

EVERGLOW 5E

EXPANDED TRANSLATION OPTIONS FOR BRINGING THE PONYFINDER CAMPAIGN WORLD TO LIFE IN
THE WORLD'S LARGEST PEN-AND-PAPER ROLE PLAYING GAME.

As with the Races of Everglow installment, this text assumes you already own the Ponyfinder Campaign Setting. In addition, there are some Fifth Edition mechanics referenced which are not available in the [Basic Rules](#) available online. For legal and spatial reasons, this text references the document and page where the full description can be found instead of reproducing those mechanics.

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RACES

ANTEAN

Antean Traits

Anteans are to ponies what giants are to humans: imposingly distinct but familiar figures. Fortunately, the Anteans are generally much more courteous than giants.

Ability Score Increase. Your Strength and Constitution scores increase by 1.

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

Alignment. Anteans tend towards the lawful alignments, being tied more strongly to the forces of destiny than even other ponies.

Size. Your size is Large. Your melee reach remains 5 feet.

Speed. Your base walking speed is 40 feet.

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

Fingerless. Anteans may use their mouth as one hand and are considered Medium sized for sake of what they can wield or not.

Four-Legged. Being a four legged creature, you can bear greater weights (+50%) than a humanoid of the same size and Strength. Any roll to avoid becoming prone is made with advantage.

Hooves. You may make unarmed attacks with your hooves, dealing 1d10 bludgeoning damage.

Thick Hide. Your base armor class is 12 + your Dexterity modifier when not wearing armor.

Unique Destiny. You gain advantage on ability checks with a single skill that is tied to the brand of destiny on your flank.



CLOCKWORK PONY

Clockwork Pony Traits

Descendants of nearly forgotten rebels against the gods, whose leader cursed her followers with mechanical bodies to spare them from divine wrath.

Ability Score Increase. Your Constitution score increases by 1, and your Wisdom score increases by 2.

Age. Clockwork ponies mature at the same rate as humans, and reach old age at about the same time.

Alignment. Clockwork ponies tend to lawful, partly because of their general pony nature and partly due to the ever-present reminder of what happens when you oppose order.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Fingerless. Clockwork ponies may use their mouth as one hand and are considered Small sized for sake of what they can or cannot wield.

Four-Legged. Being a four legged creature, you can bear greater weights (+50%) than a humanoid of the same size and Strength. Any roll to avoid becoming prone is made with advantage.

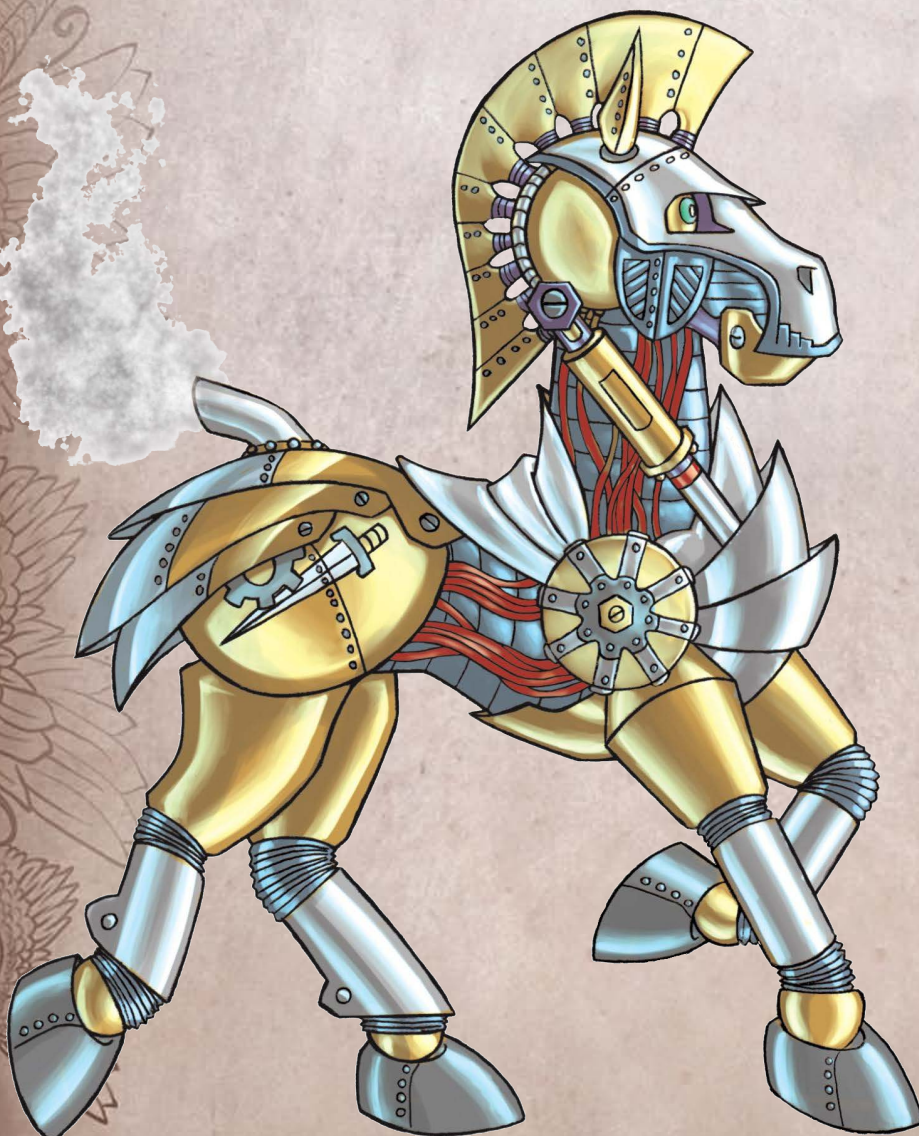
Living Construct. As the Warforged trait of the same name (see [Unearthed Arcana: Eberron](#) for full details).

Unique Destiny. You gain advantage on ability checks with a single skill that is tied to the brand of destiny on your flank.

Pony Ancestry. Choose a subrace below based on the tribe of pony you are descended from. You gain the traits listed for that subrace.

Doppelganger. You have advantage on persuasion and intimidate checks.

Earth-bound. Whenever you roll a hit die to regain hit points, the minimum you regain is twice your Constitution modifier or 2, whichever is higher.



RACES

Gem Pony. You have advantage on saving throws against being frightened.

Leather Wing or *Pegasus.* You have wings. Your base flying speed is 25 feet, and your base walking speed increases to 40 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 are vulnerable to piercing damage, and you have disadvantage on strength checks to interact with objects that are on the ground. You fall to the ground at the end of your turn unless you move at least half your fly speed during your turn. In addition, you gain proficiency with one simple melee weapon of your choice.

Sea Horse. Your base swim speed is 30 feet. You add your proficiency bonus to checks made to swim, and have advantage on them as well.

Unicorn. You have a magic horn growing from your forehead. You may perform a physical action (such as attacking someone not standing beside you with a sword, picking a lock across the room, or shutting a door) up to 30 feet away. This action must use your Intelligence if Strength would be called for. If the task normally requires intelligence or dexterity, you are at disadvantage. You must be able to see what you are working with.

Zebra. You gain proficiency in one skill and a related tool. In addition, you cannot be surprised as long as you are not incapacitated, and you gain a +1 bonus to initiative checks.

HIPPOGRIFF

Hippogriff Traits

Living proof that griffons and ponykind can more than just peacefully coexist, hippogriffs display a practical ambition reminiscent of both their parents' species.

Ability Score Increase. Two different ability scores of your choice increase by 1.

Age. Hippogriffs mature at the same rate as humans, but live nearly two centuries.

Alignment. Hippogriffs tend to lawful when raised among ponies, but when raised by griffons or other hippogriffs, they are often neutral.

Size. Your size is Medium.

Speed. Your base walking speed is 40 feet.

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

Four-Legged. Being a four legged creature, you can bear greater weights (+50%) than a humanoid of the same size and Strength. Any roll to avoid becoming prone is made with advantage.

Sharp Beak. You have a natural bite attack that deals 2d4 slashing damage. You are proficient with this weapon.

Unique Destiny. You gain advantage on checks with a single skill that is tied to the brand of destiny on your flank.

Wings. Your base flying speed is 25 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 are vulnerable to piercing damage, and 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.



PONY SATYR

Pony Satyr Traits

The offspring of humans and ponykind, as well as descendants of that offspring, pony satyrs are strangers of two worlds emboldened to carve a niche for themselves.

Ability Score Increase. Two different ability scores of your choice increase by 1.

Age. Pony satyrs mature at the same rate as humans, and reach old age at about the same time.

Alignment. Much like humans, pony satyrs tend overall toward neutral.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one extra language of your choice.

Skills. You gain proficiency in one skill of your choice.

Unique Destiny. You gain advantage on checks with a single skill that is tied to the brand of destiny on your flank.

Pony Ancestry. Choose a subrace below based on the tribe of pony you are descended from. You gain the traits listed for that subrace.

Doppelganger. You have advantage on persuasion and intimidate checks.

Earth-bound. Whenever you roll a hit die to regain hit points, the minimum you regain is twice your Constitution modifier or 2, whichever is higher.

Gem Pony. You have advantage on saving throws against being frightened.

Leather Wing or Pegasus. You have wings. Your base flying speed is 25 feet, and your base walking speed increases to 40 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 are vulnerable to piercing damage, and you have disadvantage on strength checks to interact with objects that are on the ground. You fall to the ground at the end of your turn unless you move at least half your fly speed during your turn. In addition, you gain proficiency with one simple melee weapon of your choice.

Sea Horse. Your base swim speed is 30 feet. You add your proficiency bonus to checks made to swim, and have advantage on them as well.

Unicorn. You have a magic horn growing from your forehead. You may perform a physical action (such as attacking someone not standing beside you with a sword, picking a lock across the room, or shutting a door) up to 30 feet away. This action must use your Intelligence if Strength would be called for. If the task normally requires intelligence or dexterity, you are at disadvantage. You must be able to see what you are working with.

Zebra. You gain proficiency in one skill and a related tool. In addition, you cannot be surprised as long as you are not incapacitated, and you gain a +1 bonus to initiative checks.



EQUIPMENT

Reminder: Armor for quadrupeds is heavier and more expensive than armor for humanoids, and feed is heavier than rations. See pages 155-157 of the Player's Handbook for more information.

Morral. A morral is a bag filled with food to be strapped to the muzzle of a creature. This prevents overeating and minimizes wasted feed, as well as allowing a creature with no hands to eat on the move. Wt. ½ lb.; 5 cp.

