the exposed character succeeds at a Constitution saving throw. A new saving throw must be attempted to resist the radiation's initial damage each round a victim remains exposed to it.

Secondary Effect:

- **PF&SF:** Secondary effects from radiation deal Strength damage at a much slower rate than most poisons. This secondary effect ends only after a character succeeds at two consecutive Fortitude saving throws to resist secondary radiation damage. If a character has Strength damage equal to his current Strength score, further damage dealt by a secondary effect is instead Constitution damage.
- **5e:** Secondary effects from radiation deal Strength damage at a much slower rate than most poisons. This secondary effect ends only after a character succeeds at two consecutive Constitution saving throws to resist secondary radiation damage. If a character is reduced to 0 strength, further damage dealt by a secondary effect is instead Constitution damage.

Removing Radiation Effects: All radiation damage is a poison effect, and as such it can be removed with any effect that neutralizes poison. Ability damage and drain caused by radiation damage can be healed normally.

Soulstorm

Related to activated ash, the fallen souls of the countless lost to the Blaze can become a sapient, malignant force. Those unfortunate enough to be noticed by them were pursued at a run (with the same movement rate they had in life), with the soulstorm having the benefit of having limitless endurance. They do not bite, kick, slash, or otherwise directly attack, instead swarming around the hapless victim(s) and drawing their vitality away aggressively. Positive energy that can affect an area (such as channeled positive energy) weakens the soulstorm, reducing it by one severity class if it deals sufficient damage. If the soulstorm's intensity is reduced to none, it ceases to exist.

Those caught in a soulstorm are assaulted with visions of the unfinished lives and terrible ends that met the individual spirits that make up the angry swarm. A Will save is required every round to avoid its effects. Succeeding by 10 or more causes the soulstorm to weaken by one step.

Table: Radiation Damage

Radiation Level	Fort Save (PF&SF/5e)	Initial Effect	Secondary Effect
Low	DC 13/12	1 Con drain	1 Str damage/day
Medium	DC 17/14	1d4 Con drain	1d4 Str damage/day
High	DC 22/16	2d4 Con drain	1d6 Str damage/day
Severe	DC 30/20	4d6 Con drain	2d6 Str damage/day

Table: Soulstorm

Intensity	Effect	Minimum Damage	Will DC
None	—	—	—
Light	Shaken for 1d4 rounds	5	15
Moderate	Frightened for 1 round, 1 Charisma damage	15	20
Severe	Panicked for 1 round, 1d2 Charisma damage	20	25
Nightmare	Staggered for 1 round, 1 Charisma drain	30	30

New Diseases



Blaze Fever

Exposure to the unhinged elements or to food or water tainted with the same can bring on this disease. Blaze Fever causes hallucinations, fevers, and oozing sores of different colors. Unfortunately, the taint is usually not visible, making identifying it hard to do at a glance.

Type disease, injury or ingested; **Save** Fortitude DC 18

Onset 1 day; **Frequency** 1/day

Effect 1d2 Dex damage and 1d2 Cha damage; **Cure** 2 consecutive saves

New Diseases



Blaze Fever

Blaze Fever can be caught when exposed to especially angry tumults of upset elements. This happen most often when one consumes food or water that was created by magic. When exposed, a Constitution save against DC 15 is required to not catch it. A day after being infected, the victim begins to suffer, gaining a fever. Their Dexterity and Charisma drops by 1 point. Every day after suffering the fever, they may make a Constitution save against DC 15. A success prevents harm the next day. If they pass two saves in a row, the disease fades. When their Charisma reaches 5 points or less, they begin to hallucinate vividly. When their Dexterity reaches 5 points or less, oozing sores of different colors break out across their body.



horrors of the Ash

Many of the enemies one is likely to face in the Ashen Age are other survivors. Two legs, four, or otherwise, the most omnipresent foe are other people. Those who had clustered into towns are eager to keep you away, but those who wander often prey upon any other sentient life they determine they can win against, taking their supplies to improve their own odds of survival. Haggard and toughened by the unforgiving age, diplomacy becomes difficult when the raider attacking you is convinced your death is the only thing that will keep them from the same.

Those who once lived in settlements were removed for a reason, often for various crimes that make them undesirable, but sometimes just for being unusual. The unhinged, monstrous, or just creepy are often tossed out into the cold embrace of the ashes, to make ends meet however they can or die trying.

When one manages to avoid other people, there are plenty of other threats. All monsters of old still yet exist and are just as hungry and territorial. To make matters worse, many of these beasts have absorbed the unhinged power of the elements, becoming even more dire threats to those unlucky enough to happen on them.

Because of this unhinged power, creatures can and do exhibit all manner of templates, such as half-fiend, lycanthrope, or mutant creature without actually meeting the requirements of the template. One need not have ever had any direct contact with the heavens to still end up being half-celestial for all mechanical purposes. GMs are encouraged to assign templates to people and monsters freely. PC unhinged should not gain templates as a rule, that way lay madness.

Simple Templates



Ashen Creature (CR ± 0 or ± 1)

Any corporeal creature can be one of ash. Comprised of the same ash that gave the age its name, such creatures burn with smoldering feelings of the spirits that comprise them. Some are a single powerful spirit, while others are a collection of various souls. An ashen creature's CR increases by 1 only if the base creature has 5 or more HD.

Quick Rules: As the rebuild rules, except instead grant a bonus to Int and Cha rolls equal to half the difference between the base score and minimum score; the

Table: Ashen Creature Changed Abilities

Hit Dice	DR	Minimum Intelligence	Minimum Charisma	Charisma Damage
1-4	—	4	8	—
5-10	3/—	8	12	1d2
11+	5/—	12	16	1d4

Will save DC to avoid Charisma damage gains the same Cha bonus.

Rebuild Rules: **Type** change to outsider (elemental, native); retain any other subtypes as well; do not recalculate HD, BAB, or saves; **Senses** darkvision 60 ft.; **Defensive Abilities** DR as noted on the table below; **Special Attacks** attacks with natural and manufactured weapons deal Charisma damage in addition to their normal damage as noted on the table below; a Will save (DC 10 + 1/2 HD + Cha) will avoid the damage; a victim is immune to this effect if they have taken Charisma damage in this way since their last turn; **Ability Scores** Intelligence and Charisma increase to minimums noted on table below.

Mana Adapted (CR ± 1)

Any creature can be one of mana adapted. Such a creature turns aside magic instinctively, showing a resilience to the charged power of the age, but look much the same.

Quick Rules/Rebuild Rules: SR SR equal to new CR + 5.



Cloud

This looks like most any other cloud, though that is odd in itself, since most of what people see are driving sheets of ash. It's also comically small, no larger than a man in diameter.

Cloud	CR 1/2	PF
XP 200		
N Medium outsider (air, elemental, native)		
Init +0; Senses darkvision 60 ft.; Perception +0		
DEFENSE		
AC 11, touch 10, flat-footed 11 (+1 natural)		
hp 5 (1d10)		
Fort +0, Ref +2, Will +2		
Immune elemental traits		
OFFENSE		
Speed fly 30 ft. (average)		
Melee slam -1 (1d4-2)		
STATISTICS		
Str 7, Dex 11, Con 11, Int 10, Wis 10, Cha 10		
Base Atk +1; CMB -1; CMD 9 (can't be tripped)		
Feats Hover		
Skills Escape Artist +4, Fly +4, Knowledge (geography) +4, Perform (sing) +4, Spellcraft +4, Stealth +4		
Languages Auran		
SQ cloud surface, compression		
ECOLOGY		
Environment any (prefers humid places)		
Organization solitary, a duet, or an orchestra (5-12)		
Treasure none		
SPECIAL ABILITIES		
Cloud Surface (Constant) (Ex) When supporting things with the cloud walker trait, the cloud's carrying capacity quadruples. This effect fades one round after there are no creatures or things left with that trait on it. The elemental can choose to become solid while this is in effect, able to hold other objects aloft so long as the cloud walker remains.		
Compression (Ex) A cloud can move through areas 1/4 its normal space without squeezing or 1/8 while squeezing.		

Cloud



Medium elemental, neutral

Armor Class 14 (natural armor)

Hit Points 45 (10d8)

Speed oft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	11 (+0)	11 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Arcana +2, Nature +2, Performance +4, Sleight of Hand +4, Stealth +4

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 1/2 (100 XP)

Compression. The cloud can enter a hostile creature's space and stop there. It move through a space as narrow as 1 inch wide without squeezing.

Cloud Surface. When supporting things with the cloud walker trait, its carrying capacity quadruples. This fades one round after there are no creatures or things left with that trait on it. The elemental can choose to become solid while this is in effect.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d12) bludgeoning damage.

These creatures are a callback to happier times. They collect moisture as they drift through the dirty air. When they feel full, if they can spy any plant in need of their bounty, they unload their water where it will do the most good. As for the workings of moving things, the clouds are largely indifferent, but do appreciate an attentive audience for their singing.



Desiccated Dryad

This figure appears to be a woman made of dried and twisted knots of wood. Her face is carved into what seems to be a permanent scowl of pain and anger.

Desiccated Dryad

CR 5



XP 1,600

CE Medium fey

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural)

hp 51 (6d6+30)

Fort +8, **Ref** +10, **Will** +8

Defensive Abilities fungal rejuvenation; **DR** 10/cold iron and good; **Immune** disease, paralysis, poison, polymorph; **Resist** cold 10, electricity 10; **SR** 16

Weaknesses tree dependent^{B1}

OFFENSE

Speed 30 ft.

