

Written by David Silver



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Short-Leg Attributes

Physical Stats: +2 Charisma, +2 Constitution, -2 Strength **Movement:** 30 ft (20 ft bipedal) **Size:** Small

Special Abilities

Vision: Low-Light Vision **Quadruped:** +4 CMD vs trip and +50% carrying capacity

Unique Destiny: You have a bonus feat, reflecting your particular destiny, whether you fully understand it or not. The Short-Leg trait is traded for the Earth-Bound trait.

Lover's Sacrifice: Once per day, a short leg may elect, as an immediate action, to become the target of an effect or attack within their reach. The effect must be targeting someone other than the user, and does not function for area of effect effects. If used after a hit is confirmed, the hit is automatically confirmed on the short leg.

Shield of Innocence: Once per day, by taking on the appearance of innocence, a short leg can hold the attention of humanoids and fey within 20 feet, fascinating them as long as they continue (a standard action). The DC to resist is $10 + \frac{1}{2}$ their level + charisma modifier.

Short Leg Satyrs: This is an alternate racial trait one can take like winged or horned for pony satyrs. Satyrs born of short legs are exceptionally small, and adorable, compared to most.

Physical Stats: -2 Strength Size: Small Shield of innocence: As per short leg trait.

Short Leg Naming

The first name of short legs tends to be something that stirs warmth or creativity, or speaks to the bond between two ponies. Here are some popular ones:

Paint, Sketch, Party, Fond, Sweet, Soft, Tender, Loyal, Vibrant, Vivid, Free, Dance, Serene, True, Bright, Faithful

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

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Shield, Passion, Close, Free, Date, Hard, Palette, Dream, Sketch, Heart, Love, Kiss, Hug, Color, Family, Harmony

A Brief History of the Short-Legs

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

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

The gnolls were not so generous. Sensing the weakness during the civil unrest, they snuck in and seized every short leg they could carry, and put the rest to sword and fire. By the time the next merchant train arrived, they found a town burnt to the foundations, and little sign of the peace-loving short legs left behind.

Here history diverges wildly. In the many echoes of Everglow, the great author Sheila has seen many possibilities. In some, the short legs are rescued by adventurous souls soon after capture, and they are restored to Turves, where they establish a colony and return their ways to the pony empire as a whole. In others, no help ever arrives, and they die quietly in the gem gnoll mines, mourned only by the Queen that felt she had failed them, another mistake in her long life that she would carry with her until the end.

In most, however, help does arrive, to find the short legs reduced in number, but stubbornly clinging to their faith and love. They will always carry the scars of their generations of servitude, but love will set them free, and they bring light with them to the greater world.

Presuming the short legs survived past their capture, they quickly came together. Like the earth-bound, they are a tribe that lives for their family, and they were quick to form them as soon as they saw the light of day again. Their line is fairly strong. Despite their willingness to form relationships with almost anything that they can get along with, most foals they are responsible for emerge as short legs themselves, despite mixed parentage.

Feeling remorse for what she saw as a failing on her part, the Queen acted to protect the short legs from future aggression, assigning loyal soldiers to protect and live in Turves, passing to them the duty of safeguarding the town and its populace, short leg or not, from harm.

When the empire fell to ruin, the short legs dispersed, not out of misery or aimlessness, but to find and reignite the injured remnants of the pony spirit. They wandered far and wide, finding pony settlements and gently encouraging hope in increasingly dark times. Some were drawn to the human lands, where they sang tales of the love and art that ponykind had managed, trying to keep alive the stories of the great empire, and to remind the humanoids of the great potential of their pony neighbors.

Life of the Short-Legs

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

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

It is extremely uncommon for short legs to have a spiritual tribe. For most, they consider their tribe spiritual enough, with the communal love for Lashtada. It is, however, not impossible for a short leg to find a different shared destiny, but such almost always comes about after a short leg has reached adulthood and makes a decision to part slightly from the way of their peers and seek an alternate path. Short legs often do not roam far from home, and remain closely tied with their friends and family of youth, much like earth-bound.

Those that do travel, or move to another city, town, or nation, will take great pains to remain in contact with their loved ones. Rather than send gifts of money or valuable artifacts, they are more likely to send things that remind them of the loved ones they miss, and to write poetry and musings about their lives, especially in how it relates to the one they are writing to. An uncle that used to play the banjo all day will get gifts of new songs to play on it, and perhaps exotic strings from an adventuring kin, to play with.

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

Short Leg Power

Short legs are, to live up to their name, small ponies. Smaller than any other tribe, only flutterponies, which are not true ponies, can get any smaller than they. Their small stature makes it difficult to get around in a world made for medium sized creatures, but they are as optimistic as they are tiny, and if they have to climb up to reach a doorknob, they'll do it. Spellcasters with mage hand or open/close earn the adoring stares of their fellows.

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

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

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

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

Stereotypes of Other Tribes

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

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

Leatherwing: They fear many things, including the one thing that could protect them.

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

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

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

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

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

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

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

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

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

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

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

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

Purrsian: Aggressively unloving, unless you happen to be made of gold. They need us more than they know, but good luck convincing them of that.

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

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

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

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

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Short-Leg Racial Feats

Blessed Coat [Combat]

Your coat is so fine, it has earned the blessings of Lashtada herself. Prerequisite: Shield of Innocence, Fluffy Coat, worships Lashtada Benefit: Your DR from fluffy coat becomes Slashing and Magic. At level 12+, it becomes Slashing and Evil.

Comforting Whisper

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

Prerequisite: Lover's Sacrifice, Sense Motive 4+ ranks

Benefit: As an action requiring three rounds, you can whisper gentle encouragements to an ally other than yourself. At the end of the three rounds, they are cured of 1d4 ability damage to every ability that is damaged. If the ability has no damage, but is drained, it cures 1 point. This can be used once per day, twice at level 10+.

