

Pony Finder

Down to Earth



Written by
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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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Earth Pony Attributes

-2 Dexterity, +2 Constitution, +2 Wisdom

Movement: 40 ft(20 ft bipedal)

Special Abilities

Unique Destiny: Gain one bonus feat at first level.

Vision: Low-Light Vision

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

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



Jaeger

Earth-bound Naming

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

While last names can be passed down, sometimes last names of one generation can become first of the last and vice versa. Last names of earth-bound tend to be as varied as the ponies themselves are. Others complete the word started with the first name. Examples include: Cake, Shore, Apple, Wrangler, Shepherd, Cobbler, Surprise, Pie, Oil, Patch

Earth-bound Power

While the other tribes wandered farther and wider, some of the early proto-ponies were happy right in the fields and meadows. They became more solid and became used to navigating long expanses of open fields to get where they wanted to be. Compared to some of the other tribes, they were slower to establish large, stationary, cities. They were the tribe of runners, once, the prairie ponies.

No other tribe can compete with the earth-bound tribe for their sheer durability. Solid and reliable, wounds, exposure, poison, and even magic have a hard time bringing down one of these hardy equines from their decided task.

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

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

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

A Brief History of Earth-Bound

Given to running long distances, and with the plentiful amount of clear land for them to do this running on, this tribe became one of the most spread of them all, having members in almost every settlement.

Their desire to build true cities did not manifest clearly until Queen Iliana appeared with her divine wings and led her people, the earth-bound, to unite with the pegasi and begin a campaign of drawing all the tribes together.

Being instinctively drawn to deep familial bonds, the words of the Queen struck powerfully with them. It helped that she was one of their own, to start. She told them to embrace all the equine tribes as family, however distant, to be loved, protected, and worked alongside. The earth-bound took this to heart, and became the bedrock of the new society.

Being a generally welcome tribe after the forming of the empire, the earth-bound have a good reputation with most of the other tribes. They serve well in bureaucratic, agricultural, and guard positions across the empire, to speak nothing of more specialized and individual professionals that emerge from the tribe.

The open hooves of the tribe were not always so.

In the time before the empire, earth-bound kept themselves to their more immediate family, and considered all others, often even other earth-bound as suspicious. These families would become quite large, more like clans than families, and many would roam across the fields of Everglow, protecting their interests against anything else that moved.

When the empire began to decline, the Earth-bound were, in many ways, worst hit. After so many generations of being a part of this grand society, they became lost. They were no longer the nomadic runners, and leaving their cities felt dangerous.

Many simply stayed where they were, doing their best to prop up failing communities despite the lack of the empire's presence. Rarest of them took up the old ways, returning to their nomadic roots and seeking ever onwards for the great home their hooves still feel the hills to be but their hearts can no longer find.

Life of Earth-Bound

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

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

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

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

Age is seen as a mark of wisdom and experience. Ponies who become venerable are retired from heavy physical labor, but taken care of with pride and respect by their clan. They serve as mentors, matchmakers and mediators for their families.

Should a younger pony have difficulty balancing work and their foals, a grandfather or mother is usually available for an earth-bound to take up the slack and help raise the youths. Such elders also command a say in the daily operation of their house and community. Earth-bound majority communities will often have elders serving as mayors and other parts of government.

Their mundane appearance can serve them both well and poorly in strange lands. Humans see them as harmless, almost whimsical. Talking ponies with exotic colors make them look more like the toys of the wealthy than anything else. They can play this up to work under the radar, but it makes getting respect all the more difficult. There is little disputing the primal majesty of a pegasus or unicorn, but earth-bound ponies are just small horses to the untrained eyes of outsiders.

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

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

Stereotypes of other Tribes

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

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

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

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

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

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

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

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

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

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

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

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

Purrsian: Ugh. Greedy, vain, and selfish! There are exceptions, but they only serve to prove the rule. Avoid the purrsians if you want to avoid a headache.

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

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

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

Flutterponies: They proudly assert themselves to be ponies, but we know better. Behind the equine shape lies a heart of chaos. A friendly chaos, to be sure, but a chaos none the less. Tread lightly around them.

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

Racial Feats

Born Runner

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

Prerequisite: Earth-bound, Run

Benefit: Any turn during which you move at least half your land speed, you gain a dodge bonus of 1. Increase this bonus by 1 for every 5 character levels you have. Your land speed also increases by 10 ft.

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

Deep Healing

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

Prerequisite: Earth-bound, Caster Level 5+

Benefit: When a spell, spell-like ability, or supernatural ability of yours heals someone, they gain 1 temporary hit point per die healed. For instance, a cure moderate wounds gives 2 temporary hit points. These temporary hitpoints do not stack, and remain for 1 minute.