Nock Spike. A nock spike is a two-foot-long metal spike that can be driven into or pulled from the ground as an action (harder substances may require a Strength check). It supports an included frame for holding a shortbow or a longbow which can be mounted as part of the action to drive in the spike, allowing a person to fire it one-handed. Because of the limited ability to maneuver the bow, it halves the ranges given. Wt. 10 lb.; 10 gp.

Saddle Rack. Also known as an 'arms girth', this piece of tack allows an intelligent creature without usable hands to utilize certain melee weapons that require a better grip than they can manage. Being intended for quadrupeds (or similar body types), the typical saddle rack allows a creature to equip a javelin, spear, glaive, halberd, lance, pike, or trident, and use it for melee combat. Equipping a weapon or removing one from a saddle rack requires an action. Wt. 5 lb.; 25 gp.

OPTIONAL RULES

The following optional rules are available to DMs, to reinforce lighter themes in the game or preserve certain balance aspects.

Camaraderie. After a player rolls a death saving throw, they gain Inspiration, which they can use or award to another player as usual. See page 125 of the Player's Handbook for details about Inspiration.

Compassion. When an attacker reduces a creature to 0 hit points by any means, the target can be knocked out, falling unconscious and stable. See page 198 of the Player's Handbook for the default Knocking a Creature Out rules.

Typecasting. When a non-humanoid player character casts a spell with effects limited to humanoids, the effects are limited to the caster's type instead. See Chapter 11 of the Player's Handbook for the specifics of spells.

BACKGROUNDS

BONE TRIBE

Skill Proficiencies: Arcana, Religion

Tool Proficiencies: One gaming set

Languages: Dark Whisper

Equipment: A staff, a vial of holy water, the gaming set, a set of common clothes, and a set of bone pipes (or roll for a random trinket).

FEATURE: SHELTER OF THE FAITHFUL

As the Acolyte feature (PH127), but with Bone tribe members or zebras.

GHOST TRIBE

Skill Proficiencies: Arcana, Stealth

Languages: Two of your choice

Equipment: An herbalism kit, an explorer's pack, a set of common clothes, and a diary with seven missing pages (or roll for a random trinket).

FEATURE: SHELTER OF THE FAITHFUL

As the Acolyte feature (PH127), but with Ghost tribe members.

IMPERIALIST

Skill Proficiencies: Athletics, History

Languages: One of your choice

Equipment: A dungeoneer's pack, cartographer's tools, a set of traveler's clothes, and a rank insignia from a lost legionnaire (or roll for a random trinket).

FEATURE: MILITARY RANK

As the Soldier feature (PH140).

SEEKER OF THE ONE HERD

Skill Proficiencies: Diplomacy, Survival

Tool Proficiencies: Cartographer's tools

Languages: Two of your choice

Equipment: An explorer's pack, a gaming set, and a map of the town you grew up in (or roll for a random trinket).

FEATURE: WANDERER

As the Outlander feature (PH136).

UNBOUND HOOVES

Skill Proficiencies: Arcana, Investigation

Languages: Two of your choice

Equipment: A book, a bottle of ink, an ink pen, ten sheets of parchment, a set of traveler's clothes, and a four-leaf clover pressed inside a book about manners and etiquette (or roll for a random trinket).

FEATURE: RESEARCHER

As the Sage feature (PH138).

VAMPIRIC

Skill Proficiencies: Insight, Religion

Tool Proficiencies: Disguise kit, thieves' tools

Languages: One of your choice.

Equipment: A disguise kit, thieves' tools, a set of fine clothes, and a vial of dragon blood (or roll for a random trinket).

FEATURE: DISCOVERY

As the Hermit feature (PH134).

FEATS

Remember: Feats are an optional rule; ask your DM if they are available.

CLOUD WALK

Your steps are lighter than most can imagine.

- Increase your Dexterity score by 1, to a maximum of 20.
- Once per rest, as an action, you gain the benefits of the *water walk* spell for one hour, and can also walk on the surface of any heavily obscured area. You do not immediately rise when using this ability.
- The first 5 feet of difficult terrain you enter on your turn does not cost extra movement.

DASHING FLIER

Prerequisite: flight as a race/class feature

Through talent and tenacity, you have overcome some of the limitations of your aerodynamics. You gain the following benefits:

- Your fly speed increases by 10 feet.
- You gain the ability to hover while you are not incapacitated or restrained.
- You resist piercing damage while flying.
- You have advantage on Strength checks to manipulate objects on the ground, such as pushing boulders or moving rubble.
- You can fly in any armor fitted for wings even if you are not proficient with it.

DIFFUSE CONCENTRATION

Prerequisite: capable of casting at least one concentration duration spell

You can concentrate on two spells for up to one minute. You have disadvantage on concentration saving throws while using this ability. Once this effect ends, you must finish a rest before you can use it again. In addition, once per long rest, you can double the duration of any spell which has a duration of at least one minute and targets only yourself.

HORN FOCUS

Prerequisite: a horn or similar attribute, capable of casting at least one spell with somatic components

A unicorn is not just a horse with a horn attached; you were born with a spear at your eyes and magic in your blood.

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- You can make an unarmed attack using your horn, dealing 1d8 bludgeoning or piercing damage (as appropriate).
- You can use your horn to perform somatic gestures even if you would be otherwise incapable of them (e.g, hands tightly bound).

KOIDON'S GUEST

The world beyond the living holds no mysteries to you, and you find the boundary between far less imposing than most. When you are the target of *raise dead* or *resurrection*, you suffer only a -2 penalty instead. When you are the target of *reincarnation*, you can choose to return as the same race in exchange for taking the -2 penalty as if affected by *raise dead*.

LIVING LARGE

You are too amazing to be constrained by your typical form. Power wells up within you and you have learned to release it.

- Increase your Strength or Charisma score by 1, to a maximum of 20.
- Once per day, you can increase your size as per the *enlarge/reduce* spell for one minute; your reach increases by 5 feet while enlarged.
- You count as one size category larger for grappling, shoving, and lifting/carrying capacity.

PERFECT PRESENTATION

You pay special attention to the finer details of self-image, giving you preternatural acuity when manipulating the mindsets of others. You gain the following benefits:

- You have advantage on checks to disguise or pass yourself off as any specific creature that you have met before.
- You can cast the *beacon of hope* spell, but only creatures which can see you can gain the benefits. Once you have used this ability, you must finish a long rest to use it again.
- When you would be hit by an attack, you may use your reaction to increase your AC against that attack by your Charisma modifier.

PSYCHOPOMP

Whether warrior, shaman, priest, or untouchable, you've dealt with death and the dead more than most. Your connection with the departed grants you the following benefits:

- You can cast *augury* once per day. If you can cast the spell from another feature, this casting does not increase the chance of a random reading.
- You have advantage on all saving throws against effects which would reduce your maximum hit points.
- You have resistance to necrotic damage.

SUN-KISSED

You have become inured to prolonged exposure to the sun.

- Your Constitution score increases by 1, to a maximum of 20.
- You get a save to avoid exhaustion from thirst as long as you have any water, made with advantage if you have at least half the water you normally need.
- You have resistance to radiant damage.
- You have advantage on Wisdom (Perception) checks in direct sunlight.

VANGUARD

You understand the arts of war, at least as far as the front lines are concerned.

- You gain proficiency in Acrobatics or Athletics.
- You gain a +1 bonus to AC against opportunity attacks when you take the Dash action.

When you hit an enemy with a melee weapon attack, you can allow one ally that is adjacent to that enemy to move up to half its speed without provoking opportunity attacks from the target. You must finish a short or long rest before you can use this ability again.

DEITIES

Deity	Aligned	Suggested Domains	Symbol
Blaze, the goddess of war and fury	CE	Light, War	Immolated pony
Huntress, goddess of war and fury	CE	Tempest, War	Clawed hand raking across a globe
Kara, queen of shapeshifters	NE	Nature, Trickery	Tattered dragonfly wings
Lashtada, harbinger of love	N	Knowledge, Life	Two hearts bound with silver wire
Moon Princess, ruler of the night and dreams	LN	Life, Trickery	Full moon overlaid with pony shadow
Princess Luminance, patron of knowledge	LG	Knowledge, Life	Opened book held on hoof
Sheila the Author, goddess of fate	N	Knowledge, Nature	Book of destiny brands
Soft Whisper, goddess of the afterlife	N	Death	House made of horse femurs
Sun King, high god of feline races	NG	Light, Trickery	Feline perched on radiant sun
Sun Queen, goddess of the sun and joy	NG	Life, Light	Pegasus with wings unfurled in golden circle
The Night Mare, queen of darkness and fear	LE	Trickery, War	Hoof wrapped in jagged wire
The Unspoken, lord of chaos	CN	Tempest, Trickery	Sphere with various limbs at odd angles
White Talon, goddess of the dead	N	Death, Tempest	Jagged cliff topped by a lone nest

BESTIARY

CLIFFSIDE EEL

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	2 (-4)	13 (+1)	5 (-3)

Saving Throws Dexterity +5

Skills Perception +4, Stealth +5

Senses passive Perception 14, blindsight 30 ft.

Languages —

Challenge 6 (2,300 XP)



Den. When entirely within its tunnel, the cliffside eel has advantage on checks made to hide.

Lunge. When a cliffside eel first uses its bite attack in combat, extend its reach by 10 feet.

ACTIONS

Bite. *Melee weapon attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 39 (8d8 + 3) piercing damage and the target is grappled if Medium or smaller.

Constrict. *Melee weapon attack:* +6 to hit, reach 10 ft, one grappled creature. *Hit:* 22 (4d8 + 3) piercing damage and the target is restrained.

DEEPTIDE HORSE

Large fey, lawful evil

Armor Class 17 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	14 (+2)	13 (+1)	9 (-1)

Saving Throws Constitution +5

Skills Athletics +6, Stealth +4

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Senses passive Perception 11, blindsight 30 ft. (only in water), darkvision 60 ft.

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Dive. When a deeptide horse knocks a creature into the water with its water spout attack, it can use its tail attack against that creature as a bonus action on the same turn.

Light Sensitivity. While in bright light, the deeptide horse has disadvantage on attack rolls and Wisdom (perception) checks that rely on sight.

ACTIONS

Multiattack. The deeptide horse makes two melee attacks against a grappled target.

Bite. *Melee weapon attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee weapon attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage, and the target must succeed on a DC 13 Constitution save or be poisoned for one minute. The target can repeat the saving throw on each of its turns, ending the effect on itself on a success.



Tail. *Melee weapon attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 19 (3d10 + 3) bludgeoning damage. If the target is Medium or smaller, the target is grappled (escape DC 16).