Melee sickle +9/+9 (1d6+5)

Ranged thorn throw +8 (1d4+2 plus parasitic bond)

Special Attacks parasitic bond 1/day (DC 17)

Spell-Like Abilities (CL 6th; concentration +11)

Constant—*Speak with plants*

At will—*entangle* (DC 16), *tree shape*, *wood shape* (1 lb. only) (DC 17)

3/day—*charm person* (DC 16), *deep slumber* (DC 18), *tree stride*

1/day—*suggestion* (DC 18)

STATISTICS

Str 14, **Dex** 20, **Con** 18, **Int** 14, **Wis** 16, **Cha** 20

Base Atk +3; **CMB** +5; **CMD** 20

Feats Great Fortitude, Slashing Grace (sickle)^{ACG}, Stealthy, ToughnessB, Weapon Finesse, Weapon Focus (sickle)

Skills Climb +11, Craft (sculpture) +9 (+15 when affecting wood, and +2 circumstance bonus from masterwork tools), Escape Artist +16, Handle Animal +11, Knowledge (nature) +13, Perception +14, Stealth +18, Survival +9; **Racial Modifiers** +2 Knowledge (nature), +2 Perception, +2 Stealth

Languages Common, Elven, Sylvan; *Speak with plants*

SQ blighted unity, daughters of the blight, tainted blood (DC 17), tree meld, wild empathy +17, woodcraft

Gear sickle

ECOLOGY

Environment anywhere plants live, no matter how sickly

Organization solitary, pair, or plague (3-8)

Treasure standard

SPECIAL ABILITIES

Blighted Unity (Su) Desiccated dryads within 100 feet of each other can communicate through a shared mind. This does not permit desiccated dryads to see and hear through each other's senses, but they can share specific situational information and tactics through telepathy. If one desiccated dryad within range is aware of danger, they are all aware of danger and cannot be surprised.

Daughters of the Blight Desiccated dryads are no longer dependent upon a specific tree. A dryad's tree dependent special ability is modified (but not replaced) so desiccated dryads are required only to remain within 300 feet of any blighted plant.

Fungal Rejuvenation (Su) So long as she remains within 600 feet of a blighted plant of significant size and remains standing on the earth, a desiccated dryad gains fast healing 5.

Parasitic Bond (Su) Once per day with a successful thorn throw attack, the desiccated dryad can transform the thorn into a single burrowing, wriggling maggot that infests the target and infuses with a short-term curse from within unless the target succeeds at a Fortitude save. This parasite creates an unholy link to the target, binding it to the desiccated dryad. This binding persists for 5 rounds, during which all hit point damage taken by the desiccated dryad is halved, and the target takes the other half of the damage dealt. The type of damage remains consistent with what the desiccated dryad receives. Only one parasitic bond can be maintained with one creature at a time. This bond is a curse and a disease. The save DC is Constitution-based.

Tainted Blood (Ex) A desiccated dryad's blood and flesh are rife with disease. Any creature that successfully makes a bite attack against a desiccated dryad, swallows one whole, or otherwise ingests part of one must succeed at a Fortitude save or take 1 point of Strength damage and 1 point of Dexterity damage. One minute later, the creature must succeed at a second save at the same DC or be nauseated for 1 minute and take 1d6 points of Strength damage and 1d6 points of Dexterity damage. The save DCs are Constitution-based.



Desiccated Dryad



Medium fey, chaotic evil

Armor Class 15

Hit Points 112 (14d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Con +7, Dex +8

Skills Animal Handling +6, Athletics +5, Perception +9, Stealth +8, Survival +6

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't cold iron

Damage Immunities poison

Condition Immunities paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 19

Languages Common, Elven, Sylvan; speak with plants, telepathy with fey within 100 feet

Challenge 5 (1,800 XP)

Corrupted Plant Form. The dryad is immune to any spell or effect that would alter her form. Additionally, the dryad is not subject to disease. Any creature that tries to bite or consume the dryad is subject to 10 (3d6) poison damage for each attempt to bite/consume her.

Magic Resistance. The dryad has advantage on saving throws against spells and other magical effects.

Reaper. Whenever the dryad uses any sickle, she uses Dexterity for her attack and damage rolls. Additionally, such weapons are considered magical when wielded by the dryad, and she deals additional poison damage with that weapon (included in the attack).

Regeneration. As long as the dryad is near corrupted vegetation, and she does not start her turn with 0 hit points, she regains 10 hit points at the beginning of her turn.

Innate Spellcasting. The dryad's spellcasting ability is Charisma (spell save DC 16). The dryad can cast the following spells requiring no material components:

3/day each: *charm person*, *entangle*, *sleep*, *tree stride*

1/day each: *suggestion*, *fabrication* (plant-based objects only)

Tree Dependent. The dryad can never be more than 500 feet away from corrupted vegetation. If removed, she has 3 rounds to return to the vegetation, or she will die. Returning before the end of the third round resets this countdown.

ACTIONS

Multiattack. The dryad makes two attacks with her sickle or her Thorn Throw.

Sickle. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage and 7 (2d6) poison damage.

Thorn Throw. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage, and the creature must make a DC 14 Constitution saving throw or have the thorns burrow into them, causing a terrible link until the end of the dryad's next turn. Linked targets take half of all damage that the dryad takes until the link ends. The dryad can only have one link at a time; establishing another link ends any other links.

When the Blaze tore the world asunder, the trees were destroyed almost universally. The massive trees that homed dryads were the least able to hide from the destruction. With it, most dryads withered and died. Some refused this fate.

While the rest of the world staggered in numb steps, these dryads clung desperately to life. They found a new source of sustenance. The ash that would name the age became their fertilizer, and the scraggly plants that sprouted were, in part, their fault, encouraged by them. Despite their selfish want to live, they gave the world its first needed step towards recovery.

Twisted with an ever-present hunger, these dryads have honed a deep resentment and fury for those that helped destroy their old life. They care not who was right, the fey or the humanoids; all are equally to blame in the eyes of the desiccated dryads. While shackled to the largest warped plant they can find, they take great pleasure in bringing pain and misery on those who happen upon their territory. Their sickles drip with the blood shed during the Blaze, though the dryads claim it is actually the sap of all the fallen trees.

Should a kind soul restore the plants that live within the domain of a desiccated dryad, it is possible to restore them to their old selves. Despite this possible salvation, the desiccated dryad will defend its domain against any such interference. Their mistrust for others usually prevents them from believing that there is any other way but their constant suffering. Though angry and violent, they do their part to mend the world, one tended copse at a time.

Dust Sprite

This lithe, diminutive creature looks like an ash-coated humanoid with wispy, moth-like wings and long, thin ears.

Dust Sprite

CR 4



XP 1,200

N Diminutive fey

Init +5; **Senses** low-light vision; Perception +13

DEFENSE

AC 19, touch 19, flat-footed 14 (+5 Dex, +4 size)

hp 40 (9d6+9)

Fort +4, **Ref** +11, **Will** +7

Defensive Abilities ash blend; **DR** 5/cold iron;

Immune aging, radiation; **SR** 14

Weaknesses vulnerability to piercing damage

OFFENSE

Speed 15 ft., burrow 30 ft., fly 60 ft. (perfect); ash glide

Melee dirk/dagger +3 (1d1-5)

Space 1 ft.; **Reach** 0 ft.

Special Attacks ashen gust

Spell-Like Abilities (CL 9th; concentration +9)

Constant—*detect evil*, *detect good*

At will—*dancing lights*, *daze* (DC 10), *gust of wind* (DC 12)

1/day—*entangle* (DC 11)

TACTICS

Before Combat Most dust sprites avoid conflict whenever possible. Their small stature leads them to a healthy fear of all other living beings larger than themselves. A curious exception, but they will approach short leg ponies easily. If pressed, they insist that the small ponies understand what it's like to be the smallest thing in the area.

Stronger than that fear is their wish to see their racial destiny fulfilled. Those who actively harm their efforts can bring about their wrath.

During Combat They will use the ash to blind and harass their foes while fading into it themselves when pursued.

Morale A dust sprite reduced to half its hit points or less is very likely to flee. They will remember who harmed them and often return. Such events may even prompt them to seek the help of larger species. While larger fey scare them, they know the power that size brings, and using it against the enemies of the world is a fair practice.

STATISTICS

Str 1, **Dex** 20, **Con** 12, **Int** 12, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +5; **CMD** 10

Skills Acrobatics +17 (+9 to jump), Escape Artist +14, Fly +25, Knowledge (geography) +13, Knowledge (nature) +13, Perception +13, Stealth +29, Use Magic Device +12

Languages Common, Sylvan

Gear shortspear

ECOLOGY

Environment any aboveground, especially where the ash collects

Organization solitary, pair, troop (3-6), band (7-14), or tribe (15-40)

Treasure standard (shortspear, other treasure)

SPECIAL ABILITIES

Ash Blend (Ex) When in an ashy environment, the dust sprite is effectively invisible.

Ash Glide (Ex) A dust sprite can move through ash and soot with its burrow speed. This includes up to 5 feet deep in dirt beneath a collection of ash, allowing it to move through the earth across much of Everglow outside of population centers.

Ashen Gust (Ex) When a dust sprite uses its gust of wind spell in an area with ash, the ash surges with the wind if they so choose, getting into the eyes, ears, and possibly mouth of those in the area of effect. Those who fail a DC 15 Fortitude save against this effect are blinded for 1d4 rounds. Success sickens them for 1d4 rounds instead. Once affected by this ability, pass or fail, they become immune to further uses for a day.