Deep Rooted

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

Prerequisite: Earth-bound, Strength 13, Wisdom 13

Benefit: You cannot be tripped or forced prone by any effect while conscious.

Earth Driven

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

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

Benefit: While standing on solid dirt, stone, or metal, and at half hit points or less, you gain fast healing 1. This fast healing increases by 1 for every 10 levels you possess.

Established Brand

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

Prerequisite: Ponykind, 1st level only

Benefit: When arriving in a new city, make a Diplomacy or Knowledge (local) check with a -1 per day's distance from home, to a maximum of -10.

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

Innocent Appearance

Earth-bound ponies can appear quite harmless to many other creatures. This can be used to their advantage.

Prerequisite: Ponykind, Earth-bound

Benefit: Gain a +4 to diplomacy and bluff rolls against non-ponykind, as well as disguise checks to appear as a mundane, if possibly small, horse.

Solid Magic

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

Prerequisite: Ponykind, Earth-bound

Benefit: Spells you cast that have an effective CMB or CMD check gain a +1 racial bonus per 4 character levels.

Resprouting Soul

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

Prerequisite: Ponykind, Earth-bound, Level 15+

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

Racial Equipment

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



Rock

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

Earth-bound Discoveries

Alchemic Toughening: This discovery functions as and stacks with the toughness feat.

Craggy Hide: Your mutagen's natural armor is increased by 1 and while under its effects, you gain DR 1/Magic that increases by 1 per 4 levels.

Earth Shattering Force: This discovery modifies the alchemic bomb and cannot be combined with others that do so as well. When you make an earth shattering bomb, it deals half the normal damage, but as force. The area that the bomb strikes becomes difficult terrain. All targets, primary and otherwise, must succeed a reflex save vs the dc of the bomb or be knocked prone.

Earth Meld: This discovery, which requires level 7 to take, gives you a burrow speed equal to your land speed. You may not move more than 5 ft beyond the surface of any earth you are swimming through. You may burrow for as many rounds a day as you have alchemist levels.

Extra Legs: You sprout an additional leg, making you more difficult to trip(+2 CMD vs trip) and increasing your land speed by 5ft. This discovery can be taken multiple times.

Foliant Bomb: This discovery modifies the alchemic bomb and cannot be combined with others that do so as well. When you throw a foliant bomb, reduce its damage dice to d4 and change its damage type to piercing. Any plant caught in its effect heals instead of taking damage. Against constructs, increase the damage dice to d8s instead.

Serrated Hooves: Any hoof natural attacks or unarmed attacks you have deal slashing or bludgeoning damage, whichever is more advantageous. Note: this would not change non-lethal unarmed attacks to lethal damage, see Improved Unarmed Strike.

Tauric Transformation: Requiring the vestigial arm discovery taken twice, this discovery grows an extra torso to go along with it, making you look like a small centaur with an equine face. You can now wear three rings (on any combination of your fingers and/or hooves).

Earth-bound Magic

Earth's Pull

School: Evocation

Level: Cleric/Oracle 1, Druid 1,
Sorcerer/Wizard 1, Shaman 1

Casting Time: 1 Standard Action

Components: V, S

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

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

Duration: Instantaneous

Save: See Text

Spell Resistance: No

Exerting a sudden powerful attraction to the target's weapon, you may make a disarm CMB check, using your caster level as your base attack bonus and your casting stat to determine your bonus. If the victim is disarmed the weapon flies towards you. If you have a hand or equivalent free, it is now wielded by you. Otherwise, or if the weapon is too large to wield, it falls in your square. This works despite the material of the target weapon.

Restful Pause

School: Transmutation (Healing)

Level: druid 2, Sorcerer/Wizard 3,
Shaman 2

Casting Time: 1 Standard Action

Components: V, S

Range: Touch

Target: Single living target

Duration: 1 minute + 1 round/level

Save: No

Spell Resistance: Yes

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

Rocky Shards

School: Conjuration

Level: druid 2, Sorcerer/Wizard 1

Casting Time: 1 Standard Action

Components: V, S

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

Target: Single enemy

Duration: Instantaneous

Save: No

Spell Resistance: No

With a sudden flick, you hurl jagged spikes of stone towards the target. Make a ranged attack. On a hit, deal 1d6 piercing damage per level to a maximum of 5d6. On a critical hit, the target is stunned for one round. If you are standing on stone when casting this spell, you may select a secondary target, who takes half damage. Roll this attack separately.



*Restful
Pause*

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