Water Spout. *Ranged weapon attack:* +4 to hit, range 30 ft., one Medium or smaller creature. *Hit:* The target is shoved 10 ft. away from the deeptide horse and must make succeed on a DC 13 Strength saving throw to avoid falling prone. The deeptide horse must be in water at least 3 ft. deep to use this ability.

FLUTTER

Tiny fey, neutral

Armor Class 14 (natural armor)

Hit Points 9 (2d4 + 4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	14 (+2)	8 (-1)	12 (+1)	6 (-2)

Saving Throws Dexterity +5

Skills Perception +3

Senses passive Perception 13

Languages Common, Sylvan

Challenge 0 (10 XP)

ACTIONS

Bite. *Melee weapon attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

SWARM OF FLUTTERS

Large swarm of Tiny fey, neutral

Armor Class 15 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	6 (-2)	12 (+1)	6 (-2)

Skills Perception +3

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 13

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Magic Theft. The swarm has advantage on saving throws against spells and other magical effects originating in its space. Whenever it succeeds on a saving throw against a magical effect, it moves 10 ft. and bites one creature in its space as a reaction.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny flutter. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The swarm bites each creature in its space.

Bites. *Melee weapon attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 16 (2d12 + 3) piercing damage. If the swarm is at half health or less, 9 (1d12 + 3) piercing damage instead.



GEM GNOLL

Medium humanoid (gnoll), chaotic evil

Armor Class 13 (leather armor + shield)

Hit Points 27 (6d6 + 6)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	8 (-1)	11 (+0)	8 (-1)

Skills Investigation +1, Perception +2

Senses passive Perception 12, darkvision 60 ft.

Languages Common, Gnoll

Challenge 1/2 (100 XP)

Desperation. A gem gnoll has advantage on melee attack rolls if has less than half its maximum hit points remaining and there are no allies within 10 ft. that are not incapacitated.

ACTIONS

Multiattack. The gem gnoll makes two melee attacks.

Spear. *Melee or ranged weapon attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. A roll of 19 or 20 is a critical hit for the gem gnoll.

Racial Features

Strength +2, Constitution +1

Desperation.

Languages: Common, Gnoll

Darkvision 60 ft.

Burrow 20 ft.



GEM GOLEM

Large construct, neutral

Armor Class 18

Hit Points 102 (12d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	16 (+3)	8 (-1)	11 (+0)	8 (-1)

Skills Athletics +9, Perception +4

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Senses passive Perception 14, darkvision 60 ft.

Languages —

Challenge 9 (5,000 XP)

Bleed. When a gem golem scores a critical hit or hits a single target with all three claw attacks with its multiattack action, the target must succeed on a DC 17 Constitution save at the beginning of its next turn or lose 1d12 hit points due to blood loss.

Constructed Nature. A gem golem doesn't require air, food, drink, or sleep.

Dazzling. A gem golem in bright light causes creatures that can see it to make a DC 15 Constitution save. Those that fail have disadvantage on attack rolls and Wisdom (perception) checks that rely on sight for one round. Once a creature succeeds on the save, it is immune to that gem golem's dazzling for 24 hours.

Arcane Immunity. A gem golem can only be affected by spells of third level or lower if it is

willing. It has advantage on saving throws against all other spells and magical effects.

ACTIONS

Multiattack. The gem golem makes three claw attacks.

Claw. *Melee weapon attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

REACTIONS

Arcane Luster. When targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, the gem golem can use its reaction to reflect the spell back at the caster as if it originated from the gem golem, turning the caster into the target.



INEVITABLE VANGUARD

Large construct, lawful neutral

Armor Class 17

Hit Points 207 (18d10 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	23 (+6)	10 (+0)	17 (+3)	16 (+3)

Saving Throws Dexterity +7, Wisdom +7

Skills Perception +7

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 17, darkvision 60 ft.

Languages all, telepathy 60 ft.

Challenge 12 (8,400 XP)

Innate Spellcasting. The Inevitable Vanguard's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). An Inevitable Vanguard can cast the following spells, requiring no material components:

At-will: *chill touch* (3d8), *detect thoughts*, *fear*, *hold person*, *invisibility* (self only), *locate creature*, *mending*, *suggestion*, *zone of truth*

3/day each: *hold monster*, *geas* (30 days)

1/day: *geas* (1 year)

1/week: *geas* (permanent)

Regeneration. An Inevitable Vanguard regains 10 hit points at the start of its turn if it has at least 1 hit point.

Watchful. The Inevitable Vanguard has advantage on Dexterity checks for initiative and on Wisdom (perception) checks.

ACTIONS

Multiattack. The Inevitable Vanguard makes either two slam attacks or one slam attack and one longsword attack.

Longsword. *Melee weapon attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage, or 18 (2d10 + 7) if held in both hands.

Slam. *Melee weapon attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

MOUNTAIN WORM

Huge monstrosity, unaligned

Armor Class 18

Hit Points 262 (25d12 + 100)

Speed 20 ft., burrow 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	18 (+4)	1 (-5)	8 (-1)	8 (-1)

Saving Throws Constitution +9

Skills Perception +4, Stealth +8

Senses passive Perception 14, darkvision 60 ft., tremorsense 60 ft.

Languages —

Challenge 13 (10,000 XP)

Flora Camouflage. The mountain worm has advantage on Dexterity (stealth) checks made to hide in wooded terrain.

ACTIONS

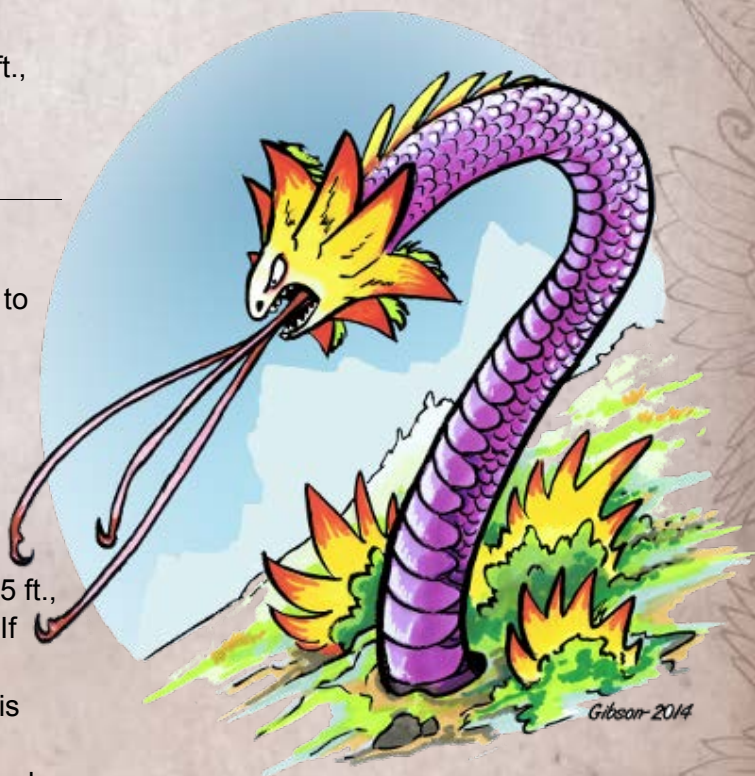
Multiattack. The mountain worm makes two tendril attacks and a bite attack.

Bite. *Melee weapon attack:* +12 to hit, reach 15 ft., one target. *Hit:* 41 (8d8 + 5) piercing damage. If the target is a Medium or smaller creature grappled by the mountain worm, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the mountain worm, and it takes 21 (6d6) acid damage at the start of each of the mountain worm's turns.

If the mountain worm takes 30 damage or more on a single turn from a creature, the

mountain worm must succeed on a DC 19 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the mountain worm. If the mountain worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tendril. *Melee weapon attack:* +8 to hit, reach 30 ft., one target. *Hit:* 21 (4d8 + 3) bludgeoning damage, and the target is grappled.



SKY MASK

TINY SKY MASK

Tiny elemental, chaotic evil

Armor Class 15

Hit Points 24 (7d4 + 7)

Speed 0 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	13 (+1)	4 (-3)	12 (+1)	8 (-1)

Saving Throws Dexterity +7

Skills Acrobatics +7, Perception +3, Stealth +7

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 13, blindsense 0 ft.

Languages Primordial

Challenge 1/2 (100 XP)

Haze. A space occupied by a sky mask is lightly obscured. Creatures the same size or smaller than a sky mask that share a space are heavily obscured instead.

Storm Form. The sky mask can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Discharge Lightning. *Melee or ranged spell attack:* +3 to hit, reach 0 ft. or range 10 ft, one target. *Hit:* 7 (2d6 + 1) lightning damage.

SMALL SKY MASK

Small elemental, chaotic evil

Armor Class 14

Hit Points 44 (8d6 + 16)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	14 (+2)	5 (-3)	13 (+1)	8 (-1)

Saving Throws Dexterity +6

Skills Acrobatics +6, Perception +3, Stealth +6

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 13, blindsense 0 ft.

Languages Primordial

Challenge 2 (450 XP)

Haze. A space occupied by a sky mask is lightly obscured. Creatures the same size or smaller than a sky mask that share a space are heavily obscured instead.

Storm Form. The sky mask can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Discharge Lightning. *Melee or ranged spell attack:* +3 to hit, reach 0 ft. or range 25 ft, one target. *Hit:* 15 (4d6 + 1) lightning damage.

MEDIUM SKY MASK

Medium elemental, chaotic evil

Armor Class 14

Hit Points 58 (9d8 + 18)

Speed 0 ft., fly 75 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	5 (-3)	14 (+2)	7 (-2)

Saving Throws Dexterity +6

Skills Acrobatics +6, Perception +4, Stealth +6

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 14, blindsense 0 ft.

Languages Primordial

Challenge 4 (1,100 XP)

Haze. A space occupied by a sky mask is lightly obscured. Creatures the same size or smaller than a sky mask that share a space are heavily obscured instead.

Storm Form. The sky mask can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Discharge Lightning. *Melee or ranged spell attack:* +4 to hit, reach 0 ft. or range 35 ft, one or two targets. *Hit:* 29 (8d6 + 1) lightning damage against one target or 15 (4d6 + 1) lightning damage against two targets.

LARGE SKY MASK

Large elemental, chaotic evil

Armor Class 16

Hit Points 76 (9d10 + 27)

Speed 0 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	5 (-3)	15 (+2)	7 (-2)

Saving Throws Strength +6, Constitution +6, Dexterity +6

Skills Athletics +6, Perception +5, Stealth +6

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 15, blindsense 0 ft.

Languages Primordial

Challenge 6 (2,300 XP)

Control Weather. Once per day, a sky mask can cast *control weather* without the need for material components.