Cry of Pain

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

Prerequisite: Lover's Sacrifice, 8 Hit Dice, worships Lashtada, Knowledge (religion) 6+ ranks

Benefit: After being prone and helpless in the same square as an perished target while sobbing piteously for ten minutes, the target is affected as if by raise dead, you gain 2 permanent negative levels, and cannot use this ability if it would kill you. At level 12+, you may instead use resurrection, even on things normally unaffected by it(constructs, undead, outsiders), but gain 4 permanent negative levels.

Cushioning Coat [Combat]

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

Prerequisite: Shield of Innocence, Shaggy Coat

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

Easy to Miss [Combat]

Being low to the ground can be a blessing. Ask any short leg. Prerequisite: Shield of Innocence, Dodge, Acrobatics 4+ ranks Benefit: You gain a +1 dodge bonus to your AC for every size larger than small your attacker is, to a maximum of half your level.

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

Empathetic Presence

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

Prerequisite: Lover's Sacrifice

Benefit: After grappling an ally and while maintaining the grapple, you may grant the ally fast healing 1. The fast healing increases by 1 for every 5 hit dice you have. You lose 1 hit point per round you heal the target, and these hit points cannot be restored by any mean other than rest or a heal spell. This healing is not positive energy. It does not function on constructs or undead.

Fluffy Coat [Combat]

Your fur has grown past the shaggy into the stupendously fluffy. Prerequisite: Shield of Innocence, Shaggy Coat. Benefit: You gain a DR/Slashing of half your level.

Grasping Coat [Combat]

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

Prerequisite: Shield of Innocence, Wooly Coat, Base Attack 10+ Benefit: You may, as an immediate action when struck by a melee weapon by someone within your reach, make a free grapple attempt on the attacker. If this grapple succeeds, the attack roll suffers a -2 penalty, which may cause the strike to instead miss.

Shaggy Coat [Combat]

Short legs are quite fluffy, and your coat sets the gold standard. Prerequisite: Shield of Innocence Benefit: You gain a cold resistance of half your level.

Wooly Coat [Combat]

With increasing devotion, your coat has curled into protective locks. Prerequisite: Shield of Innocence, Blessed Coat Benefit: You enjoy the constant effect of endure elements against cold as well as +4 racial bonus to saves against cold effects. Allies within 5' of you enjoy a +2 racial bonus.



Racial Class Archetypes

These archetypes were developed by short legs for their use and require being a short leg to take.

Speaker of Love (Cleric)

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

Loving Touch

You care more for the comfort of your fellow people than the esoteric demands of the spirit. You lose access to one domain, but gain the lay on hands ability of a paladin your level - 2. You cannot use this ability to harm things.

Selfless Channeling

Your innate desire to help others eclipses your fear of death. Your channels can never affect you, but you gain +1 per die rolled. This modifies channel energy.

Beloved of the Gods

Your martyr ways gain the respect of the gods. At level 6+, when revived from the death, you gain one level negative level than normal.

Short Leg Racial Traits

Lashtada Spawned

They say all short legs are descendants of the goddess of love, but you were a literal foal of hers. You have little claim to divinity, but do gain access to one cleric orison, which you may use once per day with a caster level equal to your character level.

Love Finds a Way

One of your parents was not a short legs. You gain a +2 trait bonus to diplomacy checks with that species, and it becomes a class skill.

Pit Pony

You, or your parents, were born in the gem gnoll pits, and were forced to adapt to the constant darkness. You have darkvision 30', but when relying on it, it is considered dim light for you, giving everything partial concealment.

Spring Born

You were the first foal born that year after the ritual, possibly during the ritual to Lashtada itself. This blessed occasion allows you to heal 1 extra point of damage any time you are healed magically, and makes you a minor celebrity, at least among the short legs.

Short Leg Unification

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

Small: You shrink, losing one size category, but you also gain the *Shield of Innocence* racial trait.

Short Leg Magic

Power of Love

As per Infernal Healing but good type instead of evil type, and requiring a tear from an ally of the target.

Relationshipping

School: Transmutation Level: Cleric 2, Sorcerer/Wizard 2, Shaman 2, Paladin 1, Bard 1

Casting Time: 1 Standard Action Save: Will (Negates)

Spell Resistance: No

As per charm person without the type limitation, except you pick two targets who must be within 30' of one another and it affects their view of the other. If one succeeds and the other fails, it becomes onesided, but otherwise functions.

Passionate Lash

School Enchantment: [Mind-Affecting,Language-Dependant]; Level: Bard 2, Cleric 3, Witch 2, Inquisitor 2 Casting Time: 1 Standard Action Components: V, S Range: Touch Target: 1 Whip Touched Duration: 1 Minute/Level Save: No Spell Resistance: No The target whip becomes imbued with the raw power of Lashtada,

The target whip becomes imbued with the raw power of Lashtada, becoming capable of ensnaring hearts. Whenever a creature is struck with the whip (A CMB check is sufficient to ensnare the target a moment) for the duration of the spell, the wielder may choose to not inflict damage, instead forcing them to save against this spell or become dazzled for 1d6 rounds. If another target is dazzled within 30', the wielder may affect them as if by relationshipping, using the save DC of this spell +2. Doing so removes the dazzled condition.

Liberated Heart

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School: Enchantment Level: Cleric 4, Bard 4 Casting Time: 1 Standard Action Components: V, S Range: Close (25 ft + 5 ft per 2 levels) Target: One Creature / 3 Levels Duration: Instantaneous Save: No Spell Resistance: Yes

This spell shatters any lingering hostile mind-affecting effect on the targets, freeing them from dominations, gaeses, charms, and other effects, allowing them to think clearly and ending all such effects immediately.

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