Dust Sprite



Tiny fey, chaotic evil

Armor Class 15

Hit Points 70 (20d4 + 20)

Speed 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (+5)	20 (+5)	12 (+1)	12 (+1)	12 (+1)	10 (+0)

Saving Throws Dex +7

Skills Acrobatics +7, Nature +5, Perception +5, Stealth +9, Survival +6

Damage Vulnerabilities piercing

Damage Resistances bludgeoning and slashing damage from nonmagical weapons that aren't cold iron

Condition Immunities charmed

Senses darkvision 30 ft., passive Perception 15

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Ashen Traits. In ashy environments, the dust sprite is invisible. It can also gain a 30-foot burrow speed when in ash, or up to 5 feet below a dirt surface covered with ash. The sprite's *stinking cloud* spell works by creating a cloud of choking ash and covers the ground in ash when the spell elapses.

Innate Spellcasting. The sprite's spellcasting ability is Charisma (spell save DC 12). The sprite can cast the following spells requiring no material components:

At will: *druidcraft*, *dancing lights*, *detect evil/good*

1/day each: *entangle*, *gust of wind*, *stinking cloud*

Magic Resistance. The sprite has advantage on saving throws against spells and other magical effects.

Radiation Immunity. The sprite is immune to any damage or effects caused by radiation.

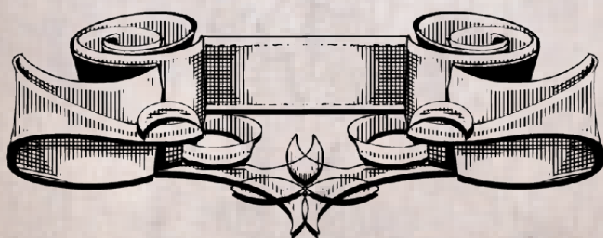
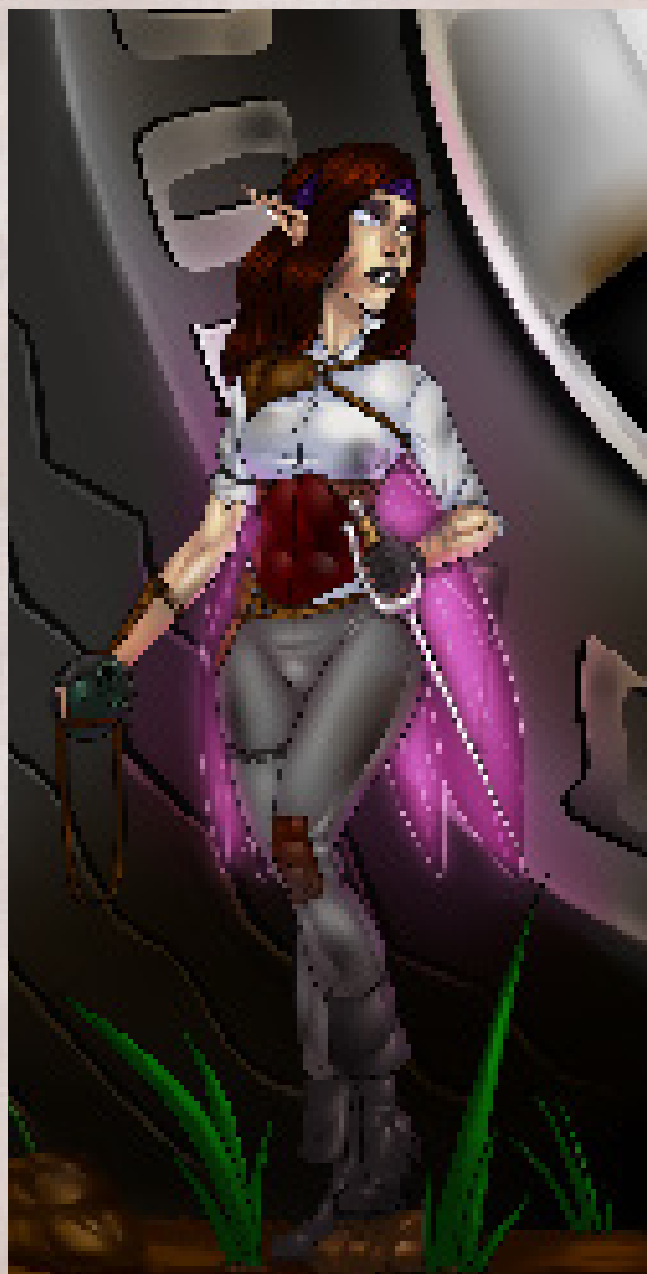
ACTIONS

Multiattack. The sprite makes two attacks with its spear.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1 piercing damage and 10 (3d6) poison damage.

Motivations & Goals. The dust sprites are eager to put right the wrongs that have been inflicted on Everglow. To this end, they seek the places where the elements still thrum powerfully and try to restore the balance they once had, to assemble the house of cards from the inside. This is a slow task, passed on from generation to generation. The individual processes of getting this done may seem obtuse and nonsensical to any watching them, but they continue, confident that they are doing their part to end the Ashen Age.

Dust sprites are proficient in the use of firearms but lack the ability to make them. Any firearm they find is made for creatures much larger than themselves. When and how they gained the knowledge of the function of firearms is a mystery, but they understand them and their workings.



Star Bear

A massive monster lumbers towards you. It's fur shimmers and crackles with raw elemental power, and flickers with multicolored points of light. It would look almost pretty—if it wasn't trying to kill you.

Star Bear

CR 8



XP 4,800

NE Huge fey

Init +3; **Senses** destiny scent, low-light vision; Perception +15

Aura frightful presence (30 ft., DC 16)

DEFENSE

AC 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)

hp 104 (11d6+66); fast healing 5

Fort +9, **Ref** +8, **Will** +8

Defensive Abilities elemental nature, star forged

OFFENSE

Speed 40 ft.

Melee bite +14 (2d8+11), 2 claws +14 (1d8+11)

Space 15 ft.; **Reach** 10 ft.

Special Attacks fate theft

Spell-Like Abilities (CL 11th; concentration +12)
2/hour—slave to destiny (DC 17)

TACTICS

Before Combat Star bears prefer to avoid combat, stalking their prey then paralyzing them with fear and magic, allowing it to steal their fate, then consume their flesh. If it can manage to capture its prey while they are asleep, all the better to pluck their destiny away and consume them before they even know the scope of the shock of it.

During Combat Once combat has begun, a star bear is no existential threat alone. With massive claws and gnashing teeth, it will rend those between it and its prey if it has to. Should a fated one fall, taking their destiny and fleeing may end its interest, for that night, but if it knows other tender marks are available, it will return.

Morale If a star bear has not obtained at least one stolen fate, and one remains within range of its fate scent ability, it will not flee, no matter how terrible the wounds. The only thing that could change its mind is a proper gift that matches its current target.

STATISTICS

Str 32, **Dex** 8, **Con** 22, **Int** 9, **Wis** 12, **Cha** 12

Base Atk +5; **CMB** +18; **CMD** 27 (31 vs. trip)

Feats Ability Focus (slave to destiny), Improved

Initiative, Improved Natural Attack (bite), Lightning Reflexes, Run

Skills Acrobatics +12 (+16 to jump with a running start, +16 to jump), Knowledge (nature) +13, Perception +15, Sense Motive +10, Stealth +5, Survival +6, Swim +15

Languages Sylvan

SQ darkness supremacy, selective fear

ECOLOGY

Environment any

Organization solitary, pair, or sleuth of 3-4.

Treasure standard

SPECIAL ABILITIES

Darkness Supremacy When attacking an enemy suffering from darkness penalties, a star bear gains a +1 circumstance bonus to attack rolls and damage rolls per 20% miss chance they would suffer against it.

Destiny Scent (Ex) As a standard action, a star bear can detect creatures with a brand of destiny as per scent with a range of 60 feet. If the star bear casts *slave to destiny* on such a creature, the star bear is immediately aware of what the target's basic purpose is before it declares the target action for the victim to save against.

Elemental Nature (Ex) A star bear can change its elemental attunement as an immediate action to any energy type it desires. It gains immunity to that type of damage and vulnerability to any other elemental variety. The colors of its motes shift to match the element it is currently attuned to.

Fate Theft (Su) When a star bear targets a helpless creature that has a brand of destiny, including the freshly slain (within the hour), it can extract the target's brand and to add to its collection. This is a full-round action, and the victim gets a DC 21 Fortitude saving throw against the effect, even if they are dead. The result is permanent, leaving the victim staggered for a day. The next time (and only that time) the victim would gain a feat, they do not. This can only be reversed with a *wish* or similar magic. If the stolen brand is returned to the victim, the flesh may be consumed to recover their brand and any lost feat.

Selective Fear (Ex) The frightful presence of a star bear only applies to those with a brand of destiny.

Slave to Destiny (Sp) This functions as *dominate monster* with a duration of 1 minute but only on creatures that have a brand of destiny. The target makes a save against this effect each round, even if the original or successive saves are successful, only allowing one round of normal actions per success. If the command given to a target is in tune with

their brand, they receive a -2 penalty to the saving throw, otherwise they receive a +4 bonus.

Star Forged (Ex) If the stars are visible in the sky, a rarity in the Ashen Age, the star bear has concealment against all attacks.

Star Bear



Huge fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	22 (+6)	9 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +2, Con +9, Wis +4

Skills Athletics +11, Insight +7, Perception +7, Stealth +5, Survival +7

Senses darkvision 120 ft., passive Perception 17

Languages Sylvan

Challenge 8 (3,900 XP)

Darkness Supremacy. The star bear has advantage when it or its target are in an area of darkness.

Destiny Scent. A star bear can automatically detect creatures with a brand of destiny within 60 feet. If it has charmed a creature, the star bear knows the creature's location if it is on the same plane.

Fate Theft. If the star bear spends an action concentrating within 5 feet of an incapacitated target with a brand of destiny, the star bear can steal the target's brand and add it to its collection. The brand cannot be recovered by any means except by a *wish* or *miracle*. If the star bear is defeated or killed, creatures who have lost their brands to it can spend an hour near the corpse or its preserved skin before having their brand return. Creatures with a missing brand lose any benefit that it may have granted.