Gust. A sky mask creates a strong wind in spaces it moves through or occupies in a turn. The effects persist until the start of its next turn.

Haze. A space occupied by a sky mask is lightly obscured. Creatures the same size or smaller than a sky mask that share a space are heavily obscured instead.

Storm Form. The sky mask can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Discharge Lightning. *Melee or ranged spell attack:* +5 to hit, reach 0 ft. or range 50 ft, one or two targets. *Hit:* 38 (8d8 + 2) lightning damage against one target or 20 (4d8 + 2) lightning damage against two targets.

Whirlwind (recharge 5-6). Each creature in the sky mask's space must make a DC 14 Strength saving throw. On a failure, a target takes 20 (5d6 + 3) bludgeoning damage and is flung up to 20 feet away from the sky mask in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) for every 10 feet it was thrown. If the target is flung at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

HUGE SKY MASK

Huge elemental, chaotic evil

Armor Class 16

Hit Points 85 (9d12 + 30)

Speed 0 ft., fly 125 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	17 (+3)	6 (-2)	16 (+3)	6 (-2)

Saving Throws Strength +8, Constitution +6

Skills Athletics +8, Perception +6, Stealth +6

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 16, blindsense 0 ft.

Languages Primordial

Challenge 8 (3,900 XP)

Control Weather. Twice per day, a sky mask can cast *control weather* without the need for material components.

Gust. A sky mask creates a strong wind in spaces it moves through or occupies in a turn. The effects persist until the start of its next turn.

Haze. A space occupied by a sky mask is lightly obscured. Creatures the same size or smaller than a sky mask that share a space are heavily obscured instead.

Storm Form. The sky mask can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Discharge Lightning. *Melee or ranged spell attack:* +7 to hit, reach 0 ft. or range 60 ft, one or two targets. *Hit:* 48 (8d10 + 3) lightning damage against one target or 25 (4d10 + 3) lightning damage against two targets.

Whirlwind (recharge 5-6). Each creature in the sky mask's space must make a DC 14 Strength saving throw. On a failure, a target takes 25 (5d8 + 3) bludgeoning damage and is flung up to 20 feet away from the sky mask in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) for every 10 feet it was thrown. If the target is flung at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

GARGANTUAN SKY MASK

Gargantuan elemental, chaotic evil

Armor Class 16

Hit Points 101 (7d20 + 28)

Speed 0 ft., fly 150 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	18 (+4)	6 (-2)	17 (+3)	6 (-2)

Saving Throws Strength +12, Constitution +8

Skills Athletics +12, Perception +7, Stealth +6

Damage Resistance bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 17, blindsense 0 ft.

Languages Primordial

Challenge 10 (5,900 XP)

Control Weather. Thrice per day, a sky mask can cast *control weather* without the need for material components.

Gust. A sky mask creates a strong wind in spaces it moves through or occupies in a turn. The effects persist until the start of its next turn.

Haze. A space occupied by a sky mask is lightly obscured. Creatures the same size or smaller than a sky mask that share a space are heavily obscured instead.

Storm Form. The sky mask can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Discharge Lightning. *Melee or ranged spell attack:* +8 to hit, reach 0 ft. or range 75 ft, one or two targets. *Hit:* 58 (10d10 + 3) lightning damage against one target or 30 (5d10 + 3) lightning damage against two targets.

Whirlwind (recharge 5-6). Each creature in the sky mask's space must make a DC 16 Strength saving throw. On a failure, a target takes 31 (5d10 + 4) bludgeoning damage and is flung up to 20 feet away from the sky mask in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) for every 10 feet it was thrown. If the target is flung at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

ICONIC CHARACTERS

Fast Shadow

Iconic Seeker of the One Herd

1st-level Fighter, Medium fey (earth-bound pony), neutral good

Armor Class 18 (chain mail + shield)

Hit Points 13 (hit dice 1d10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	16 (+3)	13 (+1)	12 (+1)	10 (+0)

Saving Throws Strength +4, Constitution +5

Skills Athletics +4, Diplomacy +2, Intimidation +2, Survival +5

Tools Cartographer's tools

Senses passive Perception 11

Languages Common, Sylvan, Gnoll, Primordial

Four-Legged. Fast Shadow can carry 337.5 lbs., push, drag, or lift 675 lbs., and has advantage on checks to avoid becoming prone.

Fingerless. As Clockwork ponies above.

Unique Destiny. Fast Shadow has advantage on Athletics checks.

Like a Rock. Once per long rest, when Fast Shadow would be reduced to 0 hit points but not killed outright, she drops to 1 hit point instead. In addition, whenever she rolls a hit die to regain hit points, she regains either the rolled value plus her Constitution modifier or 6 hit points, whichever is higher.

Like a Weed. Fast Shadow has advantage on saving throws against poison, and has resistance against poison damage.

Show Jump. Fast Shadow has a high jump of 10 feet and a long jump of 20 feet.

ACTIONS

Lance. *Melee weapon attack:* +4 to hit, reach 10 ft., one target, disadvantage if the target is within 5 feet. *Hit:* 7 (1d10 + 2) piercing damage.

Handaxe. *Melee or ranged weapon attack:* +4 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

REACTIONS

Protection. When a target within 5 ft. of Fast Shadow other than herself is attacked by an enemy she can see, she can use her shield to impose disadvantage on the attack roll.

BONUS ACTIONS

Second Wind. Once per rest, Fast Shadow can regain 1d10 + 1 hit points as a bonus action.

GEAR

A lance, a shield, chainmail, two handaxes, a dungeoneer's pack, an explorer's pack, a saddle rack, a dice set, and a map of her hometown.

BACKGROUND

Seeker of the One Herd

Personality Trait. "I like to win, and I'm very good at it."

Ideal. Community. "We can, and will, make this world a better place."

Bond. "My family? The Seekers. I belong here."

Flaw. "I never refuse a challenge. Never."

Aeroean

Iconic Druid

1st-level Druid, Medium fey (pegasus pony), neutral good

Armor Class 16 (leather armor + shield)

Hit Points 10 (hit dice 1d8)

Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	12 (+1)	15 (+2)	10 (+0)

Saving Throws Intelligence +3, Wisdom +4

Skills Animal Handling +4, Insight +4, Medicine +4, Religion +3

Senses passive Perception 12

Languages Common, Sylvan, Druidic, Primordial, Elvish

Four-Legged. Aeroean can carry 180 lbs., push, drag, or lift 360 lbs., and has advantage on checks to avoid becoming prone.

Fingerless. As Clockwork ponies above.

Spellcasting. Aeroean knows the cantrips *druidcraft* and *produce flame*, usable at will. In addition, he can prepare 3 druid spells per day, usually *detect magic*, *fog cloud*, and *thunderwave*. He has two 1st-level spell slots with which to cast these spells. The save DC is 12 and his attack bonus is +4.

Unique Destiny. Aeroean has advantage on Nature checks.

Wings. Aeroean cannot fly when wearing armor he isn't proficient in, or when wearing armor or packs not tailored to wings. While flying, he is vulnerable to piercing damage, and has disadvantage on Strength checks to interact with objects that are on the ground.

ACTIONS

Spear. *Melee weapon attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) piercing damage.

Produce Flame. *Ranged spell attack:* +4 to hit, range 30 ft., one target. *Hit:* 4 (1d8) fire damage. (PH269 for full details.)

GEAR

A spear, a wooden shield, leather armor, a saddle rack, an explorer's pack, a druidic focus, an icon of the Sun Queen, a prayer wheel featuring assorted destiny brands, 5 sticks of incense, vestments, a set of common clothes, and a belt pouch containing 15 gp.

BACKGROUND

Acolyte.

Personality Trait. "I enjoy my work, even if others say I enjoy it too much to be able to call it work."

Ideal. Independence. "The weather tends to do what needs doing; not a bad example for us."

Bond. "I'm no fair weather friend, just the opposite. When you need it most, I'll bring the lightning."

Flaw. "I'm not so much easily distracted as I am always wondering which cloud is going to be the bigger storm."

Dawn Event

Iconic Cleric

1st-level Cleric, Medium fey (earth-bound pony), lawful neutral

Armor Class 18 (chain mail + shield)

Hit Points 10 (hit dice 1d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Wisdom +4, Charisma +3

Skills Medicine +4, Insight +4, Perception +4, Religion +2

Senses passive Perception 14

Languages Common, Sylvan, Celestial, Elvish

Four-Legged. Dawn can carry 315 lbs., push, drag, or lift 630 lbs., and has advantage on checks to avoid becoming prone.

Fingerless. Dawn may use his mouth as one hand and is considered small sized for the sake of wielding weapons.

Life Domain. Dawn has *bless* and *cure wounds* prepared (PH60 for full details).

Spellcasting. Dawn knows the cantrips *light*, *sacred flame*, and *spare the dying*, usable at will. In addition, he can prepare 3 cleric spells per day, usually *detect magic*, *inflict wounds*, and *shield of faith*. He has two 1st-level spell slots with which to cast these spells. The save DC is 12 and his attack bonus is +4.

Unique Destiny. Dawn has advantage on Religion checks.

ACTIONS

Mace. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Sacred Flame. One creature within 60 feet of Dawn must succeed on a Dexterity saving throw or take 4 (1d8) radiant damage.

Inflict Wounds. *Melee spell attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) necrotic damage.

Cure Wounds. Dawn can touch one creature, causing it to regain 9 (1d8 + 5) hit points.

BONUS ACTIONS

Shield of Faith. One creature within 60 feet of Dawn gains a bonus to AC until the spell ends (PH275 for full details).

GEAR

A mace, chainmail, a saddle rack, a priest's pack, a shield, icons of the Night Mare and Blaze, a prayer wheel featuring the Moon Princess, 5 sticks of incense, vestments, a set of common clothes, and a belt pouch containing 15 gp.

BACKGROUND

Acolyte.

Personality Trait. "There are two things in life: what we protect, and what we overcome."

Ideal. Piety. "It is not for such as we to question the will of the gods. All of the gods."

Bond. "I live, and die, for the glory of the divine."

Flaw. "I edge towards, and sometimes over, taunting the narrow clergy with my knowledge."

Under Score

Iconic Wizard

1st-level Wizard, Medium fey (earth-bound pony), neutral good

Armor Class 12 (15 with mage armor)

Hit Points 8 (hit dice 1d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	15 (+2)	11 (+0)	8 (-1)

Saving Throws Intelligence +4, Wisdom +2

Skills Arcana +4, History +4, Investigation +4, Perception +2

Senses passive Perception 12

Languages Common, Sylvan, Celestial, Primordial

Four-Legged. Under Score can carry 225 lbs., push, drag, or lift 450 lbs., and has advantage on checks to avoid becoming prone.

Fingerless. As Clockwork ponies above.

Spellcasting. Under Score knows the cantrips *light*, *ray of frost*, and *shocking grasp*, usable at will. In addition, he can prepare 3 wizard spells per day from the list of *burning hands*, *chromatic orb*, *comprehend languages*, *detect magic*, *mage armor*, and *magic missile*. He has two 1st-level spell slots with which to cast these prepared spells. The save DC is 12 and his attack bonus is +4.

Arcane Recovery. Once per day after a short rest, Under Score can recover one expended 1st-level spell slot.

Unique Destiny. Under Score has advantage on Investigation checks.

ACTIONS

Dagger. *Melee weapon attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Ray of Frost. *Ranged spell attack:* +4 to hit, range ft., one creature. *Hit:* 4 (1d8) cold damage and the target's speed is reduced by 10 feet until the start of Under Score's next turn.

Shocking Grasp. *Melee spell attack:* +4 to hit, reach 5 ft., one creature, advantage on the attack roll if target is wearing metal armor. *Hit:* 4 (1d8) lightning damage, and the target cannot take reactions until the start of its next turn.

GEAR

A dagger, an arcane focus, a scholar's pack, a spellbook, a bottle of black ink, a quill, a small knife, a set of common clothes, and a belt pouch containing 10 gp.

BACKGROUND

Sage.

Personality Trait. "I read avidly, some would say religiously."

Ideal. Knowledge. "There is no greater balm for tragedy than the knowledge to overcome it."

Bond. "My knowledge must be used to help others; it does no good if it stays hidden after I've found it."

Flaw. "The slightest rumor of forgotten lore is enough to make me chase after it."

Wandering Note

Iconic Bard

1st-level Bard, Medium fey (cloven), neutral good

Armor Class 12 (leather armor)

Hit Points 10 (hit dice 1d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	15 (+2)	9 (-1)	16 (+3)

Saving Throws Dexterity +3, Charisma +5

Skills Acrobatics +3, Nature +4, Perception +1, Performance +5, Stealth +3

Senses passive Perception 11

Languages Common, Sylvan

Tools Drum, Flute, Horn

Four-Legged. Wandering Note can carry 247.5 lbs., push, drag, or lift 495 lbs., and has advantage on checks to avoid becoming prone.

Fingerless. Wandering Note may use his mouth as one hand and is considered small sized for the sake of wielding weapons.

Spellcasting. Wandering Note knows the cantrips *light* and *minor illusion*, usable at will. In addition, he knows the following spells: *cure wounds*, *detect magic*, *sleep*, and *Tasha's hideous laughter*. He has two 1st-level spell slots with which to cast these spells. The save DC is 13 and his attack bonus is +5.

Cloven Resilience. Wandering Note has advantage on saving throws against poison and resistance to poison damage.

ACTIONS

Horn. *Melee weapon attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Rapier. *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Dagger. *Melee or ranged weapon attack:* +3 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Tasha's Hideous Laughter. A creature must succeed on a Wisdom saving throw or be incapacitated for the duration (PH280 for full details).

BONUS ACTIONS

Bardic Inspiration. Wandering Note can grant bonuses to checks (PH53 for full details).

GEAR

A rapier, an entertainer's pack, a flute, leather armor, a dagger, a drum, a costume, a belt pouch containing 15 gp, and a piece of crystal that glows faintly in moonlight given to him by a sweetheart in Clovenhame.

BACKGROUND

Entertainer.

Personality Trait. "People hardly notice I'm there until I start playing, but then they perk right up!"

Ideal. Discovery. "There's a whole wide world out there, just waiting for me to see it."

Bond. "I know the folks back in Clovenhame must be worried, but I'm not ready to go back."

Flaw. "It's never enough to hear about something; I always end up right in it."

Steel Prism

Iconic Paladin

1st-level Paladin, Medium fey (unicorn pony), lawful good

Armor Class 18 (chain mail + shield)

Hit Points 12 (hit dice 1d10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	16 (+3)	8 (-1)	14 (+2)

Saving Throws Wisdom +1, Charisma +4

Skills Athletics +2, History +5, Insight +4, Persuasion +4

Senses passive Perception 9

Languages Common, Sylvan, Celestial

Four-Legged. Steel can carry 225 lbs., push, drag, or lift 450 lbs., and has advantage on checks to avoid becoming prone.

Telekinesis. Steel is able to use weapons and equipment as well as a normal human. He uses Intelligence instead of Strength for melee attacks or other actions involving a held item, and can grapple creatures more than one size larger than himself.

Distant Focus. Steel can perform physical actions up to 30 feet away as long as he can see what he's doing. He substitutes Intelligence for Strength. If the task normally requires Intelligence or Dexterity, any checks made have disadvantage.

Unique Destiny. Steel has advantage on Religion checks.

ACTIONS

Longsword. *Melee weapon attack:* +5 to hit, reach 30 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Javelin. *Melee or ranged weapon attack:* +5 to hit, reach 30 ft. or range 30 ft./120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Divine Sense. Steel can sense celestials, fiends, and undead around him (PH84 for full details).

Lay on Hands. Steel can restore hit points, or cure disease or poison (PH84 for full details).

GEAR

A longsword, a shield with the Sun Queen's holy symbol emblazoned on the face, chain mail, five javelins, a priest's pack, a dungeoneer's pack, cartographer's tools, a set of traveler's clothes, and a silver badge in the shape of a five-pointed star.

BACKGROUND

Imperialist.

Personality Trait. "I've learned to anticipate commands with excellent, but not perfect, accuracy."

Ideal. Loyalty. "The Queen has given us these lives of peace, and I'd give mine for hers and still not count it even."

Bond. "I will protect and foster all that is important to my Queen."

Flaw. "Nothing, not family, friends, or love, is more important than my duty."

Brie Brightwing

Iconic Barbarian

1st-level Barbarian, Medium fey (griffon), chaotic neutral

Armor Class 13 (unarmored defense)

Hit Points 14 (hit dice 1d12)

Speed 40 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Strength +5, Constitution +4

Skills Acrobatics +3, Intimidation +1, Nature +2, Performance +1

Tools. Disguise kit, drum

Senses passive Perception 12

Languages Common, Sylvan

Four-Legged. Brie can carry 382.5 lbs., push, drag, or lift 765 lbs., and has advantage on checks to avoid becoming prone.

Wings. Brie cannot fly when wearing armor she isn't proficient in, or when wearing armor or packs not tailored to wings. While flying, she is vulnerable to piercing damage, and has disadvantage on Strength checks to interact with objects that are on the ground.

Unarmored Defense. Brie's armor class is 13 when not wearing any armor.

ACTIONS

Beak. *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Greataxe. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Greatclub. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Javelin. *Melee or ranged weapon attack:* +5 to hit, reach 5 ft. or range 30 ft./120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Pike. *Melee weapon attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

BONUS ACTIONS

Rage. Twice a day, Brie can enter a rage (PH48 for full details).

GEAR

A greataxe, a greatclub, an explorer's pack, four javelins, a pike, a costume, a belt pouch containing 15 gp, and a silver skull the size of a coin from someone she once saved.

BACKGROUND

Variant Entertainer: Gladiator (PH131).

Personality Trait. "I'm always on the lookout for the next great fight."

Ideal. Glory. "There are things out there worse than me; I'm going to show them just how much better I am."

Bond. "I will only channel my fury at people who have earned it."

Flaw. "I used to be a bully, and reputations die as hard as habits."

PREGEN CHARACTERS

Feeling stuck on character creation? Want a quick sheet for a one-shot? Try these!

BOULDER ECLIPSE

1st-level Cleric, Large fey (Antean pony), lawful good

Armor Class 13 (scale mail)

Hit Points 10 (hit dice 1d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Wisdom +4, Charisma +3

Skills Athletics +5, Insight +3, Medicine +4, Religion +2

Tools Disguise kit, thieves' tools

Senses passive Perception 17

Languages Common, Sylvan

Fingerless. Boulder may use his mouth as one hand and is considered Medium sized for sake of what he can or cannot wield.

Four-Legged. Boulder can carry 360 lbs., push, drag, or lift 720 lbs., and has advantage on checks to avoid becoming prone.

Thick Hide. Boulder's armor class is 11 when not wearing armor.

Light Domain. Boulder has *burning hands* and *faerie fire* prepared (PH61 for full details).

Spellcasting. Boulder knows the cantrips *guidance*, *light*, *sacred flame*, and *thaumaturgy*, usable at will. In addition, he can prepare 3 cleric spells per day, usually *cure wounds*, *guiding bolt*, and *healing word*. He has two 1st-level spell slots with which to cast these prepared spells. The save DC is 12 and his attack bonus is +4.

Unique Destiny. Boulder has advantage on Perception checks.

ACTIONS

Hooves. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Javelin. *Melee or ranged weapon attack:* +5 to hit, reach 5 ft. or range 30 ft./60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Guiding Bolt. *Ranged spell attack:* +4 to hit, range 120 ft., one target. *Hit:* 14 (4d6) radiant damage, and the next attack against the target before the end of your next turn has advantage.

Cure Wounds. Boulder touches one creature and restores 6 (1d8 + 2) hit points.

REACTIONS

Warding Flare. Boulder imposes disadvantage on incoming attacks. (PH61 for full details.)

BONUS ACTIONS

Healing Word. Boulder chooses a creature within 60 feet to regain 4 (1d4 + 2) hit points.

GEAR

A mace, scale mail, a javelin, a priest's pack, a shield, a pendant of the Sun Queen's emblem, a disguise kit, thieves' tools, a set of fine clothes, and a glass eye.

BACKGROUND

Vampiric.

PREGEN CHARACTERS

ROCKY GUNNER

1st-level Sorcerer, Medium fey (clockwork gem pony), neutral good

Armor Class 12

Hit Points 8 (hit dice 1d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	15 (+2)

Saving Throws Constitution +4, Charisma +4

Skills Animal Handling +4, Deception +4, Intimidation +4, Survival +4

Tools Jeweler's tools, vehicles (land)

Senses passive Perception 10

Languages Common, Sylvan

Fingerless. Rocky may use his mouth as one hand and is considered Small sized for sake of what he can or cannot wield.

Four-Legged. Rocky can carry 225 lbs., push, drag, or lift 450 lbs., and has advantage on checks to avoid becoming prone.

Living Construct. As Clockwork ponies above.