Frightful Presence. Creatures with a brand of destiny that are within 60 feet and are aware of the star bear must succeed at a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, or the effect ends for it, the creature is immune to the star bear's Frightful Presence for the next 24 hours.

Star Forged. If the stars are visible in the sky, a rarity in the Ashen Age, attacks against the star bear

are made with disadvantage.

ACTIONS

Multiattack. The star bear can use its Frightful Presence. It then makes three attacks: one with its bite, and two with its claws

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Elemental Nature. A star bear can use its bonus action to choose one of the following damage types: acid, cold, fire, lightning, poison, radiant, and thunder. The star bear becomes immune to damage of the chosen type. This effect persists until the star bear uses this ability again.

Run. The star bear can use its bonus action to take a Dash action.

Slave to Destiny (2/Day). As an action, the star bear can attempt to dominate one creature with a brand of destiny. That creature must make a DC 14 Wisdom saving throw or become charmed for 1 minute. The creature must make another saving throw at the end of each round, ending the effect on itself on a success. If the creature was given a command by the star bear that is in sync with its brand of destiny during the previous round, the saving throw is made with a disadvantage. If the command is counter to the brand of destiny, the saving throw is made with advantage.

Motivations & Goals. Hungry to add to their collection of stolen destinies, star bears are always on the lookout for those who have brands of destiny to lay claim to. All others are of little import to them, save for a snack in times of need. A creature who's been freshly stripped clean of their destiny is much tastier.

Schemes, Plots & Adventure Hooks. It's possible to free the bears from their curse, but ritual specifics, and success or failure, is left up to the GM. If freed, they will remember themselves again and be grateful to the party. But afterwards, they will try isolating themselves in small villages away from society as atonement for their fall. The embers will finally fade from their coats, but they will always have black patches hiding the burn scars. Before the curse, they were like Big Mao, but worshipped Sheila directly, by name, eventually forgetting that she was human and instead viewing her as a great mother bear (not any specific kind, but a mixture of all breeds). Their distance from the races they guard is out of belief they're following Sheila's example. Just as she is distant from them, yet they believed she watched over them from afar.

Star Bear, Ancient

The hill you thought you were approaching suddenly stirs, motes of twinkling light erupting all across it.

Ancient Star Bear		CR 15	
XP 51,200			
NE Gargantuan fey			
Init +3; Senses blindsense 60 ft., blindsight 30 ft., darkvision 120 ft., destiny scent, low-light vision; Perception +24			
Aura frightful presence (30 ft., DC 24)			
DEFENSE			
AC 30, touch 16, flat-footed 30 (+11 deflection, -1 Dex, +14 natural, -4 size)			
hp 230 (20d6+160); fast healing 5			
Fort +14, Ref +13, Will +13			
Defensive Abilities elemental nature, star forged			
OFFENSE			
Speed 40 ft., fly 60 ft. (perfect)			
Melee bite +22 (3d8+15/19-20), 2 claws +21 (2d6+15)			
Space 20 ft.; Reach 15 ft.			
Special Attacks darkness of night, elemental fury, fate theft			
Spell-Like Abilities (CL 20th; concentration +24)			
At will— <i>clairaudience/clairvoyance</i> , <i>haunting mists</i> ^{UM} (DC 16), <i>magic mouth</i> (DC 16), <i>deeper darkness</i>			
1/10 minutes— <i>solid fog</i>			
2/hour— <i>slave to destiny</i> (DC 20)			
2/day— <i>true seeing</i>			
TACTICS			
Before Combat Defying all logic, the ancient ones hide and stalk. In utter contradiction with its immense bulk, it is practically silent, and almost invisible, especially during the night. It prefers to know its enemy and plan accordingly. If it lacks the tools to directly combat them, it has no qualms finding help.			
During Combat Against a true enemy, an ancient star bear will blanket the field in its personal darkness, unless it knows it to be ineffective. It will close quickly and silently, borne on its magical flight and attempt to tear its foe asunder before they know what is happening.			
If a foe is reduced to 25% of their hit points and delivered a good fight, a star bear may offer them mercy, if they accept a brand. In the case of multiple attackers, the bear will offer one chance			

for the future-minion to sit out the rest of the battle.

Morale Should someone challenge an ancient one directly, it is likely a fight to the end. A star bear will show no shame in building and seeking a support network, but once the fight has truly begun, its pride becomes overwhelming, and it is incapable of accepting that all the power it has gathered over the years could fail it.

STATISTICS

Str 40, **Dex** 8, **Con** 26, **Int** 9, **Wis** 12, **Cha** 18

Base Atk +10; **CMB** +26; **CMD** 49 (53 vs. trip)

Feats Ability Focus (slave to destiny), Furious Focus^{APG}, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Lightning Reflexes, Power Attack, Run, Weapon Focus (bite)

Skills Acrobatics +12 (+16 to jump with a running start, +16 to jump), Climb +19, Fly +9, Knowledge (nature) +20, Perception +24, Sense Motive +24, Stealth +20, Survival +6, Swim +19

Languages Sylvan; telepathy 100 ft.

SQ darkness supremacy, grant fate, selective fear

ECOLOGY

Environment any

Organization solitary or pair

Treasure triple

SPECIAL ABILITIES

Darkness of Night (Ex) Once per hour, an ancient star bear can command the night that harbors them. Inky fathomless darkness bursts free of it as a standard action. This is a magically deep dark, foiling even darkvision. Only the bear is visible, and only for the instant it attacks, giving no benefit to the victim. Star bears can see through this without issue. This covers a 100-foot radius around the bear and moves with it, remaining for one minute.

Darkness Supremacy When attacking an enemy suffering from darkness penalties, an ancient star bear gains a +1 circumstance bonus to attack rolls and damage rolls per 20% miss chance they would suffer against it.

Destiny Scent (Ex) As a standard action, an ancient star bear can detect creatures with a brand of destiny as per scent with a range of 60 feet. If the star bear casts *slave to destiny* on such a creature, the star bear is immediately aware of what the target's basic purpose is before it declares the target action for the victim to save against.

Elemental Fury (Ex) While attuned to an element, the ancient star bear's attacks are considered to be

that element or its normal damage type, whichever is more beneficial to the star bear.

Elemental Nature (Ex) An ancient star bear can change its elemental attunement as an immediate action to any energy type it desires. It gains immunity to that type of damage and vulnerability to any other elemental variety. The colors of its motes shift to match the element it is currently attuned to.

Fate Theft (Su) When an ancient star bear targets a helpless creature that has a brand of destiny, including the freshly slain (within the hour), it can extract the target's brand and add to its collection. This is a full-round action, and the victim gets a DC 28 Fortitude saving throw against the effect, even if they are dead. The result is permanent, leaving the victim staggered for a day. The next time (and only that time) the victim would gain a feat, they do not. This can only be reversed with a *wish* or similar magic. If the stolen brand is returned to the victim, the flesh may be consumed to recover their brand and any lost feat.

Grant Fate (Ex) Decorated thick with brands of destiny, an ancient star bear can bequeath one to a lesser being, should it want. Such old bears have enough sense to realize the use in having minions. The target must not already have a brand of destiny. After a claw attack against a willing victim, they receive the brand, bloodied at first, but as it heals, its color and vibrancy come in. The victim gains a bonus feat as soon as the damage is healed, and can telepathically communicate with the star bear at all times. The star bear can rescind its gift if it wishes, removing the bonus feat and causing 2d6 Charisma damage immediately.

Selective Fear (Ex) The frightful presence of an ancient star bear only applies to those with a brand of destiny.

Slave to Destiny (Sp) This functions as *dominate monster* with a duration of 1 minute but only on creatures that have a brand of destiny. The target makes a save against this effect each round, even if the original or successive saves are successful, only allowing one round of normal actions per success. If the command given to a target is in tune with their brand, they receive a -2 penalty to the saving throw, otherwise they receive a +4 bonus.

Star Forged (Ex) If the stars are visible in the sky, a rarity in the Ashen Age, the ancient star bear has concealment against all attacks.

Ancient Star Bear



Gargantuan fey, neutral evil

Armor Class 19 (natural armor)

Hit Points 296 (16d20 + 128)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	26 (+8)	9 (-1)	12 (+1)	18 (+4)

Saving Throws Dex +4, Con +13, Wis +5

Skills Athletics +15, Insight +11, Perception +11, Stealth +9, Survival +11

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Sylvan, telepathy 100 ft.

Challenge 15 (13,000 XP)

Darkness Supremacy. The star bear has advantage when it or its target are in an area of darkness.

Destiny Scent. A star bear can automatically detect creatures with a brand of destiny within 120 feet. If it has charmed a creature, the star bear knows the creature's location if it is on the same plane.

Fate Theft. If the star bear spends an action concentrating within 5 feet of an incapacitated target with a brand of destiny, the star bear can steal the target's brand and add it to its collection. The brand cannot be recovered by any means except by a *wish* or *miracle*. If the star bear is defeated or killed, creatures who have lost their brands to it can spend an hour near the corpse or its preserved skin before having their brand return. Creatures with a missing brand lose any benefit that it may have granted.

Frightful Presence. Creatures with a brand of destiny that are within 120 feet and are aware of the star bear must succeed at a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, or the effect ends for it, the creature is immune to the star bear's Frightful Presence for the next 24 hours.

Innate Spellcasting. The star bear's spellcasting ability is Charisma (spell save DC 17). The star bear can innately cast the following spells, requiring no components:

At will: *darkness*, *clairvoyance*

1/day: *magic mouth*

Star Forged. If the stars are visible in the sky, a rarity in the Ashen Age, attacks against the star bear are made with disadvantage.