Spellcasting. Rocky knows the cantrips *acid splash*, *dancing lights*, *minor illusion*, and *poison spray*, usable at will. In addition, he knows 2 sorcerer spells: *disguise self* and *ray of sickness*. He has two 1st-level spell slots with which to cast these prepared spells. The save DC is 12 and his attack bonus is +4.

Unique Destiny. Rocky has advantage on Persuasion checks.

Pony Ancestry: Gem. Rocky has advantage on saving throws to avoid becoming frightened.

Wild Magic Surge. A random event sometimes occurs when Rocky casts a spell (PH103 for full details).

Tides of Chaos. Rocky gains advantage on one check of his choosing (PH103 for full details).

ACTIONS

Acid Splash. One or two targets within 60 feet of Rocky and within 5 feet of each other must succeed on a Dexterity saving throw or take 3 (1d6) acid damage.

Poison Spray. One creature within 10 feet must succeed on a Constitution saving throw or take 6 (1d12) poison damage.

Ray of Sickness. *Ranged spell attack:* +4 to hit, range 60 ft., one target. *Hit:* Target takes poison damage and may be poisoned (PH271 for full details).

Sling. *Ranged weapon attack:* +4 to hit, range 30 ft./120 ft., one target. *Hit:* 4 (1d4 +2) bludgeoning damage.

GEAR

A sling with 20 bullets, a crystal focus from his own body, a dungeoneer's pack, two daggers, jeweler's tools, a shovel, an iron pot, a set of common clothes, and a belt pouch containing 10 gp.

BACKGROUND

Folk Hero (defining event 3).

NANNY THUNDERCLAP

1st-level Fighter, Medium fey (cloven), neutral

Armor Class 16 (chain mail)

Hit Points 12 (hit dice 1d10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	14 (+2)	13 (+1)	9 (-1)

Saving Throws Strength +5, Constitution +4

Skills Athletics +5, History +4, Insight +3, Intimidation +1

Tools Dice, vehicles (land)

Senses passive Perception 11

Languages Common, Sylvan

Fingerless. Nanny may use her mouth as one hand and is considered Small sized for sake of what she can or cannot wield.

Four-Legged. Nanny Thunderclap can carry 360 lbs., push, drag, or lift 720 lbs., and has advantage on checks to avoid becoming prone.

Fighting Style: Dueling. Nanny Thunderclap has +2 to damage rolls with a melee when wielding it in her mouth if it is the only weapon she wields.

Cloven Resilience. Nanny Thunderclap has advantage on saving throws against poison and resistance to poison damage.

ACTIONS

Horn. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Longsword. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Flail. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

BONUS ACTIONS

Second Wind. Once per rest, Nanny Thunderclap can regain 1d10 + 1 hit points as a bonus action.

GEAR

Chain mail, a longsword, a flail, two handaxes, an explorer's pack, rank insignia, an arrowhead removed from her armor, a set of bone dice, a set of common clothes, and a belt pouch containing 10 gp.

BACKGROUND

Soldier.

THE PAINTED HARVESTER

1st-level Barbarian, Medium fey (flutterpony), chaotic good

Armor Class 13 (unarmored defense)

Hit Points 14 (hit dice 1d12)

Speed 25 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	8 (-1)	12 (+1)	14 (+2)

Saving Throws Strength +4, Constitution +4

Skills Animal Handling +3, Athletics +4, Intimidation +4, Survival +3

Tools Drum

Senses passive Perception 11

Languages Common, Sylvan, Orc

Fingerless. The Harvester may use her mouth as one hand and is considered Small sized for sake of what she can or cannot wield.

Four-Legged. The Harvester can carry 337.5 lbs., push, drag, or lift 675 lbs., and has advantage on checks to avoid becoming prone.

Wings. The Harvester cannot fly while wearing armor she is not proficient in or not tailored to accommodate her wings, or a backpack not specially tailored to wings. While flying, she is vulnerable to piercing damage, and has disadvantage on Strength checks to interact with objects on the ground.

Unarmored Defense. The Harvester's armor class is 13 when not wearing any armor.

ACTIONS

Warhammer. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Handaxe. *Melee or ranged weapon attack:* +4 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Javelin. *Melee or ranged weapon attack:* +4 to hit, reach 30 ft. or range 30 ft./120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

BONUS ACTIONS

Small Origins. Once per long rest, the Harvester can shrink herself for one minute. While shrunk, attack rolls against her have disadvantage and she has advantage on Dexterity saving throws, but her weapon attacks deal 1d6 less damage (minimum 1).

Rage. Twice a day, the Harvester can enter a rage (PH48 for full details).

GEAR

A warhammer, two handaxes, an explorer's pack, four javelins, a staff, a hunting trap, a necklace of cliffside eel teeth, a set of traveler's clothes, and a belt pouch containing 10 gp.

BACKGROUND

Outlander.

MELETE PHANTOMFEATHER

1st-level Bard, Medium fey (griffon), lawful neutral

Armor Class 13 (leather armor)

Hit Points 8 (hit dice 1d8)

Speed 40 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	8 (-1)	14 (+2)	15 (+2)

Saving Throws Dexterity +4, Charisma +4

Skills Deception +4, History +1, Insight +4, Investigation +1, Persuasion +4

Tools Drum, dulcimer, lyre

Senses passive Perception 12

Languages Common, Sylvan

Four-Legged. Melete can carry 315 lbs., push, drag, or lift 630 lbs., and has advantage on checks to avoid becoming prone.

Wings. Melete cannot fly while wearing armor she is not proficient in or not tailored to accommodate her wings, or a backpack not specially tailored to wings. While flying, she is vulnerable to piercing damage, and has disadvantage on Strength checks to interact with objects on the ground.

Spellcasting. Melete knows the cantrips *friends* and *vicious mockery*, usable at will. In addition, she knows the following spells: *charm person*, *comprehend languages*, *healing word*, and *illusory script*. She has two 1st-level spell slots with which to cast these spells. The save DC is 12 and her attack bonus is +4.

ACTIONS

Sharp Beak. *Melee weapon attack:* +4 to hit, reach 5 ft., 1 target. *Hit:* 7 (2d4 + 2) slashing damage.

Rapier. *Melee weapon attack:* +4 to hit, reach 5 ft., 1 target. *Hit:* 6 (1d8 + 2) piercing damage.

Vicious Mockery. A creature within 60 feet must succeed on a Wisdom saving throw or take psychic damage and have disadvantage (PH285 for full details).

BONUS ACTIONS

Bardic Inspiration. Melete can grant bonuses to checks (PH53 for full details).

Healing Word. Melete chooses a creature within 60 feet to regain 4 (1d4 + 2) hit points.

GEAR

A rapier, a diplomat's pack, a horn, leather armor, a dagger, a set of fine clothes, a signet ring, a scroll of pedigree, and a purse containing 25 gp.

BACKGROUND

Noble.

Pregen Characters

Dusk Silence

1st-level Rogue, Medium fey (hippogriff), neutral

Armor Class 14 (leather armor)

Hit Points 7 (hit dice 1d8)

Speed 40 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	8 (-1)	14 (+2)	14 (+2)	10 (+0)

Saving Throws Dexterity +5, Intelligence +4

Skills Acrobatics +5, Deception +2, Investigation +4, Perception +4, Sleight of Hand +5, Stealth +7

Tools Thieves' tools, dice, disguise kit

Senses passive Perception 14

Languages Common, Sylvan

Four-Legged. Dusk can carry 270 lbs., push, drag, or lift 540 lbs., and has advantage on checks to avoid becoming prone.

Wings. Dusk cannot fly while wearing armor she is not proficient in or not tailored to accommodate her wings, or a backpack not specially tailored to wings. While flying, she is vulnerable to piercing damage, and has disadvantage on Strength checks to interact with objects on the ground.

Unique Destiny. Dusk has advantage on Stealth checks.

Expertise. Dusk is an expert at Stealth and using thieves' tools (PH96 for full details).

Sneak Attack. Dusk deals extra damage with certain weapons (PH96 for full details).

ACTIONS

Sharp Beak. *Melee weapon attack:* +3 to hit, reach 5 ft., 1 target. *Hit:* 6 (2d4 + 1) slashing damage.

Shortsword. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged weapon attack:* +5 to hit, range 80 ft./320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

GEAR

A shortsword, a shortbow and 20 arrows, a burglar's pack, leather armor, two daggers, thieves' tools,

BACKGROUND

Criminal (specialty 2).

PREGEN CHARACTERS

AEOZIHR

1st-level Warlock, Medium fey (phoenix wolf), lawful good

Armor Class 13 (leather armor)

Hit Points 9 (hit dice 1d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (+0)	15 (+2)	15 (+2)

Saving Throws Wisdom +4, Charisma +4

Skills Arcana +2, History +2, Insight +4, Religion +2

Senses passive Perception 12

Languages Common, Sylvan, Infernal, Dwarvish

Fingerless. Aeozihr may use her mouth as one hand and is considered Small sized for sake of what she can or cannot wield.

Four-Legged. Aeozihr can carry 180 lbs., push, drag, or lift 360 lbs., and has advantage on checks to avoid becoming prone.

Fiery Pelt. Aeozihr has resistance to fire damage.

Fire Heart. Aeozihr knows the *fire bolt* cantrip; Charisma is her spellcasting ability for this.

Wildfire Rush. Aeozihr ignores difficult terrain after taking the Dash action on a turn.

Otherworldly Patron. Aeozihr has struck a bargain with a Fiend, adding spells to those she can learn and giving her temporary hit points when defeating an enemy (PH107-109 for full details).

Spellcasting. Aeozihr knows the cantrips *eldritch blast* and *mage hand*, usable at will. In addition, she knows the following spells: *hellish rebuke* and *hex*. She has one 1st-level spell slot with which to cast these spells (PH107 for full details). The save DC is 12 and her attack bonus is +4.

ACTIONS

Fangs. *Melee weapon attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) piercing damage.

Dagger. *Melee or ranged weapon attack:* +4 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Hellish Rebuke. A creature that hurts Aeozihr takes fire damage (PH250 for full details).

BONUS ACTIONS

Hex. Aeozihr deals extra damage and imposes disadvantage on a creature for the duration (PH251 for full details).

GEAR

Four daggers, a wand, a dungeoneer's pack, leather armor, an iron moon pendant with a pony silhouette etched on it, a prayer wheel reflecting the phases of the moon, 5 sticks of incense, vestments, a set of common clothes, and a belt pouch containing 15 gp.

BACKGROUND

Acolyte (Moon Princess).

Pregen Characters

CLIFF JUMPER

1st-level Warlock, Medium fey (earth-bound pony satyr), neutral good

Armor Class 13 (leather armor)

Hit Points 7 (hit dice 1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	8 (-1)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Wisdom +4, Charisma +5

Skills Athletics +3, Deception +5, Nature +2, Sleight of Hand +4

Tools Disguise kit, forgery kit

Senses passive Perception 12

Languages Common, Sylvan

Pony Ancestry: Earth-bound. Whenever Cliff rolls a hit die to regain hit points, he regains at least 2 hit points.

Unique Destiny. Cliff has advantage on Deception checks.

Otherworldly Patron. Cliff has struck a bargain with an Archfey, adding spells to those he can learn and giving him the ability to charm or frighten enemies (PH107-109 for full details).

Spellcasting. Cliff knows the cantrips *chill touch* and *prestidigitation*, usable at will. In addition, he knows the following spells: *expeditious retreat* and *sleep*. He has one 1st-level spell slot with which to cast these spells (PH107 for full details). The save DC is 13 and his attack bonus is +5.

ACTIONS

Quarterstaff. *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if held in both hands.

Dagger. *Melee or ranged weapon attack:* +4 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Chill Touch. A creature within range takes necrotic damage and cannot heal (PH221 for full details).

GEAR

A light crossbow and 20 bolts, a spell component pouch, a dungeoneer's pack, leather armor, a quarterstaff, two daggers, a set of fine clothes, a set of common clothes, and a belt pouch containing 15 gp.

BACKGROUND

Charlatan (scam 4).

OCEAN MIRAGE

1st-level Fighter, Medium fey (doppelganger pony), lawful neutral

Armor Class 17 (chainmail + defense)

Hit Points 12 (hit dice 1d10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	9 (-1)

Saving Throws Strength +4, Constitution +4

Skills Athletics +4, Nature +3, Perception +4, Survival +4

Tools Disguise kit, navigator's tools, vehicles (water)

Senses passive Perception 14

Languages Common, Sylvan

Fingerless. Ocean may use his mouth as one hand and is considered Small sized for sake of what he can or cannot wield.

Four-Legged. Ocean can carry 337.5 lbs., push, drag, or lift 675 lbs., and has advantage on checks to avoid becoming prone.

Unique Destiny. Ocean has advantage on Survival checks.

Shapeshifter. Ocean is proficient with disguise kits and has advantage when using them. He can disguise himself as an action.

Emotional Predator. Ocean has advantage on Charisma (intimidate) and Charisma (persuasion) checks.

Best Friends. Once per long rest, Ocean can cast *friends* (PH244 for full details).

Fighting Style: Defense. Ocean has +1 to AC while wearing armor.

ACTIONS

Scimitar. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortsword. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Handaxe. *Melee or ranged weapon attack:* +4 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

BONUS ACTIONS

Second Wind. Once per rest, Ocean can regain 1d10 + 1 hit points as a bonus action.

GEAR

Chainmail, a scimitar, a short sword, two hand axes, an explorer's pack, a belaying pin, 50 ft. of silk rope, a pirate's black flag, a set of common clothes, and a belt pouch containing 10 gp.

BACKGROUND

Sailor.

Pregen Characters

Spring Song

1st-level Ranger, Medium fey (earth-bound pony), neutral good

Armor Class 14 (scale mail)

Hit Points 12 (hit dice 1d10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	13 (+1)	14 (+2)	8 (-1)

Saving Throws Strength +4, Dexterity +2

Skills Athletics +4, Medicine +4, Nature +4, Stealth +2, Survival +4

Senses passive Perception 17

Languages Common, Sylvan

Fingerless. Spring may use her mouth as one hand and is considered Small sized for sake of what she can or cannot wield.

Four-Legged. Spring can carry 337.5 lbs., push, drag, or lift 675 lbs., and has advantage on checks to avoid becoming prone.

Unique Destiny. Spring has advantage on Perception checks.

Favored Enemy. Spring has bonuses on dealing with fey enemies (PH91 for full details).

Natural Explorer. Spring is particularly at home in the desert (PH91 for full details).

ACTIONS

Quarterstaff. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Handaxe. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Longbow. *Ranged weapon attack:* +2 to hit, range (with nock spike) 75 ft./300 ft., one target. *Hit:* 4 (1d8 + 0) piercing damage.

GEAR

Scale mail, a quarterstaff, a handaxe, an explorer's pack, a longbow and a quiver of 20 arrows, a staff, a hunting trap, a pouch containing the claws of a hag, a set of traveler's clothes, and a nock spike.

BACKGROUND

Outlander.

OBSIDIAN DREAM

1st-level Wizard, Medium fey (gem pony), neutral

Armor Class 11

Hit Points 9 (hit dice 1d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	15 (+2)	8 (-1)	12 (+1)

Saving Throws Intelligence +4, Wisdom +1

Skills Arcana +4, Investigation +4, Medicine +1, Stealth +3

Senses passive Perception 9

Languages Common, Sylvan

Fingerless. Obsidian may use his mouth as one hand and is considered Small sized for sake of what he can or cannot wield.

Four-Legged. Obsidian can carry 225 lbs., push, drag, or lift 450 lbs., and has advantage on checks to avoid becoming prone.

Unique Destiny. Obsidian has advantage on Arcana checks.

Crystalline. When Obsidian is targeted by a ranged attack that deals acid, cold, lightning, fire, or radiant damage, the attack roll is made with disadvantage.

Eternal Hope. Obsidian has advantage on saves to avoid becoming frightened.

Spellcasting. Obsidian knows the cantrips *dancing lights*, *mage hand*, and *poison spray*, usable at will. In addition, he can prepare 3 wizard spells per day from the list of *alarm*, *detect magic*, *feather fall*, *find familiar*, *identify*, and *unseen servant*. He has two 1st-level spell slots with which to cast these prepared spells. The save DC is 12 and his attack bonus is +4.

Arcane Recovery. Once per day after a short rest, Obsidian can recover one expended 1st-level spell slot.

ACTIONS

Dagger. *Melee or ranged weapon attack:* +3 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Poison Spray. One creature within 10 feet of Obsidian must succeed on a Constitution saving throw or take 1d12 poison damage.

GEAR

A dagger, a polished stone orb, a scholar's pack, a spellbook, an herbalism kit, an explorer's pack, a set of common clothes, a diary with seven missing pages, and a fey hawk familiar.

BACKGROUND

Ghost Tribe.

CURIOSITY GLOOM

1st-level Sorcerer, Medium fey (leatherwing pony), lawful good

Armor Class 14

Hit Points 8 (hit dice 1d6)

Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	10 (+0)	9 (-1)	15 (+2)	15 (+2)

Saving Throws Constitution +2, Charisma +4

Skills Deception +4, Insight +4, Persuasion +4, Stealth +3

Tools Chess set, thieves' tools

Senses passive Perception 12, darkvision 90 ft.

Languages Common, Sylvan, Draconic

Fingerless. Curiosity may use her mouth as one hand and is considered Small sized for sake of what she can or cannot wield.

Four-Legged. Curiosity can carry 270 lbs., push, drag, or lift 540 lbs., and has advantage on checks to avoid becoming prone.

Unique Destiny. Curiosity has advantage on ABC checks.

In Darkness Thrive. Curiosity has disadvantage on saves against light-based effects, including radiant damage.

Spellcasting. Curiosity knows the cantrips *blade ward*, *fire bolt*, *message*, and *true strike*, usable at will. In addition, she knows 2 sorcerer spells: *charm person* and *sleep*. She has two 1st-level spell slots with which to cast these prepared spells. The save DC is 12 and his attack bonus is +4.

Draconic Ancestry: Gold. Curiosity can trace her lineage back to a gold dragon, and can communicate with dragons more easily than others (PH102 for full details).

Draconic Resilience. Curiosity has inherited a measure of toughness from her dragon ancestor (PH102 for full details).

Wings. Curiosity cannot fly while wearing armor she is not proficient in or not tailored to accommodate her wings, or a backpack not specially tailored to wings. While flying, she is vulnerable to piercing damage, and has disadvantage on Strength checks to interact with objects on the ground.

ACTIONS

Quarterstaff. *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Dagger. *Melee or ranged weapon attack:* +3 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Fire Bolt. *Ranged spell attack:* +4 to hit, range 120 ft, one target. *Hit:* 5 (1d10) fire damage, and unattended flammable objects catch fire.

GEAR

A quarterstaff, a rod carved to look like a long dragon, a dungeoneer's pack, two daggers, a crowbar, a set of common clothes with a hood, and a belt pouch containing 15 gp.

BACKGROUND

Variant Criminal: Spy.

PREGEN CHARACTERS

FINAL THUNDER

1st-level Cleric, Medium fey (pegasus pony), lawful neutral

Armor Class 18 (scale mail + shield)

Hit Points 7 (hit dice 1d8)

Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	9 (-1)	10 (+0)	15 (+2)	14 (+2)

Saving Throws Wisdom +4, Charisma +4

Skills Arcana +2, History +2, Medicine +4, Religion +2

Tools Dice sets

Senses passive Perception 12

Languages Common, Sylvan, Dark Whisper

Fingerless. Final may use his mouth as one hand and is considered Small sized for sake of what he can or cannot wield.

Four-Legged. Final can carry 270 lbs., push, drag, or lift 540 lbs., and has advantage on checks to avoid becoming prone.

Unique Destiny. Final has advantage on History checks.

Death Domain. Final has the *false life* and *ray of sickness* spells prepared (DM 96).

Spellcasting. Final knows the cantrips *resistance*, *sacred flame*, and *spare the dying*, usable at will. In addition, he can prepare 3 cleric spells per day, usually *detect evil and good*, *inflict wounds*, and *protection from evil and good*. He has two 1st-level spell slots with which to cast these prepared spells. The save DC is 12 and his attack bonus is +4.

Wings. Final cannot fly while wearing armor he is not proficient in or not tailored to accommodate his wings, or a backpack not specially tailored to wings. While flying, he is vulnerable to piercing

damage, and has disadvantage on Strength checks to interact with objects on the ground.

Reaper. Final knows the *chill touch* cantrip (DM 96).

ACTIONS

Warhammer. *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Chill Touch. A creature within range takes necrotic damage and cannot heal (PH221 for full details).

Sacred Flame. One creature within 60 feet of Final must succeed on a Dexterity saving throw or take 4 (1d8) radiant damage.

Inflict Wounds. *Melee spell attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) necrotic damage.

GEAR

A warhammer, scale mail, a dagger, a priest's pack, a shield depicting a house made from bones, a staff, a vial of holy water, the gaming set, a set of common clothes, and a knife that his great-grandfather used to make wood carvings.

BACKGROUND

Bone Tribe.