ACTIONS

Multiattack. The ancient star bear can use its

Frightful Presence. It then makes three attacks: one with its bite, and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 26 (3d10 + 10) piercing damage and an additional 11 (2d10) damage. This additional damage is of one of the types that the star bear has chosen with the Elemental Nature ability.

Claws. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 23 (3d8 + 10) slashing damage and an additional 4 (1d8) damage. This additional damage is of one of the types that the star bear has chosen with the Elemental Nature ability.

Doorway to Space (1/Day). An ancient star bear can spend an action to open a gateway to the dark between the stars. It appears as a 20-foot-radius sphere of blackness and bitter cold appears, centered on a point within 150 feet and lasting so long as the star bear keeps concentration, for up to 1 minute. This void is filled with a cacophony of soft whispers that can be heard up to 30 feet away. No light can illuminate the area, even magical light, and creatures fully within the area are blinded. The void warps the fabric of space, creating an area of difficult terrain. Any creature that starts its turn in the area takes 2d6 cold damage. Any creature that ends its turn in the area must succeed on a DC 17 Dexterity saving throw or take 2d6 acid damage as starry clouds brush against it.

Elemental Nature. A star bear can use its bonus action to choose one of the following damage types: acid, cold, fire, lightning, poison, radiant, and thunder. The star bear becomes immune to damage of the chosen type. This effect persists until the star bear uses this ability again.

Run. The star bear can use its bonus action to take a Dash action.

Slave to Destiny (3/Day). As an action, the star bear can attempt to dominate one creature with a brand of destiny. That creature must make a DC 17 Wisdom saving throw or become charmed for 1 minute. The creature must make another saving throw at the end of each round, ending the effect on itself on a success. If the creature was given a command by the star bear that is in sync with its brand of destiny during the previous round, the saving throw is made with a disadvantage. If the command is counter to the brand of destiny, the saving throw is made with advantage.

Motivations & Goals. Ancient star bears are less constantly ravenous than their younger kin. Wiser with age, they select their meals more carefully and less often. They take great pleasure in the thrill of the hunt and a perfectly executed plan. They also have no qualms using trickery and minions to help deliver the pony to their waiting jaws.

Schemes, Plots & Adventure Hooks. It is possible for an ancient one to be behind many evils. With their ability to recruit and reward followers, ancient star bears spread around the destinies they have claimed to those they find worthy, and one may spend quite some time working through their puppets before ever finding the ancient bear behind them all.

Star Bear Cub

Though large, this ursine figure has the big head and doe eyes of a youngling. This does not make its teeth seem less sharp or dispel the burning embers that dot its form.

Star Bear Cub

CR 5



XP 1,600

NE Large fey

Init +4; **Senses** destiny scent, low-light vision; Perception +11

Aura frightful presence (30 ft., DC 15)

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 natural, -1 size)

hp 60 (8d6+32); fast healing 5

Fort +6, **Ref** +8, **Will** +7

Defensive Abilities elemental nature, star forged

OFFENSE

Speed 40 ft.

Melee bite +10 (1d8+7), 2 claws +10 (1d6+7)

Space 10 ft.; **Reach** 5 ft.

Special Attacks fate theft

Spell-Like Abilities (CL 8th; concentration +9)
2/hour—slave to destiny (DC 17)

TACTICS

Before Combat Young and inexperienced, a cub will often charge directly into battle. The finer points of planning and hunting will come with time and experience, neither of which a cub has just yet.

Morale A cub has not the pride of an adult. If it's hurt badly (reduced to 60% of its hit points or

less), it will consider escape. A cub that is on its first hunt, with no brands to its name, may decide against it. Mothers do not often accept a complete failure of a cub back, which could mean its end one way or the other.

STATISTICS

Str 24, **Dex** 10, **Con** 18, **Int** 9, **Wis** 12, **Cha** 12

Base Atk +4; **CMB** +12; **CMD** 22 (26 vs. trip)

Feats Ability Focus (slave to destiny), Improved Initiative, Lightning Reflexes, Run

Skills Acrobatics +10 (+14 to jump with a running start, +14 to jump), Knowledge (nature) +10, Perception +11, Sense Motive +9, Stealth +7, Survival +5, Swim +11

Languages Sylvan

SQ selective fear

ECOLOGY

Environment any

Organization solitary, pair, or litter of 3-4.

Treasure incidental

SPECIAL ABILITIES

Destiny Scent (Ex) As a standard action, a star bear can detect creatures with a brand of destiny as per scent with a range of 30 feet. If the star bear casts *slave to destiny* on such a creature, the star bear is immediately aware of what the target's basic purpose is before it declares the target action for the victim to save against.

Elemental Nature (Ex) A star bear can change its elemental attunement as an immediate action to any energy type it desires. It gains immunity to that type of damage and vulnerability to any other elemental variety. The colors of its motes shift to match the element it is currently attuned to.

Fate Theft (Su) When a star bear targets a helpless creature that has a brand of destiny, including the freshly slain (within the hour), it can extract the target's brand and add to its collection. This is a full-round action, and the victim gets a DC 18 Fortitude saving throw against the effect, even if they are dead. The result is permanent, leaving the victim staggered for a day. The next time (and only that time) the victim would gain a feat, they do not. This can only be reversed with a *wish* or similar magic. If the stolen brand is returned to the victim, the flesh may be consumed to recover their brand and any lost feat.

Selective Fear (Ex) The frightful presence of a star bear only applies to those with a brand of destiny.

Slave to Destiny (Sp) This functions as *dominate monster* with a duration of 1 minute but only on creatures that have a brand of destiny. The target

makes a save against this effect each round, even if the original or successive saves are successful, only allowing one round of normal actions per success. If the command given to a target is in tune with their brand, they receive a -2 penalty to the saving throw, otherwise they receive a +4 bonus.

Star Forged (Ex) If the stars are visible in the sky, a rarity in the Ashen Age, the star bear has concealment against all attacks.

Star Bear Cub



Large fey, neutral evil

Armor Class 15 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	9 (-1)	12 (+1)	12 (+1)

Skills Athletics +6, Perception +3, Stealth +4, Survival +5

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 5 (1,800 XP)

Darkness Supremacy. The star bear has advantage when it or its target are in an area of darkness.

Destiny Scent. A star bear can automatically detect creatures with a brand of destiny within 30 feet. If it has charmed a creature, the star bear knows the creature's location if it is on the same plane.

Fate Theft. If the star bear spends an action concentrating within 5 feet of an incapacitated target with a brand of destiny, the star bear can steal the target's brand and add it to its collection. The brand cannot be recovered by any means except by a *wish* or *miracle*. If the star bear is defeated or killed, creatures who have lost their brands to it can spend an hour near the corpse or its preserved skin before having their brand return. Creatures with a missing brand lose any benefit that it may have granted.

Frightful Presence. Creatures with a brand of destiny that are within 60 feet and are aware of the star bear must succeed at a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, or the effect ends for it, the creature is immune to the star bear's

Frightful Presence for the next 24 hours.

Star Forged. If the stars are visible in the sky, a rarity in the Ashen Age, attacks against the star bear are made with disadvantage.

ACTIONS

Multiattack. The star bear can use its Frightful Presence. It then makes two attacks: one with its bite, and two with its claws

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Elemental Nature. A star bear can use its bonus action to choose one of the following damage types: acid, cold, fire, lightning, poison, radiant, and thunder. The star bear becomes immune to damage of the chosen type. This effect persists until the star bear uses this ability again.

Run. The star bear can use its bonus action to take a Dash action.

Slave to Destiny (2/Day). As an action, the star bear can attempt to dominate one creature with a brand of destiny. That creature must make a DC 13 Wisdom saving throw or become charmed for 1 minute. The creature must make another saving throw at the end of each round, ending the effect on itself on a success. If the creature was given a command by the star bear that is in sync with its brand of destiny during the previous round, the saving throw is made with a disadvantage. If the command is counter to the brand of destiny, the saving throw is made with advantage.

Motivations & Goals. Growing and learning, a cub will typically remain close to its mother and avoid fights. If its mother is attacked, it is far more likely to flee than join the battle. On the other hand, in order for a cub to properly learn, its mother will begin sending it out on hunts of its own, which is when it is most likely to be encountered.

Schemes, Plots & Adventure Hooks. A cub's ultimate goal is to become an adult, some with visions of becoming the biggest and most vicious of bears. If they have seen an ancient, they may dream of one day joining them. Until then, they try to expand their collection of brands.

A Brief History of Star Bears

"Long ago, before the cats, goats, and ponies, the Author considered bears. She tried to make a gentle race of giants, guardians for her other creations, but it didn't work out. Some wandered off, seeking their own lands. They would suffer before they learned their true purpose to defend.

On the other hand, others grew jealous and angry. Why were other creations given grand designs, and they were only meant to suffer for them? If the Author would not craft for them worthy roles, they would take them. The Star Bears came into being. The glowing embers in their coat are the tattered remains of their original destiny, broken and burning. Or so the legend goes.

The Big Mao are the other half, suffering many years of predation before they learned to rally and defend themselves, then others, creating a nation of prosperity."

~ Rough Draft

When Sheila first came into Everglow to create her great works, she realized they would need guardians. She saw the bears, noticing the ferocity of mothers in protecting their cubs. But what if such instinct could be turned to other purposes? She touched them with her subtle power, bid them reason and to become gentle, yet still with that protective nature.