PREGEN CHARACTERS

SOUL ARCH

1st-level Monk, Medium fey (sea horse pony), chaotic good

Armor Class 15

Hit Points 10 (hit dice 1d8)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	10 (+0)	16 (+3)	8 (-1)

Saving Throws Strength +3, Dexterity +4

Skills Acrobatics +4, Arcana +2, Insight +5, Investigation +2

Senses passive Perception 13

Languages Common, Sylvan, Elvish, Halfling

Fingerless. Soul may use his mouth as one hand and is considered Small sized for sake of what he can or cannot wield.

Four-Legged. Soul can carry 270 lbs., push, drag, or lift 540 lbs., and has advantage on checks to avoid becoming prone.

Unique Destiny. Soul has advantage on Acrobatics checks.

Fish in Water. Soul is amphibious, and adds his proficiency bonus to checks made to swim. He also has advantage on such checks.

Unarmored Defense. Soul's armor class is 15 when not wearing any armor and not using a shield.

Martial Arts. Soul gains a number of benefits from his training (PH78 for full details).

ACTIONS

Spear. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dart. *Ranged weapon attack:* +4 to hit, range 20 ft./60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

BONUS ACTIONS

Martial Arts. *Melee weapon attack:* +4 to hit, reach 5 ft., one target (PH78 for full details). *Hit:* 4 (1d4 + 2) bludgeoning damage.

GEAR

A spear, a dungeoneer's pack, 10 darts, a book, a bottle of ink, an ink pen, ten sheets of parchment, a set of traveler's clothes, and an old key of tarnished brass.

BACKGROUND

Unbound Hooves.

FAIRY GOLD

1st-level Rogue, Medium fey (unicorn pony), neutral

Armor Class 13 (leather armor)

Hit Points 10 (hit dice 1d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Dexterity +4, Intelligence +5

Skills Deception +3, Insight +3, Perception +3, Investigation +7, Sleight of Hand +6, Stealth +4

Tools Thieves' tools, playing cards, calligrapher's tools

Senses passive Perception 13

Languages Common, Sylvan

Four-Legged. Fairy can carry 180 lbs., push, drag, or lift 360 lbs., and has advantage on checks to avoid becoming prone.

Unique Destiny. Fairy has advantage on Sleight of Hand checks.

Telekinesis. Fairy can wield weapons as a humanoid with her horn magic. She can use Intelligence instead of Strength for attack and damage rolls with melee weapons or other checks involving held items, and can grapple creatures of any size.

Distant Focus. Fairy can manipulate items or weapons held with her telekinesis up to 30 feet away as long as she can see what she's doing. If a roll for such use would normally require Strength, she uses Intelligence instead; if it would normally require Intelligence or Dexterity, she has disadvantage on the roll.

Expertise. Fairy is an expert at Investigation and Sleight of Hand (PH96 for full details).

ACTIONS

Shortsword. *Melee weapon attack:* +5 to hit, reach 30 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Dagger. *Melee or ranged weapon attack:* +5 to hit, reach 30 ft. or range 20 ft./60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

GEAR

Two short swords, an explorer's pack, leather armor, two daggers, thieves' tools, a crowbar, a set of dark common clothes including a hood, calligrapher's tools, two homemade sets of playing cards (one marked), and a belt pouch containing 4 gp.

BACKGROUND

Criminal (specialty 7).

PREGEN CHARACTERS

SOOYAMA HADAMA

1st-level Ranger, Medium fey (zebra pony), chaotic good

Armor Class 13 (leather armor)

Hit Points 10 (hit dice 1d10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	14 (+2)	14 (+2)	8 (-1)

Saving Throws Strength +3, Dexterity +4

Skills Animal Handling +4, Insight +4, Medicine +4, Nature +4, Persuasion +1, Survival +4

Tools Herbalism kit, brewer's supplies

Senses passive Perception

Languages Common, Sylvan, Elvish

Fingerless. Sooyama may use her mouth as one hand and is considered Small sized for sake of what she can or cannot wield.

Four-Legged. Sooyama can carry 270 lbs., push, drag, or lift 540 lbs., and has advantage on checks to avoid becoming prone.

Unique Destiny. Sooyama has advantage on Medicine checks.

Driven by Curiosity. Sooyama is proficient in Medicine and with the herbalism kit.

Clarity of Thought. Sooyama cannot be surprised while conscious, and she gains a +1 bonus to initiative checks.

Favored Enemy: Plants. Sooyama has select bonuses when dealing with Plant type creatures (PH91 for full details).

Natural Explorer: Forests. Sooyama has select bonuses in forest terrain (PH91 for full details).

ACTIONS

Longbow. *Ranged weapon attack:* +4 to hit, range (with nock spike) 75 ft./300 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Handaxe. *Melee or ranged weapon attack:* +3 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 5 (1d6 + 1) slashing damage.

GEAR

Leather armor, two handaxes, an explorer's pack, a longbow with a quiver of 20 arrows, an herbalism kit, a letter of introduction from the Alchemists and Apothecaries Guild, a set of traveler's clothes, a nock spike, and a belt pouch containing 5 gp.

BACKGROUND

Guild Artisan

ECLIPSE BRIGHTCLOUD

1st-level Fighter, Medium fey (purrsian), chaotic good

Armor Class 16 (chain mail)

Hit Points 12 (hit dice 1d10)

Speed 40 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Strength +5, Constitution +4

Skills Athletics +5, History +2, Persuasion +1, Survival +4

Tools Card sets

Senses passive Perception 12

Languages Common, Sylvan, Draconic

Feline Speed. Eclipse has a +1 bonus to initiative checks and can use the Dash action as a bonus action.

Fingerless. Eclipse may use her mouth as one hand and is considered Small sized for sake of what she can or cannot wield.

Four-Legged. Eclipse can carry 360 lbs., push, drag, or lift 720 lbs., and has advantage on checks to avoid becoming prone.

Wings. Eclipse cannot fly while wearing armor she is not proficient in or not tailored to accommodate her wings, or a backpack not specially tailored to wings. While flying, she is vulnerable to piercing damage, and has disadvantage on Strength checks to interact with objects on the ground.

Fighting Style: Great Weapon Fighting. Eclipse has rerolls any damage dice that come up 1 or 2 when she hits with a melee attack using a two-handed or versatile melee weapon.

ACTIONS

Small Fangs. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d3 + 3) piercing damage.

Lance. *Melee weapon attack:* +5 to hit, reach 10 ft., one target, disadvantage if the target is within 5 feet. *Hit:* 8 (1d10 + 3) piercing damage.

Warhammer. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Handaxe. *Melee or ranged weapon attack:* +5 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 7 (1d6 + 3) slashing damage.

BONUS ACTIONS

Dash.

Second Wind. Once per rest, Eclipse can regain 1d10 + 1 hit points as a bonus action.

GEAR

Chain mail, a lance, a warhammer, two handaxes, a dungeoneer's pack, a saddle rack, a set of fine clothes, a signet ring, and a scroll of pedigree.

BACKGROUND

Noble.

PNEUMATIC ONTOLOGICAL NOTATION ACTIONS

INSTRUMENT (P.O.N.I.)

1st-level Paladin, Medium fey (steelheart), chaotic good

Armor Class 16 (chain mail)

Hit Points 12 (hit dice 1d10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	14 (+2)	8 (-1)	15 (+2)

Saving Throws Wisdom +1, Charisma +4

Skills Insight +1, Medicine +1, Religion +4, Persuasion +4

Damage Resistance Lightning

Senses passive Perception 9

Languages Common, Sylvan, Celestial

Fingerless. P.O.N.I. may use his mouth as one hand and is considered Small sized for sake of what he can or cannot wield.

Four-Legged. P.O.N.I. can carry 315 lbs., push, drag, or lift 630 lbs., and has advantage on checks to avoid becoming prone.

Living Construct. P.O.N.I. is immune to disease, and does not need to eat, drink, or breathe (although he can choose to do so). He enters an inactive state for four hours each day instead of sleeping, and remains aware of his surroundings.

Divine Sense. P.O.N.I. senses celestials, fiends, and undead in the area (PH84 for full details).

Lay on Hands. P.O.N.I. can heal wounds or illness with a touch (PH84 for full details).

Battleaxe. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Warhammer. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Javelin. *Melee or ranged weapon attack:* +4 to hit, reach 5 ft. or range 30 ft./120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

GEAR

A battleaxe, a warhammer, five javelins, an explorer's pack, chain mail, an icon of an open book held on a hoof emblazoned on a silver cog wheel, a mechanized prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a belt pouch containing 15 gp.

BACKGROUND

Acolyte.

AIRGLOW DARLING

1st-level Druid, Medium fey (sun cat), chaotic good

Armor Class 11 (leather armor)

Hit Points 10 (hit dice 1d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)	8 (-1)

Saving Throws Intelligence +3, Wisdom +5

Skills Animal Handling +5, Medicine +5, Religion +3, Survival +5

Tools Herbalism kit, cook's utensils

Senses passive Perception

Languages Common, Sylvan, Druidic, Elvish

Feline Senses. Airglow does not have disadvantage on Wisdom (perception) checks that rely on sight in dim light, and has advantage on Wisdom (survival) checks that rely on smell.

Feline Speed. Airglow has a +1 bonus to initiative checks and can use the Dash action as a bonus action.

Fingerless. Airglow may use her mouth as one hand and is considered Small sized for sake of what she can or cannot wield.

Four-Legged. Airglow can carry 315 lbs., push, drag, or lift 630 lbs., and has advantage on checks to avoid becoming prone.

Pride Tactics. Airglow has advantage on attack rolls against any enemies within 5 feet of an ally who is not incapacitated.

Spellcasting. Airglow knows the cantrips *guidance* and *thorn whip*, usable at will. In addition, she can prepare 4 druid spells per day, usually *cure wounds*, *entangle*, *faerie fire*, and *healing word*. She has two 1st-level spell slots with which to cast these prepared spells. The save DC is 13 and her attack bonus is +5.

ACTIONS

Cure Wounds. Airglow can touch one creature, causing it to regain 7 (1d8 + 3) hit points.

Entangle. Airglow can cause vines to grow and hold down enemies (PH238 for full details)

Thorn Whip. Airglow makes a melee attack to pull an enemy close (PH282 for full details).

BONUS ACTIONS

Dash.

Healing Word. Airglow chooses a creature within 60 feet to regain 5 (1d4 + 3) hit points.

GEAR

A scimitar, a spear, leather armor, an explorer's pack, a wand of braided yew and ash strips, a scroll case stuffed with notes on animal migrations and breeding habits, a winter blanket, a set of common clothes, an herbalism kit, a set of cook's utensils, and 4 gp.

BACKGROUND

Hermit.