For a time, all was good. The bears protected Everglow from dangers of the bordering planes as best they could. But with the Age of Cats, things changed. Those who became Big Mao left for other lands, seeing how the felines and goats prospered, and thinking they were no longer needed as protectors. Those who remained carried on in their task, unnoticed. Unknown to all, they played a part in sealing Apep during the Scar of the Sun. The Sun King showed the griffons where to find the materials, and griffons performed the ritual, but it was the bears who crafted this new spell to banish the demon, leaving the information to be found in old ruins. The bears were subtle despite their bulk, believing their "younger siblings" were better off not knowing of them or the dangers they were protected from. They never showed themselves unless it was needed.

It was needed during the battle to seal Apep away, so they fought beside the griffons, though the griffons didn't realize it. They were too preoccupied to notice that the powerful creatures at their sides were fellow beings, instead thinking them allies summoned by druids. The bears were content with this, feeling guilt over failing to prevent Apep's release at all. Let the cats take credit, they deserved it after suffering so much. Apep learned of the bears' roles, however, and planned his

revenge.

When ponies came, the bears saw how Sheila favored them, branding them with destiny at birth. At first, it was a curiosity, but this twisted into jealousy and anger. What was so special about these new creatures? Why should ponies be blessed by her personally, when bears, who were her first creations and suffered most for all the rest, received no such gifts?

Hearing their resentment, voices whispered to them from fire and shadows, offering power to take the destinies of ponies for themselves. The price? Oh it was a little thing, a simple thing. They would be freed from their guardianship. Let the younger races of Everglow fend for themselves. After all, if the bears felt so unappreciated, why continue protecting those that wouldn't acknowledge their existence? At first, they were hesitant, but the voices were persistent, stroking their jealousy and pride. The bears took the offer. They were tricked.

Knowing that he could not easily reach them himself, Apep had sent his demons to sway the bears into making a deal with him. In a horrific ritual, the bears set their beautiful fur coats ablaze, rejecting Sheila and taking Apep as their deity. They were given what was promised, the power to strip ponykind of their brands and attach those to their own bodies. But the bears lost themselves in the process, becoming feral, and bound to serve Apep's will. Even their original name was lost, stolen from them by Apep. The demon lord twisted their minds and bodies, tormenting them with burning embers in their fur which never go out, and a burning desire to seek out and gather as many brands of destiny as they can find. They would no longer protect, but hunt.

There is a method to this madness. Each brand of destiny holds a tiny spark of Sheila's power. Apep hopes that in this more subtle way, with enough, the bears can break their seal keeping him from Everglow. A slow backup plan, but he's waited this long. A little longer won't hurt.

Star Bears (Ashen Age)

When the Blaze razed the world, the star bears survived. Barely. During the preceding war, humanoids used them against ponies, capturing and experimenting to improve their efficiency as living weapons. Hidden in underground labs, those survived well enough. As for others, with Apep's laughter bellowing all around, they dug frantically into the earth to escape the horrors, hiding deep in caves, anywhere underground.

When they finally emerged, the magic which let them steal brands of destiny had altered. Whether by Apep's doing, humanoid tinkering, or raw magic is unknown, but they could now absorb primal energy of the elements and unleash it in devastating attacks. The embers in their coat flicker and change color, threatening

to fascinate any who look at the bear.

Their ambush tactics and love of horseflesh remain unchanged from before the Ashen Age, as does their drive to gather brands for Apep. They seem drawn to false queens more than other ponies, except unification sorcerers, going into a frenzy to reach them at mere whiffs of one. Faithful Subjects must be constantly on the lookout for the beasts.

GM Note: Even in this era, there is still a possibility of freeing the star bears from Apep's curse. It will just be that much harder. See Pre-Ashen Age GM Note for details.

Star Bears (Pre-Ashen Age)

Glowing lights hover before you in the darkness, as if a constellation has come down from the night sky. Suddenly, you hear a low growl. Fear courses through you, realizing too late that those aren't stars...

These huge bears' fur comes in dark colors, blending in with the night. Their pelt burns with bright glowing embers as a reminder of their pact with Apep. Usually moving on all fours, they can move bipedally and have hands. Like normal bears, star bears dig lairs in hillsides or use caves and hollow spaces. Unlike normal bears, however, star bears don't hibernate. They are usually solitary, unless as a courting pair or a mother with 1-2 cubs. All star bears are born with Apep's curse, and it's unknown if there's a way to free them*. They live anywhere ponykind has settled, for they follow the equines, but keep their distance from cities. Their preferred hunting grounds are smaller and isolated settlements.

GM Note: It's possible to free the bears from their curse, but ritual specifics, and success or failure, is left up to the GM. If freed, they will remember themselves again and be grateful to the party. But afterwards, they will try isolating themselves in small villages away from society as atonement for their fall. The embers will finally fade from their coats, but they will always have black patches hiding the burn scars. Before the curse, they were like Big Mao, but worshipped Sheila directly, by name, eventually forgetting that she was human and instead viewing her as a great mother bear (not any specific kind, but a mixture of all breeds). Their distance from the races they guard is out of belief they're following Sheila's example. Just as she is distant from them, yet they believed she watched over them from afar.

Star bears are nocturnal ambush predators, hunting on moonless, cloudy, or rainy nights. In the rain, the bear's fur steams, and the embers in their fur stay lit even if submerged. When forced to give chase, they are shockingly fast and quiet for their size. If they catch a pony, they will magically strip the brand of destiny from the pony and attach it to their own bodies. This is not necessarily on the flank, and star bears have been seen

with brands on their back, chest, head, shoulders, and even stomach. The unfortunate pony is then eaten. If a non-pony gets in their way, they will kill without hesitation. Oddly, they seem especially drawn to unification sorcerers, going out of their way to reach that pony even when there are easier targets within range. Perhaps the combined magic of multiple pony traits enhances the lure of their brand?

The bears eat whatever they can catch but developed a favoritism for horseflesh. Strangely, much like kappa, if given a treat, the bear will leave its victim alone. Where kappa enjoy cucumbers carved with the victim's name, star bears must be given a cake filled with any combination of honey, nuts, jam/jelly/fruit preserve, or berries, and marked with the brand of destiny of the pony to be spared. Both requirements must be met or else the bear ignores the cake. None know why that is or why it even works. Some claim it's because the bears have terrible eyesight and rely on smell, and that the cakes smell the same to them as a pony. Although star bears have an excellent sense of smell, this hypothesis has never been confirmed or denied. Other rumors include a disguise of clean straw masks a pony's scent and confuses the bear, and that adding the pony night goddess' brands of destiny to offered cake will enhance its placating effects. These too are debated, but unproven. So far, attempts to communicate with star bears have failed, usually resulting in death.

Before the empire, star bears were common, but rarely seen due to their hunting methods. They were an unnamed, unknown fear stalking herds and prowling just beyond firelight and village walls. It was not uncommon for foals to be snatched from beds on moonless or overcast nights. The elderly and anyone alone after dark were also common losses.

The rise of the empire and the forming of cities saw the decline of attacks. Patrolling chaos hunters saw to it even further. Although not chaotic in nature themselves, star bears still attacked ponies for their brands, which were lawful devices. This made the bears worthy exceptions to chaos hunters' usual prey.

By the empire's height, the bears had become legends among ponykind, stories to scare foals into behaving. "Don't go out at night or star bears will get you!" "Be good, or star bears will gobble you up!" and so on. It was a favorite fireside ghost story. They were still around, however, now focusing on smaller towns and more isolated settlements, and still living in untamed wilds where only adventurers dared to travel.

One town famously affected by the bears was Turves. Although no one remembers,

the winter Star Bear Festival in Turves began before the empire, when the town was being menaced by several star bears which lived in the wetlands and forests nearby. Winter attacks were most frequent, due to the longer nights. They had tried to fight the bears off at first, but those going out never returned, or worse, their brands were seen on the bears. In other attempts to save themselves, ponies dressed up in straw costumes to disguise from the bears. They baked batches of small sweet cakes to leave as appeasement offerings. The ponies decorated those cakes with their families' brands of destiny, as well as of Moon Princess, and later on, Night Mare as well, to ask for protection. Townsfolk lit up the streets and made noise to try frightening the bears away. The star bears didn't leave, but the townsfolk learned to cope, even as they huddled together in fear and kept their homes lit all night.

Eventually, a party of adventures arrived and slew the star bears. To celebrate, the people held a festival lasting four whole days. Realizing their methods of avoiding the bears could now be used for more enjoyable things, they incorporated those into the party, and had it again the next year on the anniversary of the town's freeing. Over time, the event was altered and a formal date set. By the empire's height, this had truly become the winter Star Bear Festival, and its origins had been forgotten. Its name is now only attributed to a bear shaped constellation seen in the early winter sky on clear nights above town.

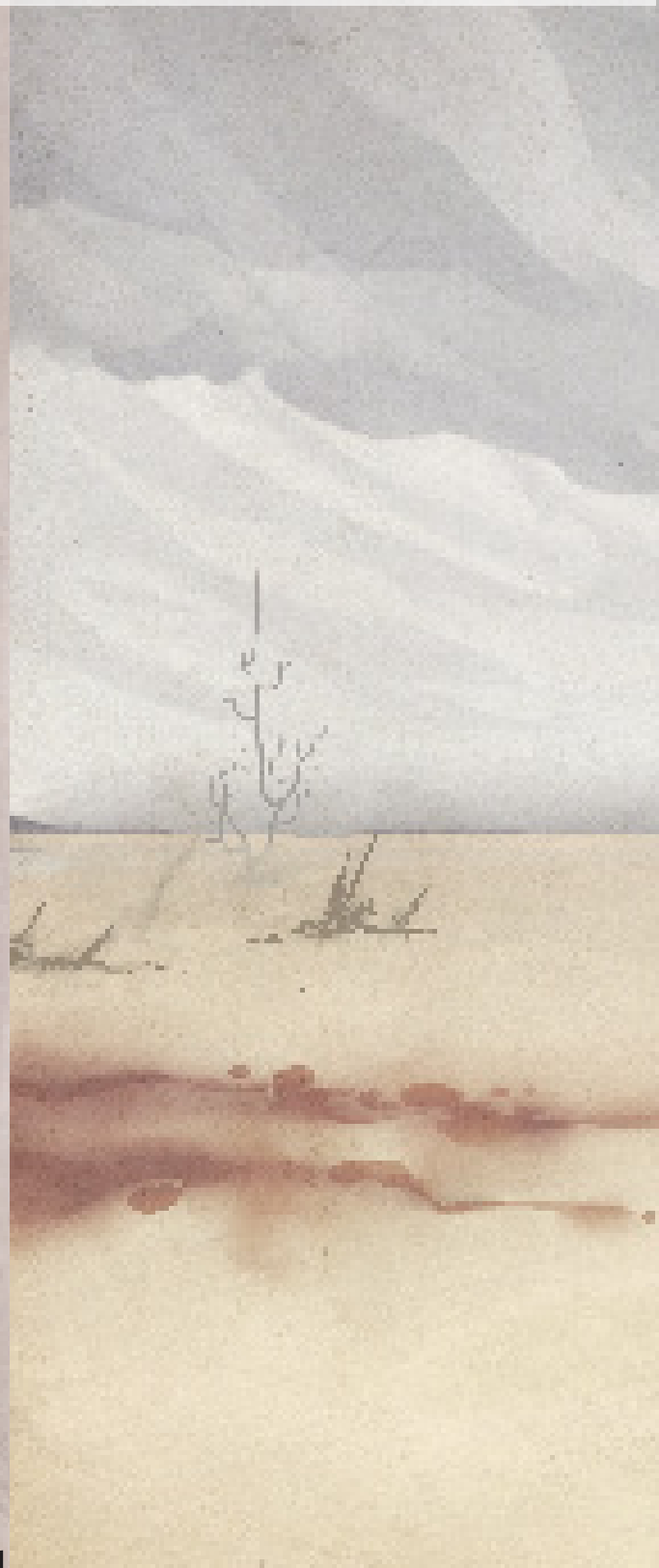
After the empire's fall, star bears became known again as very real threats to ponykind. The Great Loneliness was the worst time, with ponies becoming easy prey. Those without brands were no safer, enraging the bears once caught. The humanoids and other races also "officially" learned of them, and reactions to this were mixed. Some openly helped save pony refugees from them, others did so subtly, trying to act like they didn't care, or else didn't believe in the monsters, and some turned away ponies altogether, fearful they would bring hunting star bears and endanger citizens.

Many ponies unknowingly owed their lives to phoenix wolves facing star bears as they claimed Everglow's wilderness during this time.



Queen's Roses

With stems that run in spiral bindings, this bush blooms as you approach, displaying countless rose blossoms, each a deep and almost slick shade of red, as if extracted freshly from a still-living host.



The Queen's Roses

CR 6



XP 2,400

N Large plant

Init +3; **Senses** low-light vision; Perception +14

DEFENSE

AC 19, touch 8, flat-footed 19 (-1 Dex, +11 natural, -1 size)

hp 71 (11d8+22)

Fort +9, **Ref** +2, **Will** +5

Immune plant traits

Weaknesses vulnerability to sonic

OFFENSE

Speed 30 ft., climb 10 ft.

Melee 2 vines +11 (1d6+4 plus blood drain and grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks blood drain (1d2 Con)

TACTICS

Before Combat The Queen's Roses prefer to remain still among other plantlife, easily confused for inanimate flowers until it moves to strike.

During Combat It prefers lone meals; grabbing and gagging a poor soul, it will drag them to the ground and make a meal of them in peace. If others interfere, it will use the captive as a shield against the others. Reduced to less than half life, it will typically release its victim.

Morale Though normally silent, if it discerns that death is imminent and its attackers may be reasoned with, it is not beyond surrendering, making offers of knowledge if it will make the offending creature depart.

STATISTICS

Str 19, **Dex** 9, **Con** 15, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +8; **CMB** +13 (+19 grapple); **CMD** 22 (24 vs. grapple, can't be tripped)

Feats Body Shield^{UC}, Chokehold^{UC}, Improved Grapple, Improved Initiative, Iron Will, Power Attack

Skills Climb +12, Perception +14, Stealth +9

Languages Common

ECOLOGY

Environment any

Organization solitary, bed (2 or more)

Treasure incidental

The Queen's Roses



Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 143 (22d10 + 44)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	15 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +6, Stealth +5

Damage Vulnerabilities thunder

Damage Immunities poison

Condition Immunities blinded, deafened, stunned, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common

Challenge 6 (1,800 XP)

False Appearance. While the queen's roses remains motionless, it is indistinguishable from a dormant plant.

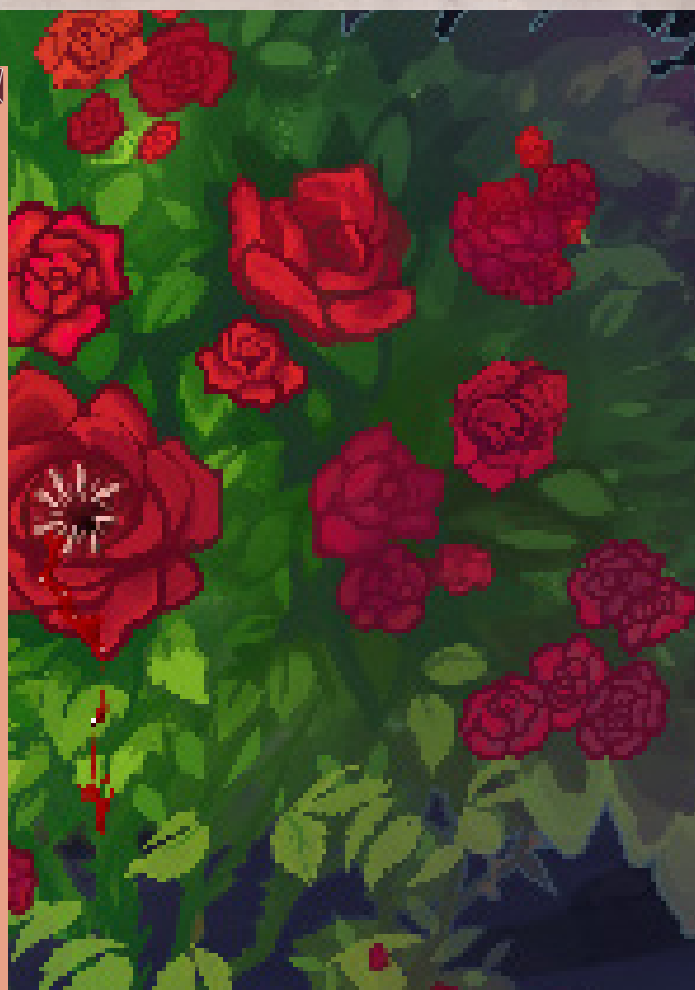
Interpose. While the queen's roses is grappling a creature, it has half cover, provided +2 to AC and to Dexterity saving throws.

ACTIONS

Multiattack. The queen's roses makes two attacks.

Vines. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage and the target is grappled (escape DC 15). The queen's roses can grapple up to two targets at once.

Blood Drain. The queen's roses can use an action to drain blood from any creature that it is grappling. Each grappled creature must make a DC 15 Constitution saving throw, taking 18 (4d8) necrotic damage on a failure, or half as much on a success. The queen's roses regains hit points equal to half of the total damage dealt.

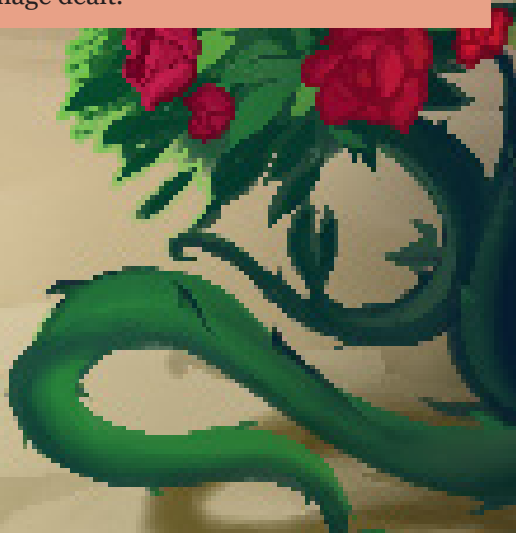


Appearing as little more than a rose bush, this monster is an opportunistic ambush predator that will grab any living creature that seems like a good target. Horrifically intelligent, for a plant, they will measure up the situation before taking action.

Surviving in the places that plants struggle in the ashen wastes, the queen's roses appear to be a bit of color in the drab wasteland, attracting eyes, and hopefully a meal.

They have no real organization, save to avoid one another's territories more often than not. It is possible for them to gather in great beds of thorns and grasping vines, especially if a recent battle left the ground rich with nutrients.

They say that these plants were the last tears shed by the old queen, Iliana, after the Blaze, shed in mourning for a world that she had served for so many years to protect. Whether that tale is true or not, loud sounds agitate them fiercely, and the sound of genuine crying is often enough to scare them away. Unfortunately, most are ambushed by these things with little time to make noise before they are sent to their makers and the plant proves it has adapted to live in the toughened soil of the ashen age.



War Wolf

This immense canine creature walks with quiet steps, at least for its immense size.

War Wolf

CR 6



XP 2,400

N Huge magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 19, touch 10, flat-footed 17 (+2 Dex, +9 natural, -2 size)

hp 76 (8d10+32)

Fort +10, **Ref** +8, **Will** +4

Defensive Abilities ballistic weave; **SR** 16

OFFENSE

Speed 50 ft.

Melee bite +14 (1d10+8 plus trip), 2 claws +14 (1d8+8)

Space 15 ft.; **Reach** 10 ft.

TACTICS

Before Combat War wolves spend time studying their prey if possible. They determine which is the weakest and least defended, and that is the one that becomes their next prey. When targeting an adventuring group, they will usually prefer the one wearing the least obvious armor.

During Combat A war wolf will focus on its prey, trying to bring it down and subdue it as quickly as possible. Once that is accomplished, any other members of its pride/group/herd are meaningless. It will take its meal and leave as quickly as it came, trying to find somewhere to enjoy its food in peace.

Morale War wolves hunt to survive. Being grievously injured in the attempt is the opposite of survival. Any war wolf reduced to half its health will flee, even if starving. Better laid plans will allow it to find an easier meal, or so they hope.

STATISTICS

Str 26, **Dex** 14, **Con** 19, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +18 (+22 trip); **CMD** 30 (36 vs. trip)

Feats Coordinated Maneuvers^{APG}, Greater Trip, Improved Trip, Iron Will, Tandem Trip^{UC}

Skills Acrobatics +2 (+10 to jump), Climb +15, Perception +11, Stealth +1, Survival +0 (+4 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

Languages Common

SQ size mastery

ECOLOGY

Environment they prefer temperate climates, but can adapt to any terrestrial place.

Organization solitary, pair, or pack (3–8)

Treasure incidental

SPECIAL ABILITIES

Ballistic Weave (Ex) The tough hide of the war wolf was designed to turn aside munitions. Attacks by firearms never resolve against their touch AC.

Size Mastery (At will) (Ex) A war wolf can change in size from Medium to Huge as it feels the need. Its damage dice adjust, but its statistics do not.

War Wolf



Huge monstrosity, neutral

Armor Class 17 (natural armor)

Hit Points 84 (8d12 + 32)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	19 (+4)	10 (+0)	11 (+0)	11 (+0)

Saving Throws Dex +5, Wis +3

Skills Athletics +11, Perception +6, Stealth +7, Survival +6

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 16

Languages Common

Challenge 6 (2,300 XP)

Ballistic Weave. The tough hide of the war wolf was designed to turn aside munitions. Attacks by firearms are made with disadvantage.

Magic Resistance. The war wolf has advantage on saving throws against spells and other magical effects.

Keen Smell. The war wolf has advantage on Wisdom (Perception) checks that rely on smell.

Size Mastery. As an action, the war wolf can change in size from Medium to Huge as it feels the need. Its statistics are otherwise the same.

ACTIONS

Multiattack. The war wolf makes two attacks: one with its bite, and one with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

As many a scholar will say, “trying to control nature is like trying to convince a dragon not to hoard treasure,” but during war all possibilities must be considered. That is what a team of scientists believed as they began to use magic to genetically manipulate animals to become stronger, faster, and more intelligent. One could say they succeeded, but most would say that they brought a catastrophe greater than any war could bring.

War Wolves. The name of these 10-foot-tall predators; able to send a shiver down the spine of even the steadiest of soldiers, these beasts were created to do three things: evolve, learn, and exploit. These beasts took the natural strengths of the common wolf and amped it up with the strength of a dragon and intelligence of a tactician. These beasts used cunning to mislead their prey into disadvantageous positions, before striking in groups to quickly overwhelm it. In times where they must face a bigger or stronger foe, they focus their attacks on one foe, biting and pulling to knock it down so that others can pile on top and quickly rip into them with their sharp teeth and claws.

Born from Magic. As war with other powers seemed to come closer on the horizon, mages and scholars tried to infuse combat potential into the genes of nature's predators. These experiments form the basis of the war wolves' most dangerous powers. Their lifespan was extended, and with it the ability to grow larger and stronger. The oldest war wolves today reach over a century of age and grow to the height of a building. Their reflexes were enhanced to be able to avoid even the swiftest of spell fire. Even their intelligence was increased in hopes that it would allow the wolves to understand orders given by an officer. Unfortunately, all of these modifications became their creators' downfall, as they were unable to contain the creatures they had created. The war wolves left the laboratory in ruin and escaped into the wilderness before they could be stopped. Centuries later, these beasts still survive in the harsh world around them, taking full advantage of the gifts they were given.

Attuned with Nature. Like the more primitive

wolf, the war wolves hunt and live in packs. They travel through dense forests and high mountains with ease, making optimal use of camouflage to mask their numbers and positions. Though they are savage, they are acutely aware of the resources at their disposal and mark out large enough territories to sustain the pack. In times where a pack becomes too big, the beta of the pack is often sent off with a group to find a new area. Though different packs can be hundreds of miles apart, they are still aware of signs left by their own kind and will often help each other in times of need. As a result, the war wolves have formed what could be described as a small civilization spanning across most of the continent.

Shapeshifting Stalkers. With the constant threat of dragons and powerful magic, the war wolves have evolved one final form of deception to combat foes more dangerous than them. By utilizing the vast magic left in them during their creation, they can temporarily shrink or enlarge their bodies to better accommodate the battle. In times where an elder dragon threatens their home, they will rush forward in a fanned-out position before growing large enough to wrestle and pin the dragon to the ground. If they become overwhelmed, they shrink to the size of dogs to run, hide, and regroup to set up another ambush. Even at these deceitful sizes the war wolves retain their strength and evasion skills, making it nearly impossible to tell at a glance how strong one really is. Many caravans have fallen victim to a pack of war wolves, underestimating the strength of the small wolves only to be tossed around like a wet noodle as their powerful jaws nearly split them in two.

Schemes, Plots & Adventure Hooks. The war wolves will not hesitate to hunt when hungry. While they do speak common among themselves, it takes a quick and silvered tongue to talk them out of a targeted meal. They do not consider any species other than their own to have any sanctity of life. Though not cruel or even malicious, they see nothing wrong in eating to survive.



Storytelling in the Ashes

This section is largely for the GMs that read this book. There are many flavors you can assume when running this sort of campaign, but it's important to consciously be aware of the decision and be consistent. You may wish to discuss it with your players and get them on the same page. You'll have a better time as a group if you do.

Just Another Age

People are adaptable. Sure, things got bad there, but they worked with what they had. The cities are back, with countries. If you don't mind the driving ash, it's almost normal. People go to school, get jobs, do their part. Sure, they may have a robust militia to keep the baddies out, but it's... almost... normal. In such a setting, life in a settlement is powered (empowerment level 2 or higher), with water being free.

There are roads across the waste, with soldiers that try to keep the economy flowing through the dangerous lands. People have cultures that extend beyond the borders of their settlement. Radio broadcasts may reach across a continent, bringing these people together. The world is bashed and needs to heal, but the people are vibrant and alive.

While adventurers will face danger in the outside, there is a distinctly safe place to retreat to. This setting is much like the default for most fantasy fare, with more technological trappings, as people use guns, explosives, and other technological gizmos to clear a path to victory.

It's Not So Bad

The default of this book in some ways. The apocalypse happened, and was awful, and left a battered and beaten world and people behind, but we can recover, and are doing our best to do just that. While supplies and materials are precious, they are not so scarce that people are breaking out into brawls because they saw a packet of freeze-dried, pre-destruction food.

Cash, as a form of economy, does not exist. While things may be rebounding, the world is not unified enough to honor a single currency, and barter remains the call of the day. Use gold, game-wise, to keep things balanced, but know that, in-game, you're haggling, bartering, and trading favors.

Technology is both common and rare. While people are used to the notion of electricity and lights, fully working generators are a marvel to behold. Many of the larger and more intricate of devices are hoarded and held carefully, upkept, since the act of replacing them seems as unlikely as a genie laden with wishes.

The world is a hostile one, especially outside of settlements. Keep your players on edge. There should not be a 'safe place' except possibly the largest cities, and those have their own problems. Part of their struggle is to make things safer.

You Get Used to It

Society, as a whole, has stabilized. There are nations and powerful city-states. Currency is back, and people trade it eagerly. The wastes remain a horrible place of danger and only the brave or mad go out into it. Those troubles tend to stop as one gets closer to one of the fortified places.

Power is available where there is civilization, typically around empowerment level 1 in towns, 2 in cities. Food is available, if you can pay for it. Water is not free, but also available. Technology has stagnated. While some may make individual progress, these things rarely get shared far. The world has grown used to its sad state and isn't showing any major signs of recovering from it further than it has.

The players could be the moving force that kicks it back into action. They could be explorers diving into the forbidden places, braving the hazards of the wastes for the fortunes and accolades that could await them if they come back with something big. They could also play bandits that prey on the merchants that try to move between the cities.

Lost to Ashes

The end came too hard, too fast. People are the rarity. Settlements should be reduced by 3 steps in size, with any reduced below a thorpe simply becoming another graveyard for the players to pick through. Most people live in whatever hole they can find, trembling and malnourished. Food is scarce. Water is often filthy and dangerous.

Technology is rare. Craft (electronics) is a lost skill.

There is no illusion of safety. Ammunition cannot be crafted, only found. Guns can still be modified, but you only have what bullets you can find. The world is ending. One could argue it already has ended; we're just waiting for the more stubborn actors to clear the stage. Life is a struggle, and you aren't going out without a fight.

Not Even Ash

You were born. You had parents. You never knew anyone else. There is no one else to know, at least until you happened on your friends. The world is empty. All hope is lost. At least you have your friends? You make do with what you have. All settlements are gone. Even running into a sapient NPC of any kind is rare. Technology is rare. Craft (electronics) is a lost skill. The player party may well be the last survivors standing.

They may very well be the last